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## Tier II 10U Regional

**WELCOME to Maine!!!**

**On behalf of Maine Amateur Hockey Association and our 24 Members and Programs, we welcome all the Youth 10U teams to our great State! This year tournament will be played at The Norway Savings Bank Ice Arena in the Auburn.**

**We hope you enjoy your stay and have a great tournament.**

**PAYMENT-ALL PAYMENTS ARE DONE ONLINE AT**

**<http://meahatournament.ngin.com/>**

***THIS PROCESS ALLOWS PAYMENT TO BE COMPLETED USING A CHECK AND DEBIT OR CREDIT CARD. THERE ARE NO EXCEPTIONS- ALL PAYMENT MUST BE COMPLETED BEFORE MARCH 8TH TOTAL DUE \$1,100.00***

***THERE WILL BE NO FEE COLLECTED AT THE DOOR***

Upon Your teams Selection, you must email a team logo in a Jpeg format, a roster including jersey #'s' along with Coaches names to [admin@meaha.com](mailto:admin@meaha.com) before March 7th

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**Rink**  
**Norway Savings Bank Arena**  
**985 Turner St**  
**Auburn, ME**  
**207-333-6688**

**All coaches and team managers should read this packet carefully to become familiar with all requirements and tournament rules.**

**Important reminder to all tournament players, coaches, parents, and spectators. Maine Amateur Hockey strictly adheres to the USA Hockey Zero Tolerance policy and Code of Conduct policy.**

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### **Hotel Information**

Hampton INN-  
15 Lincoln St  
Lewiston, ME 04240  
207-344-1000 Audree

Residence Inn-  
670 Turner St  
Auburn, ME 04210  
207-777-3400

**When Booking -USE the code – MAINE Amateur Hockey**

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### **Discipline Committee Information**

Jeff Thompson 1-207-659-3774  
Mike Keaney 1-207-240-9710

(1) The Discipline Committee shall be composed of three (3) people and be appointed prior to the first game by the tournament director. Its members shall not come from the same community. The referee-in chief, or his/her appointee, shall not be eligible to serve on this committee.

(2) The committee shall be responsible for deciding any action, suspensions or otherwise, to be taken against a player or team official receiving a game misconduct or match penalty. The committee shall have full power to waive or increase the one-or two-game suspension imposed in Rule 404 (c), Game Misconduct.

(3) The committee shall have authority to initiate action involving supplementary discipline against a player or team official whether or not it involves the playing rules; provided, however, that no suspension shall occur without first giving notice of the intended action and providing the opportunity for a hearing.

(4) No player or team official shall be suspended from participating in the remaining games unless he/she has been provided the opportunity to appear before the committee to relate his/her version of the incident.

**Note 1:** *No hearing for game misconduct will be permitted for any player who incurs five penalties in the same game. Players shall be assessed a game misconduct penalty.*

**Note 2:** *No hearing for game misconduct will be permitted for any head coach whose team incurs fifteen or more penalties during one game. The head coach shall be suspended for the next one game of that team.*

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### **Coaches Meeting Information**

The mandatory coaches' meeting will be conducted via conference call rather than the normal in-person meeting. We will be hosting a coaches' meeting on Wednesday, March 13<sup>th</sup>, 2019 at 7:00 PM. The conference call information is

- Dial-in number (US): (712) 770-4737
- Access code: 614965#

The meeting will address the rules and make sure all information needed has been provided. This is a **mandatory** call and each team is required to have a coach and/or manager on the call. The Head Coach will be suspended for the first game if a representative is not present on the call. Each team is required to have their Credential book at each game. The team must provide the host roster labels (3 labels per game, max of 5 games = 15 labels) at least one hour prior to your first tournament game.

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## Credentials

*All credentialing will be done at your home state- Bring your books only to keep them with you.*

## Tournament Rules

### Round Robin

- At the beginning of the game, there shall be a 4-minute warm-up.
- Play will have 3 periods of 12 minutes.
- Resurfacing Ice will be done at the beginning of the game.
- Round Robin play will not have Overtimes or Time Outs.
- Unless otherwise agreed to by the teams and the Tournament Director, the Home Team shall wear light/white jerseys and the Visiting Team shall wear dark/colored jerseys in all games.
- The maximum number of players, excluding goalkeepers, shall not exceed eighteen (18).
- It is highly recommended that all teams arrive with two goalkeepers. Any team that cannot satisfy this requirement must notify the Tournament Director prior to the start of the tournament. Teams may get approved by their State, to bring a goalie from another team at Lower level of play, and at the same age level. That goalie may not play in a game unless the teams' regular goalie is not able to play due to illness or injury.
- Zero Tolerance will be enforced by all on and off Ice Officials.

