



# Missouri Hockey – Youth Division 2018 Missouri State Championship Tournament Rules & Contact Information

The following rules are in addition to the YD Rules and Regulations for the purposes of facilitating the Youth Division State Championship Tournament. If not specifically addressed below the regular season YD and USA Hockey rules apply.

Ice times, dates and rinks for all tournament brackets are approved by the SCT Director. If an out of town team has a conflict due to travel with a game date/time every effort will be made to accommodate travel schedules once final seedings are known. This is not a guarantee of a change and all such decisions by the SCT Director are final. Any team could be assigned to any of the available ice times to accommodate out of town teams.

At every play-down game, each team shall provide one (1) volunteer in the score keeper's box. One team will run the clock and the other will keep score. If needed, the home team representative has first choice of duties. Championship games will have clock and scorekeepers provided. No team representatives will be in the score area but one team rep may work the penalty box door. Team representatives are not allowed to have cameras on the bench or in the box during Championship games.

Based on original seeding, the highest seeded team in each game will be the home team and will wear light colored uniforms.

Games will start a maximum of ten (10) minutes early. Teams need to be ready to play early if schedule allows. Teams are not allowed on ice until referees are on ice and ready to start the 3 min warm up (violation is possible cause for suspension of coach from game).

**TIME OUTS** - In every SCT game (Preliminary and Championship rounds) each team is allowed one (1) Thirty (30) second timeout which may be used in either regulation play or overtime. Time outs to be called in accordance with USA Hockey Rule 637f.

**MERCY RULE** - In all SCT games the clock will run (only in the third period) if there is a seven (7) or greater goal differential. In the case of a seven (7) goal differential it will only stop for goals, injuries, while penalties are assessed and while penalties are shown on the clock. Should the differential again become six (6) the game will revert back to stop time. There is no mercy rule that calls for the premature ending of the game, only one for the clock to run in the third period.

**SHOOTOUT ORDER** - Prior to the beginning of every game except Championship, coaches will list all players on the roster in the order the players will shoot in the event a shootout is warranted to break a tied score. Players will be listed on the back of the of the score sheet in the area provided. No changes to this listing are allowed once the game starts. If a player is injured and deemed unable or is ineligible due to penalty (see note in Shoot Out Rules section below) to shoot the next player on the list will shoot in his place. Once a player has been skipped due to injury or another reason he is no longer eligible to participate in the shootout.

## OVERTIME RULES – ALL SCT GAMES EXCEPT CHAMPIONSHIP GAMES

If the score is tied at the end of regulation time, a one-minute intermission will be put on the clock and teams will remain on/near their bench. The teams will then play an additional stop time overtime period of five (5) minutes, with the team scoring first declared the winner. The overtime period shall be played with each team at a numerical strength of five (5) skaters and one (1) goalkeeper – just like regulation play. Penalties shall be assessed and served consistent with the rules in regulation time. All penalties in place at the end of regulation time will carry over to the overtime period (ie, if a penalty is on the board at end of regulation it will remain on at the start of over time). It will be played under same rules as the regulation time with the exception of the overtime period is sudden death and the game will be over and a winner declared upon the scoring/awarding of a goal. Teams will stay at the same ends as the third period.

## SHOOTOUT RULES

If the score is tied at the end of overtime period, a three (3) player shootout will take place. Players will shoot in order team listed them on back of score sheet prior to start of the game. Home Team has option to shoot first or second.

Players in the penalty box at the expiration of overtime play for any infraction other than minor penalties are ineligible for the shootout. Players who were serving a minor (shown on clock or not) penalty at the end of regulation are eligible to participate in the shootout.

The three (3) different players (in the order listed) from each team will alternate shooting on goal. All three players on both teams will have an opportunity to shoot unless a winner has been determined.

