



TIER II YOUTH - AFFILIATE CHAMPIONSHIP RULES

All games played to conclusion - ice cut before each game - no games start before scheduled game time
 12A, 14A, 16A - 8 team/2 pool round robin with championship - 12B, 14B - 4 team round robin with championship - 18A - frozen four (1v4, 2v3, WvW) format
 Hatfield Ice Arena, Colmar, PA

LEVEL	POINTS				ICE CUT LENGTH	ADD'L. ICE CUT	TIME OUT	PERIOD LENGTHS - ALL PERIODS ARE STOP TIME				PENALTIES			OFFICIALS	
	REG. WIN	OT WIN	OT LOSS	REG. LOSS				WARM-UP	REGULATION	OT	REST	MINOR	MAJOR	MISCONDUCT		
12B	3	2	1	0	12	None	One 60 sec.	5	15	10	2 min before OT - no ice cut	1.5	4	8	2	
12A	3	2	1	0	12	None	One 60 sec.	5	15	10	2 min before OT - no ice cut	1.5	4	8	2	
14B	3	2	1	0	12	None	One 60 sec.	5	16	10	2 min before OT - no ice cut	1.5	4	8	2	
14A	3	2	1	0	12	None	One 60 sec.	5	16	10	2 min before OT - no ice cut	1.5	4	8	2	
16A	3	2	1	0	12	None	One 60 sec.	5	17	10	2 min before OT - no ice cut	2	5	10	2	
18A	n/a	n/a	n/a	n/a	12	None	One 60 sec.	5	17	10	2 min before OT - no ice cut	2	5	10	4	
OVERTIME - 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 - ALL LEVELS (pg 35)	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 from each team 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 will be a sudden-death shootout.							
SUDDEN DEATH SHOOTOUT - 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.																
All warm-ups, timeouts, and rest periods shall be placed on the game clock. All ice cuts shall be placed on the game clock with 12 minutes between periods and time remaining until next game between games.																
For games without an ice cut between the first and second periods, and/or between the third period and the overtime period, there shall be a two (2) minute rest period put on the clock.																
The referees shall enter the ice before the teams for every game and after each ice cut with two minutes remaining on the clock. The warmup clock will start as soon as the referees have completed their safety checks, put nets in place and the ice resurfacer gates are closed.																