



DISTRICT TOURNAMENT RULES
YOUTH TIER I GAMES
ICELINE - MARCH 9 - 11, 2018

FORMAT: ROUND ROBIN, ALL GAMES PLAYED TO CONCLUSION

ICE-CUTS: 12U: BEFORE EACH GAME ONLY. NO OTHER CUTS.
14U, 15-16U: BEFORE EACH GAME AND AFTER EVERY TWO PERIODS INCLUDING OT.
18U: BEFORE EACH GAME AND AFTER EVERY PERIOD INCLUDING OT.

TIME OF PERIODS:

12U: 15 MINUTES	OT- ONE (1) FIVE MINUTE PERIOD, THEN SHOOT OUT PROCEDURE
14U: 16 MINUTES	OT- 16 MINUTE PERIODS UNTIL CONCLUSION
15, 16U: 17 MINUTES	OT- 17 MINUTE PERIODS UNTIL CONCLUSION
18U: 20 MINUTES	OT- 20 MINUTE PERIODS UNTIL CONCLUSION

PENALTIES: MINOR-2 MINUTES; MAJOR-5 MINUTES; MISCONDUCT-10 MINUTES

GAME WARM-UP: 5 MINUTES – THE REFEREES SHALL ENTER THE ICE **BEFORE** THE TEAMS FOR EVERY GAME. THE WARM-UP CLOCK WILL START AS SOON AS THE REFEREES HAVE COMPLETED THEIR SAFETY CHECKS, PUT NETS IN PLACE AND THE ICE RESURFACER GATES ARE CLOSED. **ALL WARM-UPS AND REST PERIODS SHALL BE PLACED ON THE GAME CLOCK.**

REST PERIODS: 2 MINUTES BETWEEN PERIODS NOT REQUIRING ICE RESURFACING. ALL PERIODS FOLLOWING AN ICE CUT SHALL BEGIN IMMEDIATELY FOLLOWING THE ICE RESURFACING.

POINTS AWARDED:

REGULATION WIN: 3 POINTS
OT/SHOOTOUT WIN: 2 POINTS
OT/SHOOTOUT LOSS: 1 POINT
REGULATION LOSS: 0 POINTS

PLAYING RULES: THE OFFICIAL USA HOCKEY PLAYING RULES SHALL BE USED. NO PROTESTS SHALL BE PERMITTED ON THE PLAYING RULES.

OVERTIME 14U, 15, 16U: THE GAME SHALL BE CONTINUED TO DETERMINE A WINNER.

1. AT THE COMPLETION OF THE THIRD PERIOD, THERE SHALL BE A TWO (2) MINUTE REST PERIOD BEFORE THE START OF THE FIRST OVERTIME SESSION.
2. ALL OVERTIMES SHALL BE EQUAL TO A REGULATION PERIOD LENGTH. TEAMS SHALL SWITCH ENDS AT THE END OF THE THIRD PERIOD AND EACH OVERTIME PERIOD.
3. IF THE TEAMS ARE STILL TIED FOLLOWING THE FIRST OVERTIME, THE TEAMS SHALL LEAVE THE ICE AND THE ICE SHALL BE RESURFACED. A SECOND OVERTIME PERIOD SHALL BEGIN IMMEDIATELY FOLLOWING THE ICE RESURFACING.
4. FOLLOWING THE SECOND OVERTIME, THERE SHALL BE A TWO (2) MINUTE REST PERIOD PRIOR TO THE START OF THE THIRD OVERTIME PERIOD.
5. IF THE TEAMS REMAIN TIED AT THE COMPLETION OF THE THIRD OVERTIME PERIOD, THE TEAMS SHALL LEAVE THE ICE AND THE ICE SHALL BE RESURFACED.
6. THEREAFTER, THE FOREGOING PROCESS IN ITEMS 1-5 SHALL BE REPEATED UNTIL SUCH TIME AS A WINNER IS DETERMINED.



OVERTIME 18U: THE GAME SHALL BE CONTINUED TO DETERMINE A WINNER.

1. AT THE COMPLETION OF THE THIRD PERIOD, THE TEAMS SHALL LEAVE THE ICE AND THE ICE SHALL BE RESURFACED PRIOR TO THE FIRST OVERTIME AND BETWEEN EACH OVERTIME PERIOD.
2. ALL OVERTIME PERIODS SHALL BE EQUAL TO TWENTY (20) MINUTES. TEAMS SHALL SWITCH ENDS AT THE END OF THE THIRD PERIOD AND EACH OVERTIME PERIOD.
3. ALL OVERTIME PERIODS SHALL BEGIN IMMEDIATELY FOLLOWING THE ICE RESURFACING.

