

KCYHL Season Ending Tournament Rules

Tiebreakers for Seeding

If two or more teams are tied in points at the end of the regular season following tie-breakers will be used to break the tie to determine seeding for the tournament:

1. Games Played – The team with the fewest games played (and highest winning percentage) in the event one or more teams does not play a full 16 game schedule.
2. Wins – The most wins among the tied teams
3. Head-to-Head Record – Most points in games against the other tied teams (must be an even number of games)
4. Goals Against – Total goals allowed in all games played during the regular season
5. Coin Flip

In the event three or more teams are tied, once one team is eliminated in the tiebreaking process, the tie between the remaining teams will be broken by starting over with tiebreakers.

General Rules and Information

- The USA Hockey Official Rules of Ice Hockey shall apply.
- The home team is listed first on the schedule. Home teams will wear white/light jerseys and visiting teams will wear dark jerseys unless a different arrangement is made by the teams prior to the start of the game.
- The decisions of the game officials are final. No protests are allowed.
- Teams may not enter the ice surface until the Zamboni doors are closed and the game officials have indicated that the players may enter ice surface.

Game Format

- Teams will be given a 3-minute warmup prior to the start of their game.
- The first and second period will be 15 minute run-time periods.
- During the first and second period, the clock will be stopped when a goal is scored or a penalty is called and will begin to run again on the ensuing faceoff. The only other time the clock should be stopped is on the referee's direction if there will be an extended stoppage in play (such as an injury) or a timeout. Note – the clock does not stop while a penalty is being served, only at the time it is called (unless a new penalty is called or a goal is scored).
- The third period will be a 12 minute stop-time period.

- During the third period, the clock will be stopped on each referee's whistle and begin on the ensuing faceoff.
- In the event one team has a 5 goal advantage at any point in the third period, the run-time rules for the first and second period will go into effect. If the advantage is reduced to 4 goals, then stop-time rules will apply again.
- If the game is tied at the end of regulation, there will be a 1 minute break followed by a 5 minute 4-on-4 (not counting goalies) sudden-death overtime period.
- Penalties from regulation will carry over to overtime. If teams were skating 5-on-4 at the end of regulation, they will start 4-on-3 in overtime. If they were skating 4-on-4 in overtime they will start 3-on-3 in overtime. If they were skating 3-on-3 in regulation that will continue in overtime. As players are allowed out of the penalty box, 5-on-4 and 5-on-5 situations may occur. At the next stoppage, the number of skaters will be adjusted.
- No team can have fewer than 3 skaters on the ice at any time in the overtime period. If a team is assessed two or more overlapping penalties in overtime, the opposing team will be allowed to add a 5th skater on the ice to provide for the appropriate two-man advantage. In such a situation, play will continue as normal following the expiration of the penalties (including the potential for a 5-on-5 situation) until the next stoppage, at which time the teams will return to 4-on-4 (or 4-on-3).
- If the game remains tied at the end of the overtime period, a 5 player shootout will take place. The visiting team (the team listed on the bottom of the bracket) will shoot first and the teams will alternate until one team is determined to be the winner. If the teams remain tied at the end of the 5 rounds, the teams will continue the shootout in a sudden-death format until a winner is determined. A player may not shoot again until all of the players on the roster (excluding goalies) have shot. If a team goes through all the players on its roster, the players will continue to shoot in the same order as the first round until a winner is determined. Players who are serving a penalty at the end of overtime are not eligible to participate in the shootout.
- Minor penalties will be 1:30 in length. Major penalties will be 5:00 in length.
- Teams are allowed one timeout per game. Timeouts may be taken at any point during the first three periods. Timeouts are 1:00 in length. No timeouts are allowed in overtime or during a shootout. If run-time rules are in effect at the time of a timeout, the clock will be stopped until play resumes.

Player Eligibility

- All teams are required to verify that the roster posted on the league website (kcyouthhockey.com) is accurate. Rosters posted on the website will be considered the official roster for the tournament.

- Players must be listed on the team's final roster in order to participate in the season ending tournament, except as indicated below.
- No player may be listed on more than one roster for the season ending tournament without the express permission of the Commissioner. No player (including goalies) will be allowed to play on more than one team in the same division under any circumstances. If necessary to allow a team to have sufficient players to participate in the tournament, the Commissioner may approve requests to allow players to play on two teams during the tournament, provided that the teams are in different divisions (e.g. if a team is missing a goalie at the bantam gold level, they can seek permission to use a peewee aged goalie to play on both the peewee gold team and bantam gold team in the tournament). Under no circumstances will a gold level player be allowed to substitute for a silver level team, even if it is in a different age division.
- Any player receiving 4 or more minor penalties in one game will be ejected from that game but will be eligible to participate in the following game. If a player is ejected from a second game under this rule, the player is ineligible to play in the next tournament game as well.
- Any player or coach receiving a game misconduct penalty will be ejected from the current game and will be ineligible to play in the team's next tournament game – regardless of how much time was remaining in the game at the time the game misconduct was issued.
- Any player receiving a match penalty or fighting penalty will be ejected from the current game and ineligible to play for the remainder of the tournament.
- If any team believes that its opponent is using a player that is not listed on the team's official roster, the head coach must bring the issue to the referee's attention prior to the start of the game by specifically identifying which player the coach believes is not on the opponent's roster. The referee will inform the opposing coach of the issue and attempt to determine if all players on the ice are properly listed on the official roster. If any non-rostered player is on the ice, the player will be removed from the ice prior to the start of the game and the offending team will be assessed a bench minor penalty for delay of game. The referee may use the designated tournament director for assistance in determining the player's eligibility. The referee's decision will be final, no further protests are allowed.