

# Mid Atlantic Summer Showcase

## August 25-27 2017

### @SumShowHockey

**Rules:**

Preliminary round in all divisions will be a three game round robin. All teams must be prepared to start play by 12:00pm on Friday 8/25.

**16AA and U18AA** Following the 3 game preliminary round, divisions will be ranked following round robin with 1v4 and 2v3 participating in a semifinal game. Winners advance to championship game. Remaining seeds will compete in consolation game 5v6, 7v8, 9v10, 11v12. Tournament Director reserves the right to change any consolation match-ups or times. All consolation game matchups and times will be posted at the conclusion of Saturday's round robin games. Tie breakers will be determined by the official tournament rules listed below.

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**16A and Bantam A:** Following the 3 game preliminary round, teams will be ranked. If division is 8 or more teams there will be a semi-final game with seeding as follows 1v4 and 2v3. Winners advance to championship game. Remaining seeds will compete in consolation game 5v6, 7v8. If division is less than 8 teams seeds 1 and 2 following the preliminary round will advance directly to championship games. All others will play in consolation round 3v4 and 5v6. Tournament Director reserves the right to change any consolation match-ups or times. All consolation game matchups and times will be posted at the conclusion of Saturday's round robin games. Tournament Director reserves the right to change any consolation match-ups or times. Tie breakers will be determined by the official tournament rules listed below.

**Squirt A, Squirt AA, Pee wee A, and 18A** At the conclusion of 3 game round robin round teams will be seeded within their divisions. Championship games will be 1v2 and consolation games will be 3v4, 5v6. All consolation game matchups and times will be posted at the conclusion of Saturday's round robin games. Tiebreakers will be determined by the official tournament rules listed below.

**Period Length and Penalty Times**

<b>Midget 16AA and 18AA</b>	<b><u>Round Robin and Playoffs</u> 2- 22:30 minute halves with cut</b>	<b>Minors: 2:00 Minutes Majors: 5:00 Minutes Misconducts: 10:00 Minutes</b>
<b>Pee wee A, Bantam A, Bantam AA Midget 16A and 18A</b>	<b>3- 15:00 minute periods</b>	<b>Minors: 2:00 Minutes Majors: 5:00 Minutes Misconducts: 10:00 Minutes</b>
<b>Squirt A and AA</b>	<b>3- 12:00 minute periods</b>	<b>Minors: 1:30 Minutes Majors: 4:00 Minutes Misconducts: 8:00 Minutes</b>

**Any player who receives a major penalty under the guidelines of USA Hockey rules, i.e., fighting, spearing, kicking, etc. will automatically be ejected from the game in which the infraction occurs, plus the next game. In the event the major penalty occurs during the player's last game, the game officials will notify his team's respective league for further ruling.**

#### **Additional Rules:**

- Any player receiving a total of 4 penalties in a game will be ejected from that game.

#### **Regulations:**

- All teams must have team labels with player numbers and names matching USA Hockey T1 Roster
- All games will start following a **3 minute** warm-up. This will ensure that all games start and end on time. If the game scheduled before yours ends early, you must be prepared to start yours at **least 20 minutes** before your scheduled start time. Games will start EARLY and your managers/coaches should report to tournament table before each game!
- Preliminary and Consolation Games can end in ties.
- There is one time out per team per game in this tournament.
- There is no red line. Two line passes are legal. The red line is used for icing purposes only.
- In the event of a 6-goal differential going into the 3rd, or at any time during the 3rd period, the clock will be running time. If the differential goes to less than six goals, then the clock will go back to stop time.
- All USA Hockey playing and penalty rules apply throughout the tournament. Any player receiving a match penalty will not play for the remainder of the tournament. There will be NO EXCEPTIONS!

#### **Point Structure: 2 points for a Win – 1 point for a Tie**

In the event of a tie by 2 teams, the following tiebreaker will apply:

1. Points
2. Wins
3. Head to Head (This tie breaker does not apply if more than two teams are tied)
4. Highest Goal Quotient ( $GF / (GF + GA) = \text{Quotient}$ ) Highest percentage moves on.
5. Fewest penalty minutes
6. Coin Toss

**Consolation games can end in tie. All playoff games play until winner with rules as follows.**

#### **Overtime in Playoff/Championship Rounds**

If the teams are still tied at the end of regulation play, overtime will be played to declare a winner.

1. Overtime #1 will be 4 on 4 in period length of 5 minutes.
2. 30 second intermission
3. Overtime #2 will be 3 on 3 in period length of 3 minutes
4. Penalties 4 on 4: Offending team will place man in the penalty box.
5. Penalties 3 on 3: Offending player will go to penalty box. Non-offending team will add player to make 4 on 3. When penalty expires, teams will play 4 on 4 until next stoppage when teams return to 3 on 3.
6. After overtime teams play 3 player shootout until winner is declared. A shooter cannot shoot a 2nd time until all rostered players have shot.

#### **Coaches and Managers**

You are responsible to control your players and parents to ensure that each game is played safely, with no vulgar language or harmful infractions displayed. Team management is responsible for any damages caused by their teams to Arena facilities.

## Rink Information

<b>Hatfield Ice Blue and Gray,</b>  <b>350 County Line Road Colmar PA, 18915</b>  <b>215-997-9797</b>	<b>Hatfield Ice World Green</b>  <b>3419 Trewington Road Colmar, PA 18915</b>  <b>215-997-9797</b>	<b>Bucks County Ice Sports</b>  <b>1185 York Road Warminster PA, 18974</b>  <b>215-675-3000</b>	<b>Wintersport Ice Arena</b>  <b>551 York Road Willow Grove PA, 19090</b>  <b>215-659-4253</b>	<b>Flyers NE Skatezone</b>  <b>10990 Decatur Rd, Philadelphia, PA 19154</b>  <b>215- 618-0050</b>
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