



2022 Alaska League Non National Bound 10U and 12U Major and Minor Divisions State Tournament Rules

ASHA maintains a Zero Tolerance Policy from all participants at State Hockey Tournaments. All associations within ASHA require players, coaches and parents to sign code of conducts. Please remind your association members of this and ask them to be that person in the crowd that stands out as a positive role model for all.

A. MANDATORY COACHES AND CREDENTIALS MEETING

1. An opening meeting for all teams participating in the tournament **shall be held** prior to the start of play at a time and place to be set by the on-site Tournament Director. This will usually be the night before the tournament starts. **All participating teams are required to have a team representative as listed on their 1T.** No one person may represent more than one team at this meeting unless prior approval is granted by the VP of Tournaments. **Failure to have a team representative present shall result in the suspension of the head coach, as listed on the team's official roster; from that team's first game of the tournament. For the 2022 State Tournaments this meeting may be in person, via phone, Zoom, or other communications.**
2. No protests regarding the rosters and/or players shall be accepted after completion of the coaches' meeting for your respective tournament.
3. Teams shall declare their light and dark jerseys they will wear during the tournament games.

B. SCHEDULES AND FORMATS

1. All Alaska State Hockey Association (ASHA) state tournaments will be played using the current ASHA Handbook Appendix B - National Bound State Tournament Format.
2. Seeding for this tournament was established using results of ASHA Competition League play in each division. The higher seed from League Play will be the home team in all pool play games.

C. NUMBER OF PLAYERS

1. A maximum of twenty (20) players, including goalkeepers, shall be permitted to play in a game. The maximum number of players, excluding goalkeepers, shall not exceed eighteen (18). It is highly recommended that all teams arrive at the State Tournament with two (2) goalkeepers qualified under the rules. Teams that are unable to arrive with a backup goalkeeper shall be permitted, with approval of the VP Tournaments, to use a substitute emergency goalkeeper from the same age classification in a lower level (A and B house/re.) team within the same association then affiliate. The substitute emergency goalkeeper shall only be permitted to participate in a game in the event of extenuating circumstances and with the approval of the on-site Tournament Director or

ASHA VP Tournaments.

D. UNIFORMS

1. All teams entered must be properly uniformed. All teams must arrive with two (2) sets of jerseys: a home (light) and a visitor (dark) jersey. No additional jersey will be allowed. The home and visiting teams are as determined in the applicable tournament schedule set forth on the schedule. Unless otherwise approved by the on-site Tournament Director, the home team shall wear light jerseys and the visiting team shall wear dark jerseys in all games.

E. TIME OF PERIODS AND ICE CLEANING REQUIREMENTS

| Class | Warmup | 1,2,3 Period | Overtime* |
|--------------|--------|-----------------|-----------|
| 10U Minor | 5 | 15 | 5/15 |
| 10U Major | 5 | 15 | 5/15 |
| 12U | 5 | 15 | 5/15 |

*Round-robin games will utilize one (1) 5-minute sudden-death overtime period, then proceed to a shootout if a winner has not been determined. Games tied in quarterfinal, semifinal and championship rounds will utilize one (1) sudden-death overtime period equal in length to the third period, then proceed to a shootout if a winner has not been determined.

1. Each team is permitted one time-out of 60 seconds per game, whether in regulation or overtime, per the USA Hockey Playing Rules.
2. Ice shall be cleaned before each game, and there shall be a two (2) minute rest period between the periods, including in the semifinal and championship games. Any variation must be approved by the VP Tournaments.
3. The referees shall enter the ice before the teams for every game 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.

F. PLAYING RULES

1. The official USA Hockey and ASHA playing rules shall be used. No protests shall be permitted on the playing rules.
2. Only team officials registered on the Team Roster (1-T) who have the appropriate certification are permitted on or in the vicinity of the playing bench, with a maximum of 4 on the bench.
3. The team captain and assistant captain(s), as noted on the score sheet are the only players permitted to discuss game issues with the referee during the progress of the game.

