

St. Margaret Fall Face-Off 2014 Tournament Rules

- 1. Playing Rules:** All playing rules will follow that of the “2013-17 Official Rules and Casebook of Ice Hockey” issued by USA Hockey, except where superseded by the “2014-2015 PIHL Playing Rules” published by the Pennsylvania Interscholastic Hockey League. Any exceptions shall be noted on this page and shall trump all of the above rulebooks.
- 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 Committee at least five days 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 meet all eligibility guidelines of the PIHL. 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.
- 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. It is strongly suggested (but not required) that all players wear matching jerseys, matching socks, matching shells, and like-colored helmets.
- 4. Minor Officials:** Each team shall provide two minor officials per game to assist with the scorer’s table and penalty boxes. Those persons 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 will 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 cleaning prior to each warm-up and in between the second and third 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, with the exception of scoring plays (goals/penalties), throughout the remainder of the game unless the difference in score becomes 4 or less goals. The referees and/or Tournament Director reserve the right – with input from the head coaches – to waive the ice cut at the second intermission.
- 6. Overtime:** Overtime shall only be used during the medal round. If the score is tied at the end of regulation time, one sudden-death overtime period consisting of 5 minutes of 4-on-4 play shall be held. Teams shall switch ends to defend the opposite goal they defended in the third period. All existing penalties shall carry over into the overtime period, with a two-man advantage resulting in 5-on-3 play until the penalties have expired and there is a stoppage in play, at which time the game shall return to 4-on-4. There shall be no timeouts in overtime, even if a team has not used a timeout during regulation time.
- 7. Shootouts:** If the score is tied at the end of regulation time of a preliminary round game or remains tied at the end of overtime in a medal round game, a shootout shall be held to determine the winner of the game. Each head coach shall submit to an on-ice official a line-up of three shooters, to be used in the listed order. Players who were serving penalties at the end of playing time are not eligible for the shootout. The home team shall have the option of shooting first or second, and teams shall alternate shots with the goaltender from each team remaining in the net at which he/she defended during the third period. The shootout shall consist of three rounds unless one team holds a 2-0 lead after two rounds or a 3-1 lead after 2.5 rounds. If the shootout score is tied after three rounds, the same three players from each team shall go again repeatedly, in order, in a sudden-death situation. Each team will have an equal number of chances to shoot in the sudden-death rounds until a winner is declared. The winner of the shootout is awarded one goal to the final score of regulation time (ex.: a 3-3 score prior to the shootout will result in a 4-3 final score, no matter how many goals are scored in the shootout).

- 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 (Section 9) shall be applied to break those ties. One additional "Wildcard Team" shall advance to the medal round, as determined by the team with the most Tournament Points that did not win its pool. If two or more wildcard candidates have identical point totals after the preliminary round, the Tie-Breaker System (Section 9) shall be applied to break all 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 Tournament Points accumulated in games against teams involved in the tie
 3. Most total points accumulated in Tournament Points System (see Section 8)
 4. Most wins in regulation time
 5. Goal differential in games against teams involved in the tie
 6. Goal Differential in all games (total goals scored minus total goals against)
Note: Maximum total goal differential applied per game is 5
 7. Fewest total penalty minutes
 8. Three-way coin flip (team with non-matching coin result is eliminated)
- 10. Points System:** The Tournament Points System shall be used to determine the wildcard team and to seed the advancing teams for the medal round. Points are accumulated in each game and totaled through all three games of the preliminary round. Points are awarded to a team, as follows:
- Regulation win = 5 points for winning team
 - Shootout win = 3 points for winning team
 - Shootout loss = 2 points for losing team
 - Regulation loss = 0 points for losing team
 - 4+ goal win = 1 point for winning team
 - Shutout = 1 point for team recording the shutout
 - Period win = $\frac{1}{2}$ point per period to team who wins the period
- Note: period points given in regulation only; no points awarded if period is tied
- 11. Medal Round:** The Tournament Points System (Section 10) shall be used to seed the five pool winners for the medal round games. Any ties shall be broken by steps 4-7 of the Tie-Breaker System (Section 9). The Wildcard Team shall be the #6 seed. The #1 and #2 teams shall be given a bye to the semifinals. In the quarterfinals, the higher-seeded team shall be the home team. In the semifinals, the higher-seeded team shall be the away team. In the final, the higher-seeded team shall be the home team.
- 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.