



**2021 18U Tier II**  
**Alaska State Hockey Tournament**  
**March 5-7, 2021**  
**Curtis D. Menard Memorial Sports Center**  
**Wasilla, AK**

**Hosted by Valley Thunder Hockey &**  
**Alaska Avalanche Hockey**





**Welcome to the  
2021 18U Tier II  
Alaska State Hockey Tournament!**

**Participating Teams**

Alaska Oilers

Valley Thunder

Kenai Ice Hawks

South Anchorage Oilers

Valley Thunder Hockey & Alaska Avalanche Hockey Association  
would like to extend a warm welcome to all participating players,  
coaches, families, and friends.





## 2021 STATE TOURNAMENT 18U Tier II Schedule



- 1 - Alaska Oilers
- 2 - Valley Thunder
- 3 - Kenai Ice Hawks
- 4 - SAHA Oilers

GAME	START	END	RINK	HOME	VISITOR
<b>Friday, March 5, 2021</b>					
1	2:15 PM	4:15 PM	CSMC	Kenai Ice Hawks	SAHA Oilers
2	4:30 PM	6:30 PM	CSMC	Alaska Oilers	Valley Thunder
<b>Saturday, March 6, 2021</b>					
3	8:15 AM	10:15 AM	CSMC	Valley Thunder	SAHA Oilers
4	10:30 AM	12:30 PM	CSMC	Alaska Oilers	Kenai Ice Hawks
5	4:30 PM	6:30 PM	CSMC	Valley Thunder	Kenai Ice Hawks
6	6:45 PM	8:45 PM	CSMC	Alaska Oilers	SAHA Oilers
<b>Sunday, March 7, 2021</b>					
7	12:00 PM	2:15 PM	CSMC	1st Seed	2nd Seed

18U Tier II Round Robin	Game 1 3/5 @ 2:15 PM	Game 2 3/5 @ 4:30 PM	Game 3 3/6 @ 8:15 AM	Game 4 3/6 @ 10:30 AM	Game 5 3/6 @ 4:30 PM	Game 6 3/6 @ 6:45 PM
Alaska Oilers						
Valley Thunder						
Kenai Ice Hawks						
SAHA Oilers						



	POINTS ACQUIRED IN ROUND ROBIN GAMES	RANK
Alaska Oilers	___ + ___ + ___ = ___	
Valley Thunder	___ + ___ + ___ = ___	
Kenai Ice Hawks	___ + ___ + ___ = ___	
SAHA Oilers	___ + ___ + ___ = ___	

CHAMPIONSHIP GAME: SUNDAY, MARCH 7, 2021 12:00 PM

\_\_\_\_\_  
1st Seed

\_\_\_\_\_  
2nd Seed

\_\_\_\_\_  
CHAMPIONS

# Alaska Oilers 18U

Head Coach - Billy Avoletta

Assistant Coaches - Royle Prince & Chris Esary

## ROSTER

3	ZACHARY LARSON
4	TYLER CHRISTIANSEN
7	AXEL WYATT
8	TRISTAN BERNTSEN
9	JOHNATHAN FRITSCH
11	MARC ABREGO
14	GARRET MIKNICH
17	COOPER HALLETT
18	IAN BARE
23	BRENDEN ANARUK
31	HUNTER KATTNESS (G)
49	TAY KURPIUS
50	MAXWELL DUPREE (G)
64	KLARKE DOSCHER
67	SHANE PATTIE
70	DYLAN BENDER
74	PATRICK MARSHALL
96	JAMES ROBERTS





