



Missouri Hockey Youth Division 2012 National Qualifying Tournament Rules

The following rules are in addition to the YD Rules and Regulations for the purposes of facilitating the Youth Division National Qualifying Tournament.

1. 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.
2. Tournament director will determine home team rotation format.
3. Home team will wear white or light color uniforms.
4. Each team is allowed one (1) Thirty 30 second timeout which may be used in either regulation play or overtime.
5. The game clock **WILL NOT** drop to 2 minutes in the 3rd period. All periods will be played until the full time expires unless 6 or 7 apply below.
6. The game clock will be a running clock if the score is a 7 or more goal differential in the 3rd period. Clock will only be stopped for goals, penalties and injuries. Clock will run during penalties.
7. If the score is a 12 or more goal differential at the end of the 2nd period the game will end.

Period Times

Midget Major	Midget Minor	Bantam	Pee Wee
17 Minutes	17 Minutes	16 Minutes <small>(All periods will be stop time. The clock WILL NOT run in the first period)</small>	15 Minutes

Best 2 out of 3

1. No game will end in a tie.
2. 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 5 on 5 stop time overtime period of ten (10) minutes, with the team scoring first declared the winner. Teams shall not switch ends throughout overtime periods; therefore teams will play in the same end from which they played during the third period until a winner is determined. Penalties shall be assessed consistent with the rules in regulation time.
3. If the score is tied at the end of overtime, there will be shootout. See shootout rules below.
4. Third game is a full game, not a mini game.

Round Robin with Championship Game

1. Each team will play one (1) game with each participant.
2. No game will end in a tie.
3. The 2 teams with the most points will advance to the championship game
4. 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 5 on 5 stop time overtime period (10) minutes, with the team scoring first declared the winner. Teams shall not switch ends throughout overtime periods; therefore teams will play in the same end from which they played during the third period until a winner is determined. Penalties shall be assessed consistent with the rules in regulation time.
5. If the score is tied at the end of overtime, there will be shootout. Winner of the shootout will receive 1 additional goal. (ie: if the score at the end of regulation was 4 to 4, the team winning the shootout will receive 1 additional goal, the final score will be 5 to 4. See shootout rules below.
6. Points are awarded as follows:
 - a. Win Regulation - 3 Points
 - b. Win Following Tie - 2 Points
 - c. Loss Following Tie - 1Points
 - d. Loss Regulation - 0 Points

7. If the final standings result in two or more having an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tie-breaker establishes the higher seed for one team, the team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie-breaking process over again at section a below.
 - a. The results of the head-to-head games played between the tied teams in the following order:
 1. Has acquired the most point in head-to-head play
 2. Has acquired the most wins in head-to-head play
 3. Has acquired the greatest surplus difference of "goals-for" minus "goals-against" in their head-to-head competition
 4. Has acquired the higher quotient by dividing the goals scored by goals scored against in their head-to-head competition. 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."
 5. Has acquired the highest point total as determined by periods won in their head-to-head competition. Points awarded for each regulation period won (2 points) and for each regulation period tied (1 point)
 6. Quickest first goal — The team that scored the quickest goal in their preliminary round games
 7. Least amount of major penalties in their head-to-head competition
 8. Least amount of minor penalties in their head-to-head competition

Brackets with Championship Game

1. Each team will play one (1) game with each participant in the opposite bracket.
2. No game will end in a tie.
3. The teams with the most points in each bracket will advance to the championship game
4. 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 5 on 5 stop time overtime period (10) minutes, with the team scoring first declared the winner. Teams shall not switch ends throughout overtime periods; therefore teams will play in the same end from which they played during the third period until a winner is determined. Penalties shall be assessed consistent with the rules in regulation time.
5. If the score is tied at the end of overtime, there will be shootout. Winner of the shootout will receive 1 additional goal. (ie: if the score at the end of regulation was 4 to 4, the team winning the shootout will receive 1 additional goal, the final score will be 5 to 4. See shootout rules below.
6. Points are awarded as follows:
 - a. Win Regulation - 3 Points
 - b. Win Following Tie - 2 Points
 - c. Loss Following Tie - 1Points
 - d. Loss Regulation - 0 Points
7. If the final standings result in two or more having an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tie-breaker establishes the higher seed for one team, the team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie-breaking process over again at section a below.
 - a. Most wins goal in their preliminary round games
 - b. Has acquired the greatest surplus difference of "goals-for" minus "goals-against" in their preliminary round games.
 - c. Has acquired the higher quotient by dividing the goals scored by goals scored against in their preliminary round games. 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."
 - d. Has acquired the highest point total as determined by period's goal in their preliminary round games. Points awarded for each regulation period won (2 points) and for each regulation period tied (1 point)
 - e. Quickest first goal — The team that scored the quickest goal in their preliminary round games
 - f. Least amount of major penalties in their preliminary round games.
 - g. Least amount of minor penalties in their preliminary round games.

Shootout Rules

If the score is tied at the end of overtime, a Five (5) player shootout will take place according the below procedures and rules:

1. 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.
2. Players will be listed on the back of the top (white copy) of the score sheet.
3. No changes to this are allowed once the game starts
4. If a player is injured the next player on the list will shoot in his place
5. Once a player has been skipped due to injury he is no longer eligible to participate in the shootout. 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 or ten (10) minute misconduct at the end of regulation are eligible to participate in the shootout.
6. Any player 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).
7. The five (5) different players (in the order listed) will rotate shooting on goal with the Visiting team shooting first. All five players on both teams will have an opportunity to shoot.
8. At the conclusion of the five (5) 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.
9. 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).
10. 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.