

Federation National Championships: Game Information & Tie Breakers

All round robin playoff tournaments will be subject to the tie breaking procedure provided in the USA Hockey Tournament Guide Book to determine the standings of the teams in the round robin playoff tournament.

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 (0). 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.

*Please note if 3 teams are tied once the tie is broken to get to 2 remaining tied teams the process starts over at A. most points earned (Head to Head)
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 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.”

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.

Round Robin Points Awarded

Points Awarded	
Regulation Win	3
OT Win	2
Shootout Win	2
OT Loss	1
Shootout Loss	1
Regulation Loss	0

GAME INFORMATION BY LEVEL

All games will play the following time rules:

LEVEL	Periods	Ice cut	WARM-UP / MINOR PENALTIES	MAJOR PENALTIES	MISCONDUCT PENALTIES	OVERTIME LENGTH
8U	15 min	YES	5:00 min 2:00 min	5:00 min	10:00 min	5 min, 3v3
9U/10	17 min	YES	5:00 min 2:00 min	5:00 min	10:00 min	5 min, 3v3
11U/12U	17 min	YES	5:00 min 2:00 min	5:00 min	10:00 min	5 min, 3v3
Overtime is STOP Time at all levels with 3 man shootout if score is tied after 5 minute 3 v 3						

Federation National Championship Protocols

1. Jerseys

- The Home team is required to wear light colored Jerseys & the Visiting team is required to wear a dark colored jersey unless agreed upon prior to the start of the game.

2. Game Format

- **Warm up** time will be a minimum of 3 minutes for all levels
- Pucks will **NOT** be provided for warm-ups
- Games can **NOT** start earlier than scheduled time
- Each team has **1 timeout**

3. Penalties

- We will follow USA Hockey Directives in regard to penalty lengths based upon period duration

4. Overtime/Shootout

- All games tied at the end of regulation will go to a 3 versus 3 sudden death overtime with a 5-minute STOP clock.
- Teams will switch ends for overtime (long change)
- If the game is tied after the 5-minute overtime, the game will go to a shootout.

A. (3) unique shooters for each team alternating shootout attempts with the Visiting team shooting first each time until all 6 shooters, 3 home and 3 visiting, have shot. The team that scores the most goals is declared the winner.

B. If tied after each team's (3) unique shooters have gone then we will move to a sudden death shootout.

- Eligible Shooters

- A player whose penalty has not expired before the end of the overtime period is ineligible for the shootout and sudden death shootout.
- After the first 3 rounds of the shootout the home team and away team may use the same shooter in consecutive rounds of the sudden death phase

5. **Running Time** shall be applied when the goal differential is 8 goals or more in the second or third period. If the goal differential returns to 7 goals, stop time is applied. Coaches may agree to run time earlier in the game.

6. **A Minimum of two (2) on-ice officials** shall be scheduled for every game. In situations beyond the control of the home team or the league, a single official can officiate a game.