# Valley Thunder 18U

Head Coach - Jamie Smith

Assistant Coach - Shawn Hull

## ROSTER

1	JOSHUA HORACEK (G)
4	GAVIN GORE
5	KADEN KETCHUM
8	HOLDEN WILTFONG
9	JORDAN HULL
10	SAMUEL STURGIS
15	CARSON MCLAUGHLIN
17	RHYS ALLEN
19	ROMAN SHEPARD
23	JACKSON HANSON
24	BRETT WOOLCOTT
26	KAI DIXON
30	NICHOLAS PRAYNER
32	JACKSON HEARD (G)
36	JEREMY HORACEK
44	GARRISON HOLLER
80	ZACHARY NELIUS
91	HAEDEN DUBIE



# Kenai Ice Hawks 18U

Head Coach - Jenna Redford

## ROSTER

1	CORBIN WIRZ (G)
3	DANIEL SHELDEN
4	GAVIN HAAKENSEN
6	DYLAN DAHLGREN
7	JACOB BEGICH
9	HUNTER ERWIN
11	MILES MARSTON
13	AIDEN MILBURN
14	DACE GARDNER
15	GEHRET MEDCOFF
16	DYLAN WALTON
18	LANDON CIALEK
21	DAWSON LOCKWOOD
24	AIDEN BURCHAM
27	CADEN WARREN
31	JACKSON CROSS (G)





# SAHA Oilers 18U

Head Coach - Dawson Eillingworth

Assistant Coach - Mike Teilborg

## ROSTER

6	JONATHON FISHER
9	BRENNON LUBKEN
13	DAKOTA TOOMBS
18	CASEY BAKER
20	TAYLOR BAKER
23	CALUM DAYTON
27	TANNER LAUDON
28	COOPER GUSTAFSON
30	GEORGE PRIELIPP (G)
31	BRYCE ERICKSON (G)
41	BRADY WALDEN
45	JACKSON BURRIS
52	PHILIP BREVOGEL
71	CHRISTOPHER HORTON
77	FRANCIS RADIFF
91	ANGUS NICHOLSON







## 2021 National Bound Tier II State Tournament Rules

ASHA maintains a Zero Tolerance Policy from all participants at State Hockey Tournaments. All associations within ASHA require players, coaches and parents to sign code of conducts. Please remind your association members of this and ask them to be that person in the crowd that stands out as a positive role model for all.

### A. MANDATORY COACHES AND CREDENTIALS MEETING

1. An opening meeting for all teams participating in the tournament **shall be held** prior to the start of play at a time and place to be set by the on-site Tournament Director. This will usually be the night before the tournament starts. **All participating teams are required to have a team representative as listed on their 1T.** No one person may represent more than one team at this meeting unless prior approval is granted by the VP of Tournaments. **Failure to have a team representative present shall result in the suspension of the head coach, as listed on the team's official roster; from that team's first game of the tournament. For the 2021 State Tournaments this meeting may be in person, via phone, Zoom, or other communications.**
2. No protests regarding the rosters and/or players shall be accepted after completion of the coaches' meeting for your respective tournament.
3. Teams shall declare their light and dark jerseys they will wear during the tournament games.

### B. SCHEDULES AND FORMATS

1. All Alaska State Hockey Association (ASHA) state tournaments will be played using the current ASHA Handbook Appendix B - National Bound State Tournament Format.
2. Seeding for this tournament was established using results of ASHA Competition League play in each division. The higher seed from League Play will be the home team in all pool play games.

### C. NUMBER OF PLAYERS

1. A maximum of twenty (20) players, including goalkeepers, shall be permitted to play in a game. The maximum number of players, excluding goalkeepers, shall not exceed eighteen (18). It is highly recommended that all teams arrive at the State Tournament with two (2) goalkeepers qualified under the rules. Teams that are unable to arrive with a backup goalkeeper shall be permitted, with approval of the Alaska Associate Registrar or the VP Tournaments, to use a substitute emergency goalkeeper

Class	Warmup	1,2,3 Period	Overtime*
14U	5	16	5/16
16U	5	17	5/17
18U	5	17	5/17

\*Round-robin games will utilize one (1) 5-minute sudden-death overtime period, then proceed to a shootout if a winner has not been determined. Games tied in quarterfinal, semifinal and championship rounds will utilize one (1) sudden-death overtime period equal in length to the third period, then proceed to a shootout if a winner has not been determined.

