**2023 MID-AM REGIONAL SILVER STICKS**

**TOURNAMENT RULES**

1. PLAYING RULES: The official USA playing rules shall be used in all Divisions, except as noted below.

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| --- | --- | --- | --- | --- | --- | --- |
| **Class** | **Warm-Up** | **Periods** | **Overtime** | **Minor Penalty** | **Major Penalty** | **Misconduct** |
|  |  | 1 | 2 | 3 |  |  |  |  |
| Squirt | 3 | 12 | 12 | 12 | 5 | 1.00 | 5 | 10 |
| Pee Wee | 3 | 13 | 13 | 12 | 5 | 1.30 | 5 | 10 |
| Bantam | 3 | 14 | 14 | 14 | 5 | 1.30 | 5 | 10 |

2. TIME OF PERIODS/PENALTIES:

 A. A one-minute rest period will be provided between each period including an overtime period.

B. All periods will be played in stop time (see Rule 12).

C. If the score is tied at the end of regulation time in an elimination game, a five minute, sudden victory overtime period shall be played. If the tie remains, a shootout will take place until a winner is determined. (No overtimes will be played in round-robin or seeding rounds.)

D. Shoot out procedure: A 3 player shoot out. If after the first 3 shooters, the score is still tied, teams shall proceed alternating penalty shots until a winner is determined on a sudden death round basis. The home team will have the choice of shooting first or second. No player on either team may repeat in the shootout until all skaters from the team with the smaller roster shall have attempted.

3. TEAM ROSTERS: Teams shall comply with USA Hockey rostering rules. Teams may dress a maximum of twenty (20) players per game, of which not more than eighteen (18} may be skaters. All rosters shall be USA Hockey rosters, certified and approved by the appropriate District Registrar.

4. TEAM REGISTRATION: TEAMS MUST BE PROPERLY REGISTERED WITH USA HOCKEY.

5. PLAYER REGISTRATION: PLAYERS MUST BE REGISTERED WITH USA HOCKEY.

6. DUAL REGISTRATION: A Player who is on more than one team Roster, competing in this tournament must declare, before playing any tournament game, which team they will be playing with and must remain with that team for the duration of the tournament.

7. TOURNAMENT REGISTRATION: The Coach or Team Representative must check in with the Tournament Marshall one hour before their first game. EACH TEAM IS REQUIRED TO FURNISH A COPY OF THEIR USA HOCKEY ROSTER (Form 1-T) THAT HAS BEEN CERTIFIED BY THE DISTRICT REGISTRAR. Teams must also provide a link to their approved USA Hockey roster a minimum of 3 days prior to the tournament start date.

8. SCORE SHEET: The score sheet lineup must be checked at this time. LIST ONLY THE PLAYERS WHO ARE PARTICIPATING IN THE GAME(S)! Head coaches must sign the scoresheets.

9. PLAYER CHECK-IN: Teams must be present no later than 45 minutes prior to the scheduled game time.

10. TAKING THE ICE: Teams must be on the ice at the designated times, or at the time indicated by the Tournament Marshal when a time change is required, or warmup will be forfeited.

11. GAME START: When the official is ready to start the game, both teams will be ready to play or a forfeit will result.

12. PLAYER'S BENCH: A team may have up to four (4) Team Officials on the players' bench. Only players in uniform and properly rostered Team Officials may occupy the players’ bench.

13. CAPTAIN AND ALTERNATE: The referee or official scorer shall be advised prior to the start of each game, of the name of the captain and the player(s) who will serve as alternate(s).

14. FIGHTING: Any player receiving a game misconduct penalty will be suspended for the remainder of this Regional Tournament.

15. MERCY RULE: If any game reaches a six (6) goal differential at any time, running time shall be instituted, except for recording goals, penalties or injuries, until the deficit falls BELOW FOUR (4) or to the end of the game. A six goal differential is the maximum for a game when comparing goals for/goals against.

16. TOURNAMENT SUSPENSIONS: Any player receiving a match penalty shall be suspended from further play in the tournament. Any coach, manager, or trainer receiving a game misconduct shall be suspended for the next game of his/her team. Physical abuse of an official will result in suspension from the tournament. Any Team Official that is assessed a game misconduct penalty, may not remain near the bench of his team, nor in any way attempt to direct the play of his team.

17. ZERO TOLERANCE POLICY: USA Hockey is committed to creating a safe and fair environment for all participants. Respect for the game, the opponents, coaches and officials is a critical part of the environment that is created. This Zero Tolerance Policy requires actions to be taken when violations occur. All players, coaches, officials, team officials and administrators and parents/spectators are required to maintain a sportsmanlike and educational atmosphere before, during and after all USA Hockey sanctioned games.

18. PROTESTS: NO PROTESTS SHALL BE PERMITIED.

19. UNIFORM COLORS: The Home team shall wear either white or predominately light colored jerseys. Where a team only has one set of jerseys, the other team will wear a contrasting color. The Home Team is determined as the top team in the elimination bracket or the first team listed in the round-robin format and the schedule of games.

20. EQUIPMENT: All players participating in this tournament must wear equipment which meets the requirements of USA HOCKEY, as defined in the current rule book. In Mid-Am, all helmet straps must be fastened and Pee Wee and above must wear a non-clear internal mouthpiece.

21. GAME OFFICIALS: Game Officials will generally be officials from the Mid-Am District and will be assigned by the Western Ohio Referee's Association.

22. MEDICAL ASSISTANCE: Emergency medical assistance will be on call for any major injury.

23. ROUND-ROBIN WINNER: The standing determination in the round-robin games will be determined by the following method with the exception that six (6) goals is the maximum differential allowed when comparing GOALS FOR VS AGAINST in each game.

POINTS: Points are awarded as two (2) for a win and one (1) for a tie.

TIE BREAKERS: In the event that two or more teams have the same number of points:

• Head-to-head results will be the first tie breaker.
• Number of wins is the second step.
• Goal differential (goals for minus goals against) for all tied teams is the third step, the
 positions being determined in order of highest differential.
• The goal quotient (goals for divided by goals against) for all tied teams is the fourth step, the
 positions being determined in order of greatest quotient.
• Fewest goals against in all games.
• Most goals scored in all games (with 6 being the maximum differential).
• Fewest penalty minutes in all games.
• Quickest goal in all games.

24. SEEDING ROUND: The two (2) seeding round games will be used to determine placement in the single elimination play down in the following manner:

• Four (4) points for a win • Two (2) points for a tie • Two (2) points are awarded for winning a period • One (1) point for a tying a period.

A grand total of 20 points could be accumulated through the two games. These points will be used to determine the position in the play down. In the event that two teams are positioned to play each other, who have played in the positioning round, the Tournament will adjust the standings by one position to provide different opponents where possible.

TIE BREAKERS: In the event that two teams are tied, the following methods will be used:

• Head to head competition is the first tie breaker • Round Robin tie breaker procedures in the same order.

27. REGIONAL WINNER: The team winning their division in the Silver Stick Regional Tournament must be prepared to participate in Silver Stick International for their age division. This may require traveling to Canada for participation.