

## 2022 Pre-Season Showdown JV Tournament Rules

Please refer to the PIHL Playing Rules, particularly, Section 8 regarding Game Operations. We will use the PIHL Rules as guidance.

### Standings / Championship

A) Standings: Each team will play three games. The two teams with the most points will play each other in the Championship game.

- 1) Win = 2 points
- 2) Tie = 1 point
- 3) Round robin games will not go to overtime/shootout

B) Tiebreakers: The following will be used, in order, to determine a tie-breaker in point total.

- 1) Head to head
- 2) Most wins
- 3) Total goal differential (max 8 goal differential per game)
- 4) Least amount of PIM
- 5) Coin flip

C) Tournament results and standings can be found on the Quest Hockey website

Standings: <https://questhockey.leagueapps.com/tournaments/3192070/standings>

Schedule: <https://questhockey.leagueapps.com/tournaments/3192070/schedule>

### Game Roster

A) Player Roster: Prior to the start of a game, the coach shall list on the official score sheet the names and numbers of all rostered coaches and players who will participate in the game at hand. The scoresheet for your game will be at the front desk of the Ice Castle. Team managers should work together to complete the scoresheet in a timely manner.

- 1) The players shall be listed in numerical order, regardless of position. Listing an individual's name on the official score sheet indicates participation in that game unless otherwise noted.

2) Each player listed on the score sheet shall be on the players' bench, dressed to play, or on the ice prior to the end of that game.

3) Goalkeepers shall be clearly marked, as well as the Captain and Alternates.

4) Suspended individuals shall either be scratched from the team roster and denoted as serving a suspension ("SUSP") or otherwise not listed on the scoresheet in any fashion as a sign of the individual not participating in the game.

5) The coach's signature on the score sheet indicates his/her verification of the game roster and any suspension(s) being served.

B) Participant Limitation: Not more than 18 skaters, and a total of twenty (20) players, including goalkeepers, shall be permitted to dress for a game.

### **Junior Varsity Game Protocol**

A) Pre-Game Protocol: The start of Junior Varsity games shall be conducted using the following procedure:

1) All game slots shall begin with a clean ice surface.

2) Three minutes shall be put on the official clock and the buzzer sounded when ice is available (when referee(s) enter the ice surface) but not more than 15 minutes before scheduled game time unless all parties agree (teams, referees and EMT are ready to start early).

3) With one-minute remaining, a warning buzzer shall sound (all players shall report to the bench).

4) Also, with one-minute remaining in the warmup, the Game Coordinator shall sound the buzzer to indicate the 1-minute warning. The designated captains for both teams shall meet the Game Officials at center ice. The Game Officials shall review game expectations including enforcement of USA Hockey Rule 601 Abuse of Officials and Other Misconduct. Captains shall be reminded of the requirement for throat protectors and mouth guards. After the first warning, a subsequent violation will result in a misconduct penalty.

5) Both teams (6 starters) shall be lined up for the opening face-off when the minute expires and the official game clock is reset to begin the first period.

6) Failure to be ready may result in a two-minute delay of game bench penalty issued by the on-ice official.

B) Game Timing: Each Junior Varsity game shall consist of three thirteen (13) minute, stop and/or running clock, time periods.

C) Intermissions: A one (1) minute intermission shall take place between periods and no ice resurfacing shall be conducted.

D) Timeouts: Each team shall be permitted to take one time out, of one-minute duration, during the regular game time. The time out must be taken during a regular stoppage of play. The time-out shall not be permitted with less than three (3) minutes remaining on the curfew clock.

E) Overtime: There shall be no overtime in Junior Varsity games. If the Championship game is tied, there will be a 10-minute 3 on 3 overtime, followed by a 5-round shootout (NHL rules).

G) Curfew: All Junior Varsity games shall be played within a league-imposed game slot of one hour and ten minutes (1 hr 10 min). All games shall be curfewed after one hour and ten minutes.

1) The curfew shall be enforced at the first official stoppage of play after the designated curfew time has elapsed.

### **Tournament Protocol**

A) Game Start: Teams shall be prepared to begin each game, including all game documentation, at least fifteen (15) minutes prior to their scheduled game time. With the exception of the first game of the day, game time shall commence when ice becomes available, but not more than fifteen (15) minutes before the scheduled start time unless all parties agree. No extra curfew time shall be permitted due to the game beginning before the scheduled time.

B) Warm-up Period: Upon entering the ice for warm-ups, teams shall proceed directly to and remain in their designated half of the ice. Teams shall warm-up in the half of the ice they will defend in the first period and no player shall cross the center red line during the warm-up period.

1) A Bench Minor Penalty shall be assessed by the on-ice officials for violation of this rule to the offending team(s).

C) Timeouts: Each team shall be permitted to take one time out, of one-minute duration, during the regular game time. The time out must be taken during regular stoppage of play. The time-out shall not be permitted with less than three (3) minutes remaining on the curfew clock.

D) Goalkeeper Equipment Adjustments: Whenever a team has only one (1) goalkeeper in uniform, that team's goalkeeper may request from the on ice official(s) at any point during a

game, time for equipment repair or adjustment. Should the referee, in his/her sole discretion, permit the goalkeeper's request for time to make an equipment repair or adjustment to their equipment, the team making the request shall not be subject to a penalty for delay of game.

E) Goalkeeper Warm-up: Except to defend against a penalty shot, any goalkeeper entering the game for the first time may use the intermission between periods or use the team's one time out, if available, for warmup. Otherwise, there shall be no goalkeeper warm-up.

## **Penalties**

A) Penalty Time: Penalties shall be actual playing time, which are further explained in the USA Hockey Official Playing Rules.

B) Maximum Penalty Rule: The following shall apply to coaches and/or players governed by these playing rules concerning USA Hockey Rule 401(b), known as the 4/12 rule:

1) The coach, indicated as head coach on the official score sheet, whose team achieves 12 penalties during one game shall receive a one-game suspension (not a Game Misconduct penalty) from the tournament.

2) A game misconduct issued to any player who incurs four penalties in the same game shall be clearly indicated as such on the official game score sheet.

a) For Tournament purposes only, this type of Game Misconduct shall be handled as a one (1) game suspension for the next consecutive tournament game.

b) This Game Misconduct shall not be compounded if it occurs within the last five minutes of the third period or during overtime. A Game Misconduct, issued under this rule, shall not be compounded or used to calculate compounding of penalties when multiple game misconducts are obtained by a single individual in a single season.

## **Running Clocks**

A) Running Clock: When one team achieves a seven (7) goal lead, the game clock shall become a running clock as outlined in this rule. If the goal differential is reduced to less than seven goals, stopped time shall again be used. When running time is in effect, with a seven-goal differential, the clock shall stop only when:

1) A goal is scored.

2) When a penalty is assessed.

3) When the on-ice officials stop play for an injury. 46

B) Super Running Clock: When one team achieves a ten (10) goal lead the game clock shall not be stopped for any reason. The clock shall be reset for each new period.

1) If the goal differential is reduced to less than ten (10) goals, the clock shall remain a continuous running clock until the goal differential is reduced to less than seven (7). Then it shall revert back to stop time.

C) Penalty Times: Running clock penalty time shall be served as when issued, even if the goal differential is reduced and stop time is being used again. For statistical purposes only, running clock penalties shall be tallied as regular, stop time penalties. When a running clock is in effect (7 goal or 10 goal differential), the time awarded for penalties shall be:

1) Minor Penalty - Three (3) minutes

2) Major Penalty - Seven (7)minutes

3) Misconduct Penalty - Twelve (12) minutes