***After round robin play, the two top seeded teams within each Conference will advance to the semi-final round.***

### Tie-Break Procedures in Round Robin play.

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie breaking rules listed below. If at any point during the application of the tie-breaking rules, a team can be seeded higher or lower than other teams that remain tied, the seeded team will be placed in their position in the standings, and the tie-breaker process will begin again at Step 1.

The tie-breaker rules are as follows:

The tie-breaker formulas are as follows:

1. The results of only the head-to-head games played between the tied teams in the following order:
  - a. Most points earned.
  - b. Most total wins (whether in regulation, overtime and shootout).
  - c. Most regulation wins.
  - d. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - e. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient.

*A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of "goals for."*

  - f. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
2. If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.
  - a. Most total wins (whether in regulation, overtime and shootout).
  - b. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - c. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient.

*A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for."*

  - d. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
  - e. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.

3. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

**Note:** A team may go into the tie breaking process having defeated another of the tied teams and still not advance.

**Note:** If a team forfeits any of its games, and becomes involved in any tie breaking formula, the team that forfeited will not advance and all games played against the forfeiting team shall be recorded as 1-0 victories for all opposing teams.

### **Semi-Finals & Finals**

Quarterfinal, Semifinal and Championship Games shall be continued to determine a winner. All overtime periods shall be five (5) minute sudden death overtime periods. Each Team will receive 1 Time Out during regulation play. There will be no time outs within OT.

- At the completion of the third period, if the teams are tied, the teams will remain on the ice. There shall be a two (2) minute rest period before the start of the first overtime session and the teams shall change ends. The 1<sup>st</sup> overtime will be played 5v5.
  - If the score is tied at the end of the 1<sup>st</sup> five (5) minute sudden death overtime period, there will be a 2<sup>nd</sup> (5) minute sudden death overtime period. Teams will not change ends and this 2<sup>nd</sup> OT period will be played 4v4.
  - At the completion of the 2<sup>nd</sup> OT period, the tied teams shall receive a two (2) minute rest period. The teams will remain on the ice. The teams shall change ends and the 3<sup>rd</sup> OT period will be played 3v3.
  - This 3v3 format will continue throughout the OT process
  - At the completion of the 3<sup>rd</sup> OT period, the tied teams shall receive a two (2) minute rest period. The teams will remain on the ice. The teams shall change ends and the 4<sup>th</sup> OT period will be played 3v3.
  - Ice will be made between 4<sup>th</sup> and 5<sup>th</sup> OT.
  - Process continues until winner is determined
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### **Directions to the Rink**

#### ***From I -95 North***

***Take Exit 75 toward US202/ME RTE 4/ME RTE 100, stay in left two lanes, turn left onto ME RTE 4 North follow about 4.8 miles, stay straight onto Union St, .4 miles, turn left onto Turner St- go about 1.7 miles until you see SHAWS on left- turn left into SHAWS/Auburn Mall- rink is behind SHAWS***

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# 10U Tier II New England Regional

## Norway Savings Bank Arena, Auburn, ME

<b>American</b>	CT1	MA	ME2	NH2
	<b>CT1</b>	<b>MA</b>	<b>ME2</b>	<b>NH2</b>
<b>National</b>	VT	CT2	NH1	ME1
	<b>VT</b>	<b>CT2</b>	<b>NH1</b>	<b>ME1</b>

### Round Robin #1

	Rink	Time	HOME		AWAY
Friday, March 15, 2019	NSBA 1	4:00 PM	ME2	VS	NH2
Friday, March 15, 2019	NSBA 2	4:10 PM	MA	VS	CT1
Friday, March 15, 2019	NSBA 1	5:15 PM	NH1	VS	ME1
Friday, March 15, 2019	NSBA 2	5:25 PM	CT2	VS	VT

### Round Robin #2

Saturday, March 16, 2019	NSBA 1	7:30 AM	NH2	VS	MA
Saturday, March 16, 2019	NSBA 2	7:40 AM	CT1	VS	ME2
Saturday, March 16, 2019	NSBA 1	8:45 AM	ME1	VS	CT2
Saturday, March 16, 2019	NSBA 2	8:55 AM	VT	VS	NH1

### Round Robin #3

Saturday, March 16, 2019	NSBA 1	1:40 PM	ME2	VS	MA
Saturday, March 16, 2019	NSBA 2	1:50 PM	NH2	VS	CT1
Saturday, March 16, 2019	NSBA 1	2:55 PM	NH1	VS	CT2
Saturday, March 16, 2019	NSBA 2	3:05 PM	ME1	VS	VT

### Sunday, March 17, 2019

<b>SEMI-FINAL 1</b>	NSBA 1	7:30 AM	American 1		National 2
<b>SEMI-FINAL 2</b>	NSBA 2	7:40 AM	National 1		American 2

### Sunday, March 17, 2019

<b>CHAMPIONSHIP</b>	NSBA 1	1:00 PM	SF #1 Winner		SF #2 Winner
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