

St. Margaret's Fall Face-Off 2018

Tournament Rules

1. Playing Rules: All playing rules will follow that of the "2017-21 Official Rules and Casebook of Ice Hockey" issued by USA Hockey, except where superseded by any exceptions noted within these Tournament Rules.

2. Team Rosters: Teams shall have the option of dressing a maximum of 18 skaters and 2 goaltenders or 17 skaters and 3 goaltenders per game. Each player must be registered with USA Hockey and appear on the approved USA Hockey roster for each team, which shall be submitted to the Tournament Director prior to the start of the tournament. No player may participate in the tournament if he/she does not appear on that team's USA Hockey roster and attend the high school represented by the association. Any team caught using an ineligible player shall forfeit all games in which the player was used and shall be deemed ineligible for the elimination round, no matter their record. All special requests shall be submitted to and approved by the Tournament Director prior to the player participating in a game.

3. Uniforms: The home team shall wear a white-based jersey for all games, while the away team shall wear a dark colored jersey for all games, unless both head coaches agree to a change prior to the game and notify the Tournament Director. The home team and away team are designated on the official tournament schedule and posted in the lobby of the rink.

4. Minor Officials: Each team *may be asked* to provide two minor officials per game to assist with the scorer's table. PIHL League Game Coordinators may be available to assist with scorer's table, however, if in the event they cannot be appointed by the Tournament Director, the home and or away teams could be asked to provide coverage for the clock and scoresheet. Home and Away teams will be asked to provide a penalty box volunteer and one who must remain completely neutral during the entirety of the game! Those person(s) should report to the scorer's box prior to the start of the game's warm-up. Failure to provide a minor official by the start of the game may result in a 2-minute penalty for delay of game, at the discretion of the referee.

5. Regulation Time: Three, 17-minute, stop-time periods shall be played in all games, with an ice resurfacing prior to each game slot and in between the 2nd and 3rd periods. Each team shall be allowed one timeout per game of 30 seconds in length. There shall be no curfews, but a "running clock" shall be implemented if any team takes a lead of 6 goals and shall continue (except for scoring plays-goals/penalties), throughout the remainder of the game unless the difference in score becomes 4 goals. The referees reserve the right – with input from the head coaches – to waive the ice resurfacing at the intermission.

6. Overtime: Overtime shall only be used during the medal round. There shall be no timeouts in overtime, even if a team has not used a timeout during regulation time.

1.) Teams play an additional overtime period of three (3) minutes with the team scoring first declared the winner. 2.) The overtime period will be played with each team at 3-on-3 manpower (plus goaltender) for the full three-minute period. 3.) There will be no intermission between the end of the third period and the beginning of the overtime period. 3-on-3 play will begin immediately once the referee is ready. 4.) Goalies will not switch ends and remain in their 3rd period end for the entire overtime. 5.) Manpowers during overtime will be adjusted to reflect the situation in the game, but at no time will a team have fewer than three (3) skaters on the ice during the overtime period. For example, if a team enters the overtime period on a power play, manpower would be adjusted from 5 on 4 at the end of regulation to 4 on 3 at the start of overtime. If a minor penalty is assessed during overtime, the teams will play 4 on 3. If a second minor penalty is assessed to the same team during overtime, the teams will play 5 on 3. 6.) Clubs who pull their goaltender for an extra attacker during the overtime period (other than on a delayed penalty) will be subject to the potential forfeiture of their one (1) point earned for the tie at the end of regulation in the event the opposing team scores into the empty net.

7. Shootout: If the game remains tied at the end of the three (3) minute overtime period, the teams will proceed to a three-round shootout. If the game remains tied at the end of the three (3) minute overtime period, the teams will proceed to a three-round shootout followed by a sudden-death format. No player is permitted to shoot twice during any of the shootout portions until all eligible players on the teams' bench has shot once (excluding goalies). 1.) The home team coach will also inform the referee if they wish to go first or second – this order will remain in place for the entire shootout. 2.) Players in the penalty box at the end of the 3-on-3 overtime are NOT eligible to participate in the shootout. 3.) The scorekeeper will keep track of the shooters and inform the referee immediately before a shooter goes if that shooter is attempting a second shot before everyone else on their respective bench has attempted a shot. This overtime rule is per PIHL RULE 8.3.E: VARSITY OVERTIME.

8. Advancement: The winner of each pool shall advance to the medal round. The pool winner is the team within the pool with the most total wins. If two or more teams are tied with the most total wins, the Tie-Breaker System (Rule 9) shall be applied to break those ties.

9. Tie Breakers: The tie-breaker system is applied from the top of the list until one team is eliminated from the tie. If more than two teams were involved in the tie, the tie-breaker system starts again from the top of the list after a team is eliminated. Once there is one team remaining, that team shall be deemed to win the tie. The tie-breaker system is as follows:

1. Most wins against teams involved in the tie (i.e., Head-to-Head)
2. Most wins in regulation time against teams involved in the tie
3. Most total wins in regulation time
4. Goal differential in games against teams involved in the tie
5. Goal differential in all games Note: Maximum total goal differential applied per game is 5
6. Fewest total penalty minutes
7. Coin flip

10. Medal Round: The winner of Pool A will play the winner of Pool B in the first semifinal game. The winner of Pool C will play the winner of Pool D in the second semifinal game. The winner of each semifinal game will play each other in the championship game. The home team in those games shall be determined by the applying the proceeding list until the higher seed is determined:

1. Most total wins
2. Most total wins in regulation time
3. Goal differential in all games Note: Maximum total goal differential applied per game is 5
4. Fewest total penalty minutes
5. Coin flip

11. Fighting: Any player issued a major penalty and a game misconduct for fighting shall be suspended for the remainder of the tournament. No appeals shall be made against this policy.

12. Protests: Protests shall only be heard in relation to the proper application of a rule and not against the judgment of any on-ice official. Protests must be filed by the head coach on the official game scoresheet prior to the coach signing the scoresheet at the immediate conclusion of the game. Once the head coach has left the playing area, as deemed by the officials, no protests shall be accepted, even if a signature was not placed on the scoresheet. Protests will be heard by the Tournament Director immediately following each game, with input only from the head coach of each team and the game officials (on-ice officials, minor officials). All judgments made by the Tournament Director are final.