At the conclusion of the three (3) player shootout round, if the score is still tied, players will continue in a sudden death shootout in which no player from a team may shoot again until all eligible and available players on that player's team roster have shot. If any team scores a goal in a sudden death shootout round in which the opposing team fails to score a goal, play ends and the scoring team wins, (e.g., Shooter #4 (or higher) for Visiting team does not score a goal and the next shooter for Home team scores a goal. Play ends at that point, before any other shooters shoot, and Home team wins). When all players on one team have shot, that team starts over in the same order as listed on the back of the score sheet, regardless of the number of shooters left on the opposing team.

## OVERTIME RULES – CHAMPIONSHIP GAMES (ONLY)

If the score is tied at the end of regulation time, a one-minute intermission will be put on the clock and teams will remain on/near their bench. The teams will then play one (1) stop time overtime period of five (5) minutes, with the team scoring first declared the winner. The first overtime period shall be played with each team at a numerical strength of five (5) skaters and one (1) goalkeeper – just like regulation play. At the end of the first five (5) min OT period if still tied the teams will play a five (5) min OT period in a 4 vs 4 format. If still tied at the end of the second OT period the third and all additional OT periods will be played using a 3 vs 3 format until one team scores and is declared the winner.. Penalties shall be assessed and served consistent with the rules in regulation time. All penalties in place at the end of regulation time and in overtime will carry over to the overtime period (ie, if a penalty is on the board at end of regulation it will remain on at the start of over time). It will be played under same rules as the regulation time with the exception of the overtime periods are sudden death and the game will be over and a winner declared upon the scoring/awarding of a goal. Teams will switch ends after the third period and each overtime period.

(Note 1) If a team is penalized in overtime during 5 v 5 (teams play 5 v 4), during 4 v 4 (teams play 4 v 3), during 3 v 3 (teams play 4 v 3 – non penalized team gets an additional skater

(Note 2) If in overtime, a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team shall be permitted a fifth (5) skater.

(Note 3) At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either a 4 on 4 or a 4 on 3 situation, as appropriate.

(Note 4) If there is a manpower advantage situation that carries over from regulation time to overtime, the above criteria will be applied at the start of the overtime. Accordingly, if at the end of regulation time the teams are 5 on 4, overtime begins at 5 v 4..

(Note 5) When the regulation game ends with the on-ice strength of 5 on 3, teams will commence the overtime with strength of 5 on 3. With the expiration of penalties, due to continuous action, player strength may get to 5 on 5 or 5 on 4. At the first stoppage of play following, player strength must be adjusted to 4 on 4 or 4 on 3.

(Note 6) If at the end of regulation or OT period teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches a 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 4 on 3 or 4 on 4 as appropriate.

(Note 7) If at the end of regulation or OT period teams are 4 on 4 with a player or players in the box serving non-coincidental penalties, overtime starts 4 on 4 and players exit the penalty box as normal to 5 on 4 or 5 on 5. At the first stoppage of play teams are adjusted to 4 on 3 or 4 on 4, as appropriate.

(Note 8) A team shall be allowed to pull its goaltender in favor of an additional skater in the overtime period consistent with the rules for pulling a goaltender during regulation time.

(Note 9) At no time will a team have fewer than three skaters and a goalie (extra skater if pulled) on the ice regardless of the number of penalties that have been assessed to the team.

(Note 10) There will be an SCT Committee person in the box for any OT session and they will make final decisions on issues arising from application of Notes 1-9 above.

## GAME LENGTH FOR ALL SCT GAMES (BY DIVISION)

### **Midget AA:**

Games will be played with three (3) periods of seventeen (17) minutes each – stop time. Games will be played out completely. Clock will not be “cut” for any reason other than mercy rule (above). Midget AA Championship Games (only) will have an ice scrape between 2<sup>nd</sup> and 3<sup>rd</sup> periods.

### **All Bantam, Pee wee, Squirt, Mite Divisions:**

Games will be played with three (3) periods of twelve (12) minutes stop time – there will not be any first period run clock. Games will be played out completely. Clock will not be “cut” for any reason other than mercy rule (above).

## **PROTESTS**

All protests must be filed within Four (4) hours of the tournament game in question under guidelines in MO Hockey YD Rules.