## AFFILIATE CHAMPIONSHIP TOURNAMENT RULES

All games played to conclusion - ice cut before each game
8-team/2 pool round robin-4 team round robin-1v4, 2v3, Winner v Winner formats
Hollydell Ice Arena, Sewell, NJ

| LEVEL | POINTS |  |  |  | $\begin{aligned} & \hline \text { ADD'L. ICE } \\ & \text { CUT } \\ & \hline \end{aligned}$ | TIME OUT | PERIOD LENGTHS |  |  |  | PENALTIES |  |  | OFFICIALS |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | REG. WIN | OT WIN | OT LOSS | REG. LOSS |  |  | WARM-UP | REGULATION | OT | REST | MINOR | MAJOR | MISCONDUCT |  |
| 12B | 3 | 2 | 1 | 0 | None | One 60 sec . | 5 | 15 | 10 | 2 min before OT | 1.5 | 4 | 8 | 2 |
| 12A | 3 | 2 | 1 | 0 | None | One 60 sec . | 5 | 15 | 10 | 2 min before OT | 1.5 | 4 | 8 | 2 |
| 12AA | 3 | 2 | 1 | 0 | None | One 60 sec . | 5 | 15 | 10 | 2 min before OT | 1.5 | 4 | 8 | 2 |
| 14B | 3 | 2 | 1 | 0 | None | One 60 sec . | 5 | 16 | 10 | 2 min before OT | 1.5 | 4 | 8 | 2 |
| 14A | 3 | 2 | 1 | 0 | None | One 60 sec . | 5 | 16 | 10 | 2 min before OT | 1.5 | 4 | 8 | 2 |
| 16A | 3 | 2 | 1 | 0 | None | One 60 sec . | 5 | 17 | 10 | 2 min before OT | 2 | 5 | 10 | 2 |
| 18A | n/a | n/a | n/a | n/a | None | One 60 sec . | 5 | 17 | 10 | 2 min before OT | 2 | 5 | 10 | 4 |
| OVERTIME - <br> ALL LEVELS | One 10-minute sudden-death OT period shall be played - 3 v 3 . Teams change ends. If tied at end of OT period, there shall be a shootout. Winner credited with 1 addl goal in the final score. |  |  |  |  |  |  |  |  |  |  |  |  |  |
| SHOOTOUT <br> ALL LEVELS | 1. The home team chooses to shoot first or second. |  |  |  |  |  |  | 2. All goalkeepers and players on the scoresheet are eligible, but goalkeepers cannot shoot. |  |  |  |  |  |  |
|  | 3. Goalkeepers defend the net they were defending in the 3rd period. |  |  |  |  |  |  | 4. Any penalized player whose penalty was not completed when OT ended or who receives a penalty during the shootout is ineligible and must remain in the penalty box. |  |  |  |  |  |  |
|  | 5. Shootout begins with 3 players taking alternate shots (do not need to be named beforehand). |  |  |  |  |  |  | 6. Goalkeepers may be changed after each shot. |  |  |  |  |  |  |
|  | 7. The players from both teams will take shots alternatively until a decisive goal is scored. The remaining shots will not be taken. |  |  |  |  |  |  | 8. If after the shootout, the score is still tied, there wil lbe a sudden-death shootout. |  |  |  |  |  |  |
| SUDDEN <br> DEATH <br> SHOOTOUT <br> ALL LEVELS | 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. The teams will shoot in the same order as they did in the previous round shootout. |  |  |  |  |  |  |
|  | 3. Teams will select their shooters in any order whether or not they shot in the previous round. The last player in the first round may be the first player in the sudden death round. |  |  |  |  |  |  | 4. Players in a sudden death shootout shall not be allowed to take another shot until two different individual teammates have completed their attempts. |  |  |  |  |  |  |
|  | 5. All goalkeepers and all players on the scoresheet are eligible to participate. |  |  |  |  |  |  | 6. Any penalized player whose penalty was not completed when OT ended or who receives a penalty during the shootout is ineligible and must remain in the penalty box. |  |  |  |  |  |  |
|  | 7. Goalkeepers may be changed after each shot. |  |  |  |  |  |  | 8. The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored. |  |  |  |  |  |  |
| PLAYING RULES - THE OFFICIAL USA HOCKEY PLAYING RULES SHALL BE USED. NO PROTESTS SHALL BE PERMITTED ON THE PLAYING RULES. |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