1. Each team is permitted one time-out of 60 seconds, whether in regulation or overtime, per the USA Hockey Playing Rules.
2. Ice shall be cleaned before each game and between the second and third periods, and there shall be a two (2) minute rest period between the first and second period, including in the semifinal and championship games. Any variation must be approved by the VP Tournaments.
3. The referees shall enter the ice before the teams for every game with two minutes remaining on the clock. The warmup clock will start as soon as the referees have completed their safety checks, put nets in place and the ice resurfacer gates are closed.

### F. PLAYING RULES

1. The official USA Hockey and ASHA playing rules shall be used. No protests shall be permitted on the playing rules.
2. Only team officials registered on the Team Roster (1-T) who have the appropriate certification are permitted on or in the vicinity of the playing bench, with a maximum of 4 on the bench.

3. The team captain and assistant captain(s), as noted on the score sheet are the only players permitted to discuss game issues with the referee during the progress of the game.
4. Any player/coach who receives a match penalty will be removed from the tournament and the ice arena in the tournament is being played. No exception to this rule are permitted.
5. Game protests must be provided on a blank sheet of paper and must contain all the known facts. The tournament protest committee will not consider protests that are not presented in writing at the end of the game, and before distribution of the score sheet. A \$50.00 fee, made payable to ASHA, must accompany the protest. This fee is only refundable if the protest is upheld. Copies of all protests must be submitted to the Tournament Director and/or the ASHA VP Tournaments.
6. A tournament status board will be available for each tournament at the ice arena. For the 2021 State Tournament an App may be used.
7. No lighted signs are to be hung/taped on the glass. Obnoxious noise makers such as cowbells, foghorns, whistle, etc. Balloons are only allowed if written permission is obtained from the rink management. The playing of tasteful recorded music and sounds during stoppages of play will be allowed with the permission of the VP of Tournaments.
8. Forfeits are awarded if one team has failed to appear on the ice at game time plus 5-minutes. The score of a forfeited game is 1-0. Teams that intentionally forfeit a game in a state tournament shall be disqualified from the tournament. The ASHA Vice President of Tournaments or her designee makes the final determination as to whether a team intentionally forfeited a game.

### 1. All Games Played to a Winner

If the game is tied following regulation play, one five (5) minute sudden-death overtime period shall be played. 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.

## Championship Games

### 1. All Games Played to a Winner

If the game is tied following regulation play, one (1) sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. The length of the overtime shall be equal to the length of the third period and shall be sudden death. **Teams shall switch ends at the end of the third period.** If the score is tied at the end of the 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. Shootout Procedures

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. The home team shall call the coin 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 (5) 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. Sudden-Death Shootout

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.
- 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.

#### (2) **Process to Determine Quarterfinalists, Semifinalists and/or Finalists**

- (a) During preliminary rounds, each team will be awarded
- three (3) points for a win in regulation,
  - two (2) points for a win in overtime or shootout,
  - one (1) point for a loss in overtime or shootout
  - zero (0) points for a loss in regulation.

#### **Tie-Breaking Rules to Determine Standings Position**

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking rules listed below. If at any point during the 20 application of the tie-breaking rules, any or all of the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin at Step 1 for any teams that remain tied.

*Note: If all tied teams have not played each other, the tie-breaking process will begin at Step 2.*

The tie-breaker rules are as follows:

1. The results of only the head-to-head games played between the tied teams in the following order:
  - a. Most points earned.
  - b. Most total wins (whether in regulation, overtime and shootout).
  - c. Most regulation wins.
  - d. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
  - e. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of 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 tie breaker is required, the teams shall be ranked high to low in descending order of "goals for."
  - f. 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.



