



# Central District Playoffs 2018 Tier 1 Playoffs March 16 – 19, 2018



Age Classes	Regulation Time	Penalty Times
U14 Girls & Bantam	5 Minute Warm-up 16 Minute Periods 2 Minute rest between periods (when Ice is not being resurfaced) Resurface before each game & after 2nd period	2:00 Minor 5:00 Major 10:00 Misc.
Girls U16, U19 and Midget 15U & 16U	5 Minute Warm-up 17 Minute Periods 2 Minute rest between periods (when Ice is not being resurfaced) Resurface before each game & after 2nd period	2:00 Minor 5:00 Major 10:00 Misc.
Midget 18U	5 Minute Warm-up 20 Minute Periods 12 Minute rest between periods Resurface before each game & after each period	2:00 Minor 5:00 Major 10:00 Misc.

**NOTE: Home Team Wears White/Light Jerseys**

**Method of Determining Champion:**

**Youth and Girl's– Round Robin Format:** All games tied at the end of regulation play will play one (1) overtime period of 5 minutes in length. If still tied after one overtime period, there will be a shootout. Each team will be awarded three (3) points for a win in regulation, two (2) points for win in overtime or shootout, one (1) point for a loss in overtime or shootout and zero (0) points for a loss in regulation.

**Youth and Girl's – Best 2 out of 3 Format:** - All games tied at the end of regulation play will play overtime as indicated in Overtime Procedures.

**Tiebreakers:** Used per USA Hockey District and National Tournament Guidebook, Section 2, pages 33-35 and described below.

Each team is allowed one timeout per game (no extra timeout in overtime), **and must be requested before the conclusion of the line change procedure per USAH playing rules.**

**THERE IS NO RUNNING TIME IN ANY GAME UNLESS EXPRESSLY AUTHORIZED BY THE TOURNAMENT DIRECTOR.** Intermissions shall be twelve (12) minutes (placed on the scoreboard clock) when the ice is resurfaced. Immediately following the intermission, all players, except the starters, will return directly to their benches.

**Home Team MUST wear White Jerseys. Any team coming on the ice for warm-ups wearing the wrong color jersey will be assessed a Bench Minor penalty and will start the game shorthanded.**

**All Coaches must be designated on the scoresheet for each team with appropriate CEP information listed.** Only completely certified coaches will be allowed on the benches. All coaches MUST sign-in with Tournament Director or his/her designee before each game.

Each on-ice Official must sign the game score sheet. The referee shall complete a game report immediately following the game for all Rule 411, Game Misconduct or Match penalties assessed, in addition to filing a WHOA online game report. The game report shall be forwarded to the Tournament Director in a timely fashion.

All Game Misconduct penalties assessed under USAH Rule 401(b) (5/15 rule) cannot be appealed and must be served in their team's next scheduled game.

There will be a Central District representative at the rink that can answer any questions or solve any problems.



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## Overtime Procedures

### Youth and Girls Games – Round Robin Format

#### All Games Played to a Winner:

If the game is tied following regulation play, one five-minute sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two-minute rest period. The teams will remain on the ice. The teams will not change ends. If the score is tied at the end of the five-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. **If no goal is scored in the overtime period, there will be a shootout.**

#### a. Shootout

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 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 3<sup>rd</sup> period.
- Any 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 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.

#### b. 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 sudden death shootout, whether or not they shot in the previous round. The last player in the first round 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 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 be one of the players selected 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.



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Overtime Procedures (cont)

**Youth and Girls Games – Best 2 out of 3 Format**

1. The game shall be continued to determine a winner.
2. At the completion of the third period, there shall be a two (2) minute rest period before the start of the first overtime session.
3. All overtimes shall be ten (10) minutes in length and sudden death. Teams shall switch ends at the end of the third period and throughout overtime periods.
4. If the teams are still tied at the completion of the first overtime, the teams shall leave the ice and the ice shall be resurfaced. A second overtime period shall begin immediately following the ice resurfacing.
5. Following the second overtime, there shall be a two (2) minute rest period prior to the start of the third overtime session.
6. If the teams remain tied at the completion of the third overtime period, the teams shall leave the ice and the ice shall be resurfaced.
7. Thereafter, the foregoing process in items 1-6 shall be repeated until such time as a winner is determined.
8. In the Midget 18U Tier I classification, rather than a two (2) minute rest period prior to the rest overtime and after the second overtime period, the ice shall be resurfaced prior to the rest overtime and between each overtime period.



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## Tiebreaker Rules

(From USA Hockey District and National Tournament Guidebook, pages 33-35)

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tiebreaking process over again at step 1. (If all tied teams have not played each other, then proceed to step 2). *Note: A team may go into the tiebreaking process having defeated another of the tied teams and still not advance).*

The tie-breaker formulas are as follows:

1. The results of the head-to-head games played between the tied teams in the following order: a. Standings — Most points.
  - b. Most total wins (whether in regulation, overtime and shootout).
  - c. Differential - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - d. Quotient - Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest 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.
2. If after applying the formulas of 1 a, b, c or d 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).  
Differential - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - b. Quotient - Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest 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."
  - c. 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.
  - d. 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: If a team forfeits any of its games, and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the non-offending team.

The Directors in charge of the Playoffs will not answer any questions regarding tiebreakers until such time as the use of the tiebreaker rules becomes necessary!