



# Missouri Hockey – Youth Division 2012 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. If not specifically addressed below the regular season YD and USA Hockey rules apply.

Ice times, dates and rinks for all tournament brackets are approved by the SCT Director. If an out of town team has a conflict due to travel with a game date/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 SCT Director are final.

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.

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

Games will start a maximum of ten (10) minutes early. Teams need to be ready to play early if schedule allows.

**TIME OUTS** - In every SCT game (Preliminary and Final rounds) each team is allowed one (1) Thirty (30) second timeout which may be used in either regulation play or overtime. Time outs to be called in accordance with USA Hockey Rule 637f.

**MERCY RULE** - In all SCT games the clock will run (only in the third period) if there is a seven (7) or greater goal differential. In the case of a seven (7) goal differential it will only stop for goals, injuries, while penalties are assessed and while penalties are shown on the clock. Should the differential again become six (6) the game will revert back to stop time. There is no mercy rule that calls for the premature ending of the game, only one for the clock to run in the third period.

**SHOOTOUT ORDER** - 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 of the score sheet in the area provided. No changes to this listing are allowed once the game starts. If a player is injured and deemed unable or is ineligible due to penalty (see note in Shoot Out Rules section below) to shoot the next player on the list will shoot in his place. Once a player has been skipped due to injury or another reason he is no longer eligible to participate in the shootout.

## OVERTIME RULES

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 five (5) minutes, with the team scoring first declared the winner. The overtime period shall be played with each team at a numerical strength of five (5) skaters and one (1) goalkeeper – just like regulation play. Penalties shall be assessed and served consistent with the rules in regulation time. All penalties in place at the end of regulation time will carry over to the overtime period. It will be played under same rules as the regulation time with the exception of the over time period is sudden death and the game will be over and a winner declared upon the scoring/awarding of a goal.

## SHOOTOUT RULES

If the score is tied at the end of five (5) minute overtime period, a three (3) player shootout will take place. Players will shoot in order team listed on back of score sheet prior to start of the game.

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 unless a winner has been determined.

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 eligible and available players on that 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 #4 (or higher) for Visiting team does not score a goal and the next shooter 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 as listed on the back of the score sheet, regardless of the number of shooters left on the opposing team.

## GAME LENGTH FOR ALL SCT GAMES (BY DIVISION)

### **Midget AA:**

Games will be played with three (3) periods of fifteen (15) minutes each – there will not be any first period run clock. Games will be played out completely. Clock will not be “cut” for any reason other than mercy rule (above).

### **NEW FOR 2012 - All Bantam, Peewee, Squirt, Mite Divisions:**

Games will be played with three (3) periods of twelve (12) minutes stop time – there will not be any first period run clock. Games will be played out completely. Clock will not be “cut” for any reason other than mercy rule (above).

## **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](mailto:rhodesbb@aol.com)) to obtain the necessary access to the web site. *For host associations – go to bracket on Youth Div website and click log in on left side then enter your password and you will be able to enter scores.*

## **Missouri State Championship Tournament Contacts**

<b>Bill Baker</b>	<b>Tournament Director</b>	<b>(314) 406-2217 cell</b> <b>(314) 353-2463 work</b>
<b>Michael LaBroad</b>	<b>Midget Commissioner</b>	<b>(417) 225-2225 cell</b>
<b>Jason Power</b> <b>Ryan Williams</b>	<b>Bantam Commissioners</b>	<b>(618) 530-3531 cell</b> <b>(217) 801-1842 cell</b>
<b>Dean Ewen</b>	<b>Pee Wee Commissioners</b>	<b>(636) 734-8505 cell</b>
<b>Pat Culiberk</b> <b>Shawn Deaver</b>	<b>Squirt &amp; Mite AA Commissioners</b>	<b>(618) 530-4487 cell</b> <b>(573) 424-1151 cell</b>
<b>Jeff Smith</b>	<b>ADM Mite Commissioner</b>	<b>(314) 308-8599 cell</b>
<b>Tom Woolf</b>	<b>MIHOA (Officials)</b>	<b>(314) 560-1937 cell</b> <b>(314) 631-3998 home</b>
<b>Karen Rosemann</b>	<b>MO Hockey</b>	<b>(314) 842-6466 office</b> <b>(314) 409-9986 cell</b>