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 total wins (whether in regulation, overtime and shootout).
  - b. Most regulations wins.
  - c. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
  - d. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of 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. Lowest number of penalty minutes — Calculate the number of penalty minutes accrued during all preliminary round games. The teams shall be ranked low to high in ascending order of “penalty minutes for.”
  - g. 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:** A team may go into the tie-breaking process having defeated another of the tied teams and still not advance.

**Note:** If a team forfeits any of its games, and becomes involved in any tie-breaking formula, the team that forfeited will not advance and all games played against the forfeiting team shall be recorded as 1-0 victories for all opposing teams.



# HOCKEY 101

## Referee Signals



### BOARDING

Strike the clenched fist of one hand into the open palm of the other hand directly in front of the chest.



### CHARGING

Rotating clenched fists around one another in front of the chest.



### CONTACT TO THE HEAD

Extend arm above head and tap head with open palm.



### CROSS CHECKING

A single forward and back motion with both fists clenched in front of the chest.



### DELAYED CALLING OF PENALTY

Extend arm to upright position.



### DELAYED OFFSIDES

Extend arm in the air and point to the line with the other arm.



### DELAY OF GAME

The non-whistle hand, palm open, is placed across the chest, then fully extended directly in front of the body.



### ELBOWING

Tapping either elbow with the opposite hand.



### GOAL SCORED

Point at the net with the non-whistle hand, palm open.



### HAND PASS

The non-whistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



### HIGH STICKING

Holding both fists clenched, one a short space immediately above the other to the side of the head.



### HOLDING

Clasp wrist of whistle hand with the other hand well in front of the chest.



### HOLDING THE STICK

Clasp wrist of whistle hand with the other hand well in front of the chest. Next, hold both fists clenched, one a short space in front of the other at waist height.



### HOOKING

A series of tugging motions with both arms, like pulling toward the stomach.



### ICING

The back official signals the icing situation by fully extending his free arm. The front official indicates the icing is completed by extending his free arm over his head and blowing his whistle. The back official moves to the faceoff spot and crosses his arms to indicate the icing.



### INTERFERENCE

Crossed arms with fists clenched stationary in front of chest.



### MISCONDUCT

Hands should be moved once from sides down to hips. Thus, point to player first, hands to hips second.



### ROUGHING

Fist clenched, full extending arm from the side.



### SLASHING

One shoe with the non-whistle hand across the straightened forearm of the other hand.



### TRIPPING

Keep both skates on the ice when signaling, using right hand on the leg.



## **SPECTATOR CODE OF CONDUCT**

1. Display good sportsmanship. Always respect players, coaches and officials.
2. Act appropriately; do not taunt or disturb other fans; enjoy the game together.
3. Cheer good plays of all participants; avoid booing opponent.
4. Cheer in a positive manner and encourage fair play; profanity and objectionable cheers or gestures are offensive.
5. Help provide a safe and fun environment; throwing any items on the ice surface can cause injury to players and officials.
6. Do not lean over or pound on the glass; the glass surrounding the ice surface is part of the playing area.
7. Support the referees and coaches by trusting their judgment and integrity.
8. Be responsible for your own safety - be alert to prevent accidents from flying pucks and other avoidable situations.
9. Respect locker rooms as private areas for players, coaches and officials.
10. Be supportive after the game—win or lose. Recognize good effort, teamwork and sportsmanship.

## **Zero Tolerance Policy**

The game will be stopped by game officials when parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The game officials will identify violators to the coaches for the purpose of removing parents/spectators from the spectator's viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the local governing body. This inappropriate and disruptive behavior shall include:

- 1) Use of obscene or vulgar language in a boisterous manner to anyone at any time.
- 2) Taunting of players, coaches, officials or other spectators by means of baiting, ridiculing, threat of physical violence or physical violence.
- 3) Throwing of any object in the spectators viewing area, player's bench, penalty box or on ice surface, directed in any manner as to create a safety hazard.