



Girls II- 19U
2013 State Championships
March 2nd & 3rd, 2013

MHG Ice Center
 c/o Portland Junior Pirates
 15 Lund Rd
 Saco, ME 04072

Payment information: \$1,140 paid to Host
 Please make checks out to : Maine Hockey Group
 15 Lund Rd
 Saco, ME 04072

Tournament Director
 Jeff Libby- jeff@portlandjuniorpirates.com

Rinks to be USED

MHG Ice Center

3 Team Schedule

Casco Bay		SAM		
Portland Jr Pirates				
Saturday, March 2nd, 2013				
Game #	Time	Rink	Home Team	Away Team
1	11:00 AM	MHG	Pirates	SAM
2	3:30 PM	MHG	SAM	Casco Bay
3	7:00 PM	MHG	Casco Bay	Pirates
Sunday, February 24, 2013				
4	Championship 10:00 AM	University of New England	#1	#2

Credentials

Each Team must bring their Team BOOKS- Each Book should include the following

- Team Roster
- Team Credentialing sheet
- Player's & Coaches Code of Conduct (signed)

- Player's & coaches Consent to Treat form (signed)
- Game Sheet Stickers (3 per game, 5 games total= 15 total)

1. Birth certificate must be certified or supplied for each rostered player. If the birth certificate has been previously certified then a symbol will print in the "V" column on the roster for that player. If the birth certificate has not yet been verified then it must be reviewed by the state registrar and must be state issued. Hospital birth certificates are not allowed. The only alternative to a state issued form is a US passport. Birth certificates should be verified and NOT carried in your credentials book.
2. A certified Roster Registration Form (1-T) signed by your state registrar.
3. Signed Waiver of Liability, Release, Assumption of Risk and Indemnifying Agreement for each rostered player AND coach. If any rostered players and/or coaches registered online with USA Hockey they do not have to submit this form. These individuals will have the symbol "&" following their date of birth on the roster.
4. Teams submitting Roster forms (1-T) representing players and coaches that have been electronically registered with USA Hockey do not need to submit proof of registration. In the event your program registers manually, USA Hockey Individual Membership Registration Form (IMR) or current membership card for each rostered player, and coach (head and all assistants) must be provided.
5. USA Hockey Code of Conduct Form for each rostered player AND coach.
6. USA Hockey Consent to Treat form for each rostered player AND coach.
7. Sanctioned game score sheet to verify compliance with the 10/20 (Youth) or 10/14 (Girls/Women) rules for each rostered player. Non US Citizen eligibility forms including written transfer form signed by USA Hockey and documentation proving how this player(s) is in the country legally.
8. All coaches must supply a current coaching credential at the level mandated by USA Hockey and proof that they have completed the correct module for the age group being reviewed.
9. Non US Citizen eligibility forms including written transfer form signed by USA Hockey and documentation proving how this player(s) is in the country legally.

Tournament Rules

Round Robin

Play will have 2 periods of 22-1/2 minutes. These games are curfew to one hour (80 minutes) and it will be up to the rink manager and referee decision on time management.

Resurfacing Ice will be done at the beginning of the game & between each half.

Round Robin play will not have Overtimes or Time Outs.

After Round Robin play, teams will be re-seed 1 through 4 and the top two teams will continue play in Finals as per schedule.

Penalties

Minors – 2:00

Majors- 5:00

Misconducts- 10:00

Tie-Break Procedures:

1. The results of the head-to-head games played between the tied teams in the following order:

- a. Standings — Most points.
- b. Most wins.
- c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
- d. 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."
- e. 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.

f. Quickest first goal — The team that scored the quickest goal in their applicable preliminary round games shall be ranked highest.

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 wins.

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: Forfeits - If a team forfeits any of its games, and becomes involved in any tie-breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the non-offending team.

Championships

Periods will be 2 halves of 22-1/2 minutes and Resurfacing will remain as round robin play. Each team will receive one time out in the regulation periods and one within the overtime (s), not per OT.

If tied at end of semi-final,

1. There will be a 3 minute break; teams will remain at the same ends as the 3rd period, teams will play a 10 minute sudden death period.
2. If teams are still tied after OT, ICE will be made- 2nd sudden death period of 10 minutes will be played
3. If Teams are still tied after 2nd OT- a 3rd sudden death period of 10 minutes will be played
4. If Teams are still tied after 3rd OT- a 4th sudden death period of 10 minutes will be played
5. If Teams are still tied after 4th OT- a 5th sudden death period of 10 minutes will be played
6. If Tied- re-turn to #2 until a team wins.