



## Missouri Hockey – Youth Division 2010 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.

Ice time submitted for State Championship games must conform to the following:

1. Monday thru Thursday
  - Earliest start time can not be before 6:30pm
  - Latest start time for Mites and Squirts can not be after 8:00pm
  - Latest start time for Pee Wee and Bantams can not be after 8:45pm
2. Friday
  - Earliest start time can not be before 6:30pm
  - Latest start time for Mites and Squirts can not be after 8:30pm
  - Latest start time for Pee Wee and Bantams can not be after 9:30pm
3. Saturday
  - Earliest start time can not be before 8:30am
  - Latest start time for Mites and Squirts can not be after 8:30pm
  - Latest start time for Pee Wee and Bantams can not be after 9:30pm
4. Sunday
  - Earliest start time can not be before 8:30am
  - Latest start time for Mites and Squirts can not be after 8:00pm
  - Latest start time for Pee Wee and Bantams can not be after 8:45pm
5. Minimum of 4 hours between end of one game and start of next game as scheduled
6. All gmes would preferably be played in an indoor rink.
7. No games for national bound teams would be played in an outdoor rink.

Each team shall provide one (1) volunteer in the score keepers box. One team will run the clock and the other will keep score.

The highest seeded team in each game will be the home team and will wear light colored uniforms.

In every SCT game each team is allowed one (1) Thirty 30 second timeout which may be used in either regulation play or overtime.

Ice times, dates and rinks have been finalized for all tournament brackets. If an out of town team has a conflict due to travel with a game 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 tournament director are final.

Prior to the beginning of every game, 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 top (white copy) of the score sheet. No changes to this are allowed once the game starts. If a player is injured the next player on the list will shoot in his place. Once a player has been skipped due to injury he is no longer eligible to participate in the shootout.

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 four (4) minutes, with the team scoring first declared the winner. The overtime period shall be played with each team at a numerical strength of four (4) skaters and one (1) goalkeeper. Penalties shall be assessed consistent with the rules in regulation time. See, Notes.

If the score is tied at the end of overtime, a three (3) player shootout will take place. Players in the penalty box at the expiration of overtime play for any infraction other than two (2) minute penalties are ineligible for the shootout. Players who were serving a two (2) minute penalty at the end of regulation are eligible to participate in the shootout. The three (3) different players (in the order listed) will rotate shooting on goal with the Visiting team shooting first. All three players on both teams will have an opportunity to shoot.

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 available players on the player's team have shot. The Visiting team shoots first. 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 one for Visiting team does not score a goal and shooter one 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 the team shot during the first round of the shootout, regardless of the number of shooters on the opposing team.

(Note 1) If a team is penalized in overtime, teams play 4 skaters against 3 skaters.

(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 4 on 3.

(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 time 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 time 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.

## **Midget AA Major and Minor:**

Games will be played with three (3) periods of Seventeen (17) minutes each. Games will be played out completely. Clock will not be "cut" for any reason.

## **Bantam AA,**

Games will be played with three (3) periods of sixteen (16) minutes each. The first period will be running time and the second and third will be stop time. During the running time first period the clock shall stop on goals, injuries, assessment of penalties and during all uneven-strength play. Games will be played out completely. Clock will not be "cut" for any reason.

## **Pee Wee AA,**

Games will be played with three (3) periods of Fifteen (15) minutes each. Games will be played out completely. Clock will not be "cut" for any reason.

## **Bantam A1, A2 and B**

Games will be played with three (3) periods of twelve (12) minutes each. The first period will be running time and the second and third will be stop time. During the running time first period the clock shall stop on goals, injuries, assessment of penalties and during all uneven-strength play. Games will be played out completely. Clock will not be "cut" for any reason.

## **PeeWee A1, Squirt AA, Mite AA, Gateway Rec & All Divisions Under These:**

Games will be played with three (3) periods of twelve (12) minutes stop time. Games will be played out completely. Clock will not be “cut” for any reason.

**Midget AA Major and Minor:**

Games will be played with three (3) periods of seventeen (17) minutes each. Games will be played out completely. Clock will not be “cut” for any reason.

**Bantam AA:**

Games will be played with three (3) periods of sixteen (16) minutes each. The first period will be running time and the second and third will be stop time. During the running time first period the clock shall stop on goals, injuries, assessment of penalties and during all uneven-strength play. Games will be played out completely. Clock will not be “cut” for any reason.

**Pee Wee AA:**

Games will be played with three (3) periods of fifteen (15) minutes each. Games will be played out completely. Clock will not be “cut” for any reason.

**Bantam A1, A2 and B:**

Games will be played with three (3) periods of twelve (12) minutes each. The first period will be running time and the second and third will be stop time. During the running time first period the clock shall stop on goals, injuries, assessment of penalties and during all uneven-strength play. Games will be played out completely. Clock will not be “cut” for any reason.

**Pee Wee A1, Squirt AA, Mite AA, Gateway Rec & All Divisions Below These:**

Games will be played with three (3) periods of twelve (12) minutes stop time. Games will be played out completely. Clock will not be “cut” for any reason.

**Score Reporting Procedures for ALL Games**

Individual teams are not responsible for entering/reporting game scores. Each Host Club’s State Championship Tournament representatives are responsible for entering the game scores into the State Championship Tournament web site and collecting the game score sheets for the divisions they are hosting. Host SCT Representatives will need a user id, password and the appropriate system permissions to enter scores. Contact the State Championship Tournament Chairman (Bill Baker, rhodesbb@aol.com) to obtain the necessary access to the web site. [Click here to access the web site or enter the web site address in you web browser: http://www.mohockeyyd.org/servlet/Model2Servlet?action=ViewTournamentStandings](http://www.mohockeyyd.org/servlet/Model2Servlet?action=ViewTournamentStandings)

## Missouri State Championship Tournament Contacts

<b>Bill Baker</b>	<b>Tournament Director</b>	<b>314-406-2217 cell 314-353-2463 work</b>
<b>Bill Wendell</b>	<b>AA Midget Commissioner</b>	<b>314-409-8212 cell 314-821-3414 home</b>
<b>Pat Culiberk</b>	<b>AA Commissioner</b>	<b>618-530-4487 cell 618-644-2686 home</b>
<b>Bob Brandon</b>	<b>A1 Commissioner</b>	<b>217-415-5363 cell 217-498-0350 home</b>
<b>Lloyd Ney</b>	<b>A2 Commissioner</b>	<b>636-262-9938 office</b>
<b>Chuck Hubbard</b>	<b>B Commissioner</b>	<b>314-267-3907 cell 314-416-0782 home</b>
<b>Chris Petersen</b>	<b>GRHL Commissioner</b>	<b>314-267-9322 cell</b>
<b>Tom Woolf</b>	<b>MIHOA (Officials)</b>	<b>314-560-1937 cell 314-631-3998 home</b>
<b>Karen Rosemann</b>	<b>MO Hockey</b>	<b>314-842-6466 office 314-409-9986 cell</b>