OVERTIME 12U: THE GAME SHALL BE CONTINUED TO DETERMINE A WINNER

1. IF THE GAME IS TIED FOLLOWING REGULATION PLAY, ONE FIVE (5) MINUTE SUDDEN DEATH OVERTIME PERIOD SHALL BE PLAYED 5 ON 5. AT THE COMPLETION OF THE THIRD PERIOD, THE TIED TEAMS SHALL RECEIVE A TWO (2) MINUTE REST PERIOD. THE TEAMS WILL REMAIN ON THE ICE. THE TEAMS SHALL CHANGE ENDS. IF THE SCORE IS TIED AT THE END OF THE FIVE (5) MINUTE SUDDEN DEATH OVERTIME PERIOD, THERE SHALL BE A SHOOTOUT. THE WINNER OF THE SHOOTOUT WILL BE CREDITED WITH ONE ADDITIONAL GOAL IN THE FINAL SCORE.
2. THE SHOOTOUT WILL BE CONDUCTED AS FOLLOWS:
 - A SHOOTOUT IS DEFINED AS A PLAYER ATTEMPTING TO SCORE A GOAL AND THE OPPOSING GOALKEEPER ATTEMPTING TO STOP THE SHOOTER FROM SCORING THE GOAL.
 - THE REFEREE SHALL CALL THE TWO CAPTAINS TO THE REFEREE'S CREASE TO FLIP A COIN TO DETERMINE WHICH TEAM TAKES THE FIRST SHOT. HOME TEAM CALLS THE TOSS. THE WINNER OF THE COIN TOSS WILL HAVE THE CHOICE WHETHER HIS/HER TEAM WILL SHOOT FIRST OR SECOND.
 - ALL GOALKEEPERS AND ALL PLAYERS FROM BOTH TEAMS LISTED ON THE OFFICIAL GAME SHEET SHALL BE ELIGIBLE TO PARTICIPATE IN THE SHOOTOUT.
 - THE GOALKEEPERS WILL DEFEND THE NET THEY WERE DEFENDING IN THE 3RD PERIOD.
 - ANY PENALIZED PLAYER WHOSE PENALTY HAD NOT BEEN COMPLETED WHEN THE OVERTIME PERIOD ENDED OR WHO RECEIVES A PENALTY DURING A SHOOTOUT PROCEDURE IS NOT ELIGIBLE TO PARTICIPATE IN ANY PORTION OF THE SHOOTOUT PROCEDURE(S) AND MUST REMAIN IN THE PENALTY BOX.
 - THE SHOOTOUT PROCEDURE SHALL BEGIN WITH FIVE DIFFERENT INDIVIDUAL SHOOTERS FROM EACH TEAM TAKING ALTERNATE SHOTS. THE PLAYERS DO NOT NEED TO BE NAMED BEFOREHAND.
 - THE GOALKEEPERS FROM EACH TEAM MAY BE CHANGED AFTER EACH SHOT.
 - THE PLAYERS OF BOTH TEAMS WILL TAKE THE SHOTS ALTERNATELY UNTIL A DECISIVE GOAL IS SCORED. THE REMAINING SHOTS WILL NOT BE TAKEN.
 - IF AFTER THE SHOOTOUT, THE SHOOTOUT SCORE IS STILL TIED, THERE WILL BE A SUDDEN DEATH SHOOTOUT.
3. THE SUDDEN DEATH SHOOTOUT WILL BE CONDUCTED AS FOLLOWS:
 - A SUDDEN DEATH SHOOTOUT IS DEFINED AS EACH TEAM ATTEMPTING A SHOT. SHOULD ONE TEAM BE SUCCESSFUL AND THE OTHER TEAM NOT, THE SUCCESSFUL TEAM SHALL WIN THE SHOOTOUT.
 - TEAMS WILL SELECT THEIR SHOOTERS TO PARTICIPATE IN ANY ORDER IN THE SUDDEN DEATH SHOOTOUT, WHETHER OR NOT THEY SHOT IN THE PREVIOUS ROUND. THE LAST PLAYER IN THE FIRST ROUND OF THE SHOOTOUT MAY BE THE FIRST PLAYER IN THE SUDDEN DEATH SHOOTOUT.



OVERTIME 12U: CONTINUED

- PLAYERS IN A SUDDEN DEATH SHOOTOUT SHALL NOT BE ALLOWED TO TAKE ANOTHER SHOT UNTIL FOUR ADDITIONAL SHOOTERS HAVE COMPLETED THEIR ATTEMPTS.
- ALL GOALKEEPERS AND ALL PLAYERS FROM BOTH TEAMS LISTED ON THE OFFICIAL GAME SHEET SHALL BE ELIGIBLE TO PARTICIPATE IN THE SHOOTOUT.
- ANY PENALIZED PLAYER WHOSE PENALTY HAD NOT BEEN COMPLETED WHEN THE OVERTIME PERIOD ENDED OR WHO RECEIVES A PENALTY DURING A SHOOTOUT PROCEDURE IS NOT ELIGIBLE TO PARTICIPATE IN ANY PORTION OF THE SHOOTOUT PROCEDURE(S) AND MUST REMAIN IN THE PENALTY BOX.
- THE GOALKEEPERS FROM EACH TEAM MAY BE CHANGED AFTER EACH SHOT.
- THE OFFICIAL SCOREKEEPER SHALL RECORD ALL SHOTS TAKEN INDICATING THE PLAYERS, GOALKEEPERS AND GOALS SCORED.