4. Any player/coach who receives a match penalty will be removed from the tournament and the ice arena in the tournament is being played. No exception to this rule are permitted.
5. Game protests must be provided on a blank sheet of paper and must contain all the known facts. The tournament protest committee will not consider protests that are not presented in writing at the end of the game, and before distribution of the score sheet. A \$50.00 fee, made payable to ASHA, must accompany the protest. This fee is only refundable if the protest is upheld. Copies of all protests must be submitted to the Tournament Director and/or the ASHA VP Tournaments.
6. A tournament status board will be available for each tournament at the ice arena. An App may be used.
7. No lighted signs are to be hung/taped on the glass. Obnoxious noise makers such as cowbells, foghorns, whistle, etc. Balloons are only allowed if written permission is obtained from the rink management. The playing of tasteful recorded music and sounds during stoppages of play will be allowed with the permission of the VP of Tournaments.
8. Forfeits are awarded if one team has failed to appear on the ice at game time plus 5-minutes. The score of a forfeited game is 1-0. Teams that intentionally forfeit a game in a state tournament shall be disqualified from the tournament. The ASHA Vice President of Tournaments or her designee makes the final determination as to whether a team intentionally forfeited a game.

1. All Games Played to a Winner

If the game is tied following regulation play, one five (5) minute sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. The teams will remain on the ice. **The teams shall change ends.** Overtime shall be played 5-on-5 (five skaters plus a goalkeeper). If the score is tied at the end of the five (5) minute sudden-death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score.

Championship Games

1. All Games Played to a Winner

If the game is tied following regulation play, one (1) sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. The length of the overtime shall be equal to the length of the third period and shall be sudden death. **Teams shall switch ends at the end of the third period.** Overtime shall be played 5-on-5 (five skaters plus a goalkeeper). If the score is tied at the end of the sudden-death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score.

2. Shootout Procedures

The shootout will be conducted as follows:

- A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.

- The home team shall have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

3. Sudden-Death Shootout

The sudden-death shootout will be conducted as follows:

- 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.

The teams will shoot in the same order during the sudden-death shootout as they did during the original previous round shootout.

- Teams will select their shooters to participate in any order in the sudden death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden death shootout.
- Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

(2) Process to Determine Quarterfinalists, Semifinalists and/or Finalists

(a) During preliminary rounds, each team will be awarded
 three (3) points for a win in regulation
 two (2) points for a win in overtime or shootout
 one (1) point for a loss in overtime or shootout
 zero (0) points for a loss in regulation.

Tie-Breaking Rules to Determine Standings Position

If two or more teams have an equal number of points, their position in the standings shall be

determined by the following tie-breaking rules listed below. If at any point during the application of the tie-breaking rules, any or all of the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin at Step 1 for any teams that remain tied.

Note: If all tied teams have not played each other, the tie-breaking process will begin at Step 2.

The tie-breaker rules are as follows:

1. The results of only the head-to-head games played between the tied teams in the following order:
 - a. Most points earned.
 - b. Most total wins (whether in regulation, overtime and shootout).
 - c. Most regulation wins.
 - d. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
 - e. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). 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 tie breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
 - f. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
2. If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.
 - a. Most total wins (whether in regulation, overtime and shootout).
 - b. Most regulations wins.
 - c. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
 - d. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). 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.”
 - e. Most periods won — In the games played by each tied team, points will be awarded for each

regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.

f. Lowest number of penalty minutes — Calculate the number of penalty minutes accrued during all preliminary round games. The teams shall be ranked low to high in ascending order of “penalty minutes for.”

g. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.

3. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

Note: *A team may go into the tie-breaking process having defeated another of the tied teams and still not advance.*

Note: *If a team forfeits any of its games, and becomes involved in any tie-breaking formula, the team that forfeited will not advance and all games played against the forfeiting team shall be recorded as 1-0 victories for all opposing teams.*