



10UAA District Tournament Cheat Sheet

UNIFORM COLORS

1. The home team shall wear Light/White jerseys. The Visiting team shall wear Dark/Colored jerseys in all games. All disputes will be handled by the District Director.
2. Each team entered in the District Playoffs must be fully uniformed with all players having jerseys of the same color. All players must have a number.

Time of Periods - Length of periods and time of penalties.

Youth 10U; Girl's 10U All Divisions 3-13 min Stopped 1:30-4-8

3 Minute Warmups

Running Clock: For non-national bound divisions ONLY – starting in the second period if the goal differential reaches 6 goals, the game clock goes to a running clock. Game clock will stop for penalties only. If the goal differential drops to 3 goals, the clock returns to a stop clock.

Mercy Rule: For non-National bound divisions ONLY - if at any time during the third period, the goal differential reaches twelve (12) goals, the game will be stopped; not an option to continue.

Time-Outs:

EACH TEAM IS PERMITTED ONE TIME-OUT OF 60 SECONDS, WHETHER IN REGULATION OR OVERTIME, per USA HOCKEY PLAYING RULES.

Overtime:

- A. 5 minute Sudden Death Overtime
 - a. Do not switch ends of ice, same as third period
 - b. 3 minute rest before 1st overtime
 - c. If second overtime is needed, both teams go back to locker room while ice is cleaned
 - d. If third overtime is needed, another 3 minute rest is given
 - e. Do not switch ends of ice, same as third period for all overtimes
 - f. Repeat steps a-e until a Winner

Game Misconducts:

If a Player receives a Game Misconduct, they must go to the Locker Room or leave the Arena. If a Coach receives a Game Misconduct, they cannot interact with the Team or be anywhere close to the playing area.

Penalty Boxes:

Will be staffed by Hosting Association or Rink

No Noisemakers:

Noisemakers are not allowed in the Arena

Spectator Behavior:

If removed from the Arena during a District Tournament Game, the Spectator will not be allowed back in the Arena for the remainder of the Tournament.

Standings & Tie Breakers:

2 points for a Win

Max 6 goal differential in round-robin play (example 15-2 becomes 8-2)

If multiple Teams have the same points after round-robin play is complete, the following tie breakers will be used.

If all tied teams have not played each other, then skip Step-1 and proceed to Step-2

Step-1:

Standings-Most points in Head-to-Head Games

Most wins in Head-to-Head Games

Differential

Quotient