



# Youth Tournament Procedures



## All Round Robin Games:

- Only rostered players and coaches are allowed to participate in games.
  - Redlined coaches are not allowed to participate.
- 3 Minute Pre-Game Warmup
- Period Length
  - 10U (Squirt) – Three - 12 Minute Stop Time Periods – No ice cut
  - 12U (Pee Wee) – Three - 12 Minute Stop Time Periods – No ice cut
  - 14U (Bantam) – Three - 12 Minute Stop Time Periods – No ice cut
- Penalties
  - 1.5 Minute Minors
  - 4 Minute Majors
  - 6 Minute Misconducts
- Overtime
  - 3 Minute Break after Regulation
  - Teams Switch Ends at the end of the third period.
  - One 5 Minute Sudden Death 3-on-3 Overtime
    - At no time will there be less than 3 players per team
    - If a team is penalized they will play with 3 players and the unpenalized team will play with 4 players. When the penalty ends it will be 4-on-4 until the next stoppage in play, then it will revert back to 3-on-3.
- If tied after OT – Sudden death shootout (*See Sudden Death Shootout Procedures for more information*)
- One 30 second time out per team allowed per game.
- Standings
  - 3 Points for a Win in Regulation
  - 2 Points for a Win in Overtime or a Shootout
  - 1 Point for a Loss in Overtime or a Shootout
  - 0 Points for a Loss in Regulation

*For the purpose of any rules interpretations, the online version of the Massachusetts Hockey Tournament Guide will be considered as the official version.*

<http://www.mahockey.org/tournamentspage>



## Youth Tournament Procedures



### All Semifinal and Final Games:

- Only rostered players and coaches are allowed to participate in games.
  - Redlined coaches are not allowed to participate.
- 3 Minute Pre-Game Warmup
- Period Length
  - 10U (Squirt) – Three - 12 Minute Stop Time Periods – No ice cut
  - 12U (Pee Wee) – Three - 12 Minute Stop Time Periods – No ice cut
  - 14U (Bantam) – Three - 12 Minute Stop Time Periods – No ice cut
- Penalties
  - 1.5 Minute Minors
  - 4 Minute Majors
  - 6 Minute Misconducts
- Overtime
  - 3 Minute Break after Regulation
  - Teams **DO NOT** switch ends at the end of the third period.
  - All overtimes shall be 5 minutes in length and sudden death
- After each 5 minute overtime there will be one minute rest before the start of the next overtime session.
- One 30 second time out per team allowed per game.

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## Youth Tournament Procedures



### Sudden Death Shootout

- Sudden Death Shootout. The sudden 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 referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
  - All goaltenders and all players from both teams listed on the official game sheets shall be eligible to participate in the shootout.
  - Any 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 be one of the players selected to participate in any portion of the shootout procedure(s).
  - The sudden death shootout procedure shall begin with shooters from each team taking alternate shots. The players do not need to be named beforehand.
  - The goaltenders from each team may be changed after each shot.
  - The players will take alternate shoots until a decisive goal is scored.

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