



# **International Silver Stick®**

## **Hockey Association, Inc.**

### **7<sup>th</sup> annual Port Huron Silver Stick® Regional Rules and Regulations**

Thank you for choosing the Port Huron Silver Stick Regional tournament. We hope that your team enjoys their weekend and we promise you'll all have an exciting and memorable experience - one that your hockey families will remember for years to come. Please refer to our website homepage if you have additional questions after you've read this packet of information at: <https://silverstick.org/Tournaments/22309/>

- Rosters must conform to USA Hockey rules. All teams are required to furnish a copy of their USA Hockey certified roster. Official Rosters must be emailed to [eabeauchamp@aol.com](mailto:eabeauchamp@aol.com) ahead of the tournament, as well as bring a hard copy with you to the tournament. Rosters must be approved by the Tournament Director. Your credentials must be available to tournament officials prior to each game.
- Only players properly rostered on the certified USA Hockey team roster will be eligible to play.
- Tournament will be governed by MAHA and USA Hockey Rules and Regulations. The sanction numbers can be found on our website.
- Your tentative game time found on the website are firm. The website schedule is the master schedule and it overrides anything you may have received in person or heard.
- All teams will adhere to the game schedule. The schedule will be posted and updated on the website, please be sure to check back often for any changes/updates.
- Home teams will wear light colored jerseys. Visiting teams will wear dark colored jerseys.
- Tournament officials will determine Home and Visiting team designation.
- Running time shall be instituted in the third period when the goal differential is five (5) goals or more. If the goal differential drops below five (5) goals, stop time resumes. Six (6) goals will be the maximum number of goal differential that will be calculated in the seeding rounds. Running time is excluded for Championship games.
- Any player or coach receiving a game misconduct will not be allowed to play or coach in the next game. Please be sure to notate all persons on the game sheet that are serving any game misconducts.
- During a Quarter Final, Semi Final, and Final game only one (1) timeout is permitted per game per team.

*Citizenship and International Goodwill through Silver Stick® Hockey*



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- It is recommended that each team arrive at the game site one hour prior to the schedule game time and report to the Tournament Marshall's office for dressing room assignments and other information. It is possible for games to start up to (15) fifteen minutes prior to posted game time.
- Only rostered Team Managers and / or Head Coachs can pick up copies of score sheets in the tournament Marshall's Office at the end of each game.
- All Tournament director decisions are final.

### **All USA Hockey rules apply plus the following Silver Stick Rules:**

- A fighting penalty will result in ejection for the remainder of the tournament.
- A match penalty will result in ejection for the remainder of the tournament.
- A game misconduct will result in automatically being suspended for the next game.
- Game lengths for 10U divisions will be three (3) – twelve (12) minute periods. 12U, & 14U will be three (3) – fifteen (15) minute periods.
- Ice will be resurfaced before each game.
- No overtime will be used in the round robin (Seeding rounds). In the elimination rounds there will be sudden death overtime in 10 minute increments until a winner is determined. The referee will determine when the resurface will be.
- There will be no gate fee - everyone is welcome!
- In a 4 or 5 team division the top 2 teams will advance to the Finals. In a 6 team division the top 4 teams will advance to the Semi Finals. In an 8 team division, 2 pools will be formed and the top 2 teams from each pool will advance to the Semi Finals. In a 12 team division, 3 pools will be formed. The 1<sup>st</sup> and 2<sup>nd</sup> place teams of each pool and two wild card teams will advance to the Quarter Finals.



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**The following point system will be used to determine team seeding within a pool:**  
A win equals two (2) points, a tie equals one (1) point, and a loss equals zero (0) points. When there are two or more teams with the same amount of points, the following format will be used to determine division winners. All ties need to be settled within the same step.

- Head to head (when only two teams are tied)
- Goals for subtracted by goals against differential. Highest number advances (common opponents only)
- The team with the best goal average formula – (see formula below) in games played by common opponents, highest number advances.
- The team with the least penalty minutes.
- Coin Flip

**The following rules are in place to decide Quarterfinal placement and if needed wildcard teams. Division winners will be seeded before wild card teams.**

- If only two teams are tied in points, the position of the tied teams will be determined by:
  - The winner of the preliminary game between those teams advance.
  - If the two teams tied their preliminary game, or did not play each other, then the best goal average (defined below) determines position
  - Tiebreakers carry forward identically to the tiebreaker below.
- If three or more teams are tied in points, the position of the tied teams will be determined by:
  - The team with the best goal average (defined below) determines position.
  - The team with the least goals against.
  - The team with the most goals for.
  - The team with the least penalty minutes.
  - Coin flip
- **Goal Average Formula**
  - The goal average of a team is to be determined by dividing the total number of goals for and against into total number of goals for, with the team having the highest percentage winning the higher position.
  - Example: For 10 goals, against 4 goals – Percentage  $10/14 = .714$
  - For 10 goals, against 5 goals – Percentage  $10/15 = .667$
  - The .714 goal average wins the tiebreaker.

Thank you and good luck to all teams!

*Eric Beauchamp*

Eric Beauchamp  
Tournament Director

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