



Central District
2021 Tier 1 & 2 Girls & Tier 1 Youth Playoffs
March 26-28, 2021



Age Classes	Regulation Time	Penalty Times
14U Girls & Youth	5 Minute Warm-up 16 Minute Periods 2 Minute rest between periods Resurface before each game & after 2nd period	2:00 Minor 5:00 Major 10:00 Misc.
Girls 16U, 19U & Youth 15 Only & 16U	5 Minute Warm-up 17 Minute Periods 2 Minute rest between periods Resurface before each game & after 2nd period	2:00 Minor 5:00 Major 10:00 Misc.
Youth 18U Tier I	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

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/Light 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 WAHA representative at the rink that can answer any questions or solve any problems

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 and shall be sudden death. Teams will switch ends. If still tied after the overtime period, there will be a shootout. The winner of the shootout will be awarded one additional goal in the final score. 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 one (1) overtime period of 5 minutes in length and shall be sudden death. Teams will switch ends. If still tied after the overtime period, there will be a shootout. The winner of the shootout will be awarded one additional goal in the final score.

Tiebreakers: Used per USA Hockey District and National Tournament Guidebook, Section 2, pages 35-38 and described below.



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Overtime Procedures

All Youth and Girl's – All Formats

All games tied at the end of regulation play will play one (1) overtime period of 5 minutes in length and shall be sudden death. Teams will switch ends. If still tied after the overtime period, there will be a shootout. The winner of the shootout will be awarded one additional goal in the final score.

1) Shootout Procedures

a) The shootout will be conducted as follows:

- (1) 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.
- (2) 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.
- (3) All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- (4) The goalkeepers will defend the net they were defending in the 3rd period.
- (5) 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.
- (6) 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.
- (7) The goalkeepers from each team may be changed after each shot.
- (8) The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- (9) If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

2) Sudden Death Shootout

a) The sudden death shootout will be conducted as follows:

- (1) 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.
- (2) 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.
- (3) Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
- (4) All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- (5) 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.
- (6) The goalkeepers from each team may be changed after each shot.
- (7) The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.



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Tiebreaker Rules

(From USA Hockey District and National Tournament Guidebook, pages 35-38)

If two or more teams have an equal number of points, the following tie breaking rules listed below shall determine their position in the standings. If at any point during the 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 tiebreaker 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 scored against from goals scored 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 scored in these games by the goals scored against, 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 regulation wins.
 - c. Differential — Subtracting goals scored against from goals scored 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 scored in these games by the goals scored against, 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.”
 - 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.”



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Tiebreaker Rules(Cont'd)

- 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.

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!