



Statewide Amateur Hockey of Florida 2021 State Championships

Welcome to the 2021 SAHOF State Championships (“SSC”).

Tier II-‘A’: 10U, 12U, 14U, 16U

Tier II-‘AA’: 10U, 12U, 14U, 16U and 18U

High School: Tier I (Pure), Tier II (Combined)

TOURNAMENT INFORMATION

Host Rinks:

Tier II – Nationals Bound Teams (14U ‘AA’, 16U ‘AA’, 18U ‘AA’)

February 26 – 28, 2021

AdventHealth Center Ice – Wesley Chapel, FL

Tier II - 10U ‘A’

March 19-21, 2021

AdventHealth Center Ice – Wesley Chapel, FL

Tier II – 12U ‘A’

March 19-21, 2021

Florida Panthers Ice Den – Coral Springs, FL

Tier II – 14U ‘A’ & 16U ‘A’

March 19-21, 2021

Hertz Arena – Estero, FL

Tier II – 10U ‘AA’ & 12U ‘AA’

March 19-21, 2021

RDV Ice Den – Maitland, FL

High School - Tier I (Pure) & Tier II (Combined)

March 12-14, 2021

Hertz Arena – Estero, FL

2020-21 SAHOF Board of Directors:

Jeff Wood - President

Nic Robillard – Vice President

Fred Eaton – Vice President

Marc Friedman - Treasurer

Lisamarie Winslow - Secretary

Directors:

Joe Casacci	Tom Garavaglia	Bob Goldstein	Matt Janusz	Nick Lindberg
Daryl McCoy	Jeff Ning	Jeff Novotny	Max Ortolani	Mimi Sellian
Eric Wessel	Jane Solverson	Past President -Bobby Burg		

Supervisor of Officials - Chris Marriner

Affiliate Registrar - Cindy Friedman

Executive Director - Steve Lynch

SFHL Commissioner - Alex Galiana

SAHOF Tournament Committee: Jeff Ning-Chair, Steve Lynch, Matt Janusz (High School)



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COACHES AND MANAGERS INFORMATION

Team & Player Eligibility:

All Teams must be registered Tier II and certified by the SAHOF Associate Registrar or designee. All players must be registered with USA Hockey, certified by the SAHOF Associate Registrar or designee, and are eligible for the SAHOF State Championships ("SSC") with one team only. All players must appear on the roster of that team on or before December 31 of the current playing season.

Required individual and team game counts must be completed prior to the beginning of the "SSC".

Foreign players must have proper documentation, such as an Alien Registration Receipt Card I-151 or I-551, Immigration Card or I-94 Card. Contact your USA Hockey Associate Registrar for more information. SAHOF Associate Registrar Cindy Friedman cin24k@aol.com

Coaching Requirements:

All Head and Assistant coaches must have the USA Hockey required minimum level of Coaching Certification and have completed their appropriate Coaching Module to participate in the State Tournament and must have a valid coaching card. All coaches must be on the team's Official 1-T Roster in good standing to be on the bench.

(Refer to USA Hockey Annual Guide for a complete listing of the Coaching Education Levels).

All problems with Coaching Education Program cards must be settled with local SAHOF ACE Directors and Association Coaching Program Directors prior to your arrival at the "SSC".

Credentials:

A copy of your USA Hockey Certified Roster (1-T) and a completed Credentials verification form (Form 1-C) (pre-printed Credentials Verification Form should be obtained from your organization's registrar) must be reviewed prior to the first game of the "SSC" during on-site check-in. A representative from the team should contact the tournament committee at tournament@sahofhockey.org to ensure they have all the necessary forms should there be any questions.

Team representatives must be prepared to turn over their books upon on-site check-in. Books may be inspected at any time during the "SSC". You will be required to pick up your team binder at the conclusion of the tournament for your team. If binders are left behind after the event, the entire contents will be shredded. Any questions concerning credentials should be addressed to the tournament committee before the tournament. **All questions raised during the credentials process must be resolved prior to the start of that team's first game. Each team is required to have the following items in their books and available for inspection (failure to have books in order can result in forfeiture of games):**

I. All materials must be in a three-ring binder. 1" to 1.5" round ring or slant ring binders are preferred.

II. It is required that each item be placed inside a sheet protector. *Within the sheet protectors, all documents must be able to be viewed without removing - maximum of two 1-sided documents placed back to back, or one 2-sided document per sheet protector.*

III. Each section of the notebook shall be identified by a divider tab with the title of the section displayed.

IV. Information will be presented in the following order:



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A. Team Information (In order of presentation)

1. Completed, Pre-Printed Credentials Verification Sheet (Form 1-C). Complete this form for presentation to the Tournament Director at the State Championships. DO NOT write or sign the VERIFIED BY line. This Form 1-C only needs to be VERIFIED BY the Affiliate Registrar once the team qualifies for USA Hockey Nationals by winning the State Championships or being chosen for an at-large bid.
2. USA Hockey Certified Roster Form (Form 1-T). The Form 1-T must be approved by the State Registrar for the State Championships.
3. Sanctioned game score sheets, arranged chronologically from the first game on, to be used to verify team and player eligibility under the 20/10, 14/10 or 10/5 game rule. 'A' teams ONLY should submit their SFHLHockey.com stats page which shows Games Played in lieu of individual game sheets for the SFHL portion of their games. Should their SFHL games alone not satisfy the minimum games requirements, then they should be supplemented by scoresheets from other USA Hockey approved games.
4. High School Varsity Division and/or Prep School Divisions only - Team Eligibility Declaration signed by the Head Coach.

If a 20/10, 14/10 or 10/5 waiver was issued to a team or a player, a copy of the approved waiver from David Polk, Southeastern District Registrar, must be provided.

NOTE: 20/10 or 10/5 Game Rule - Each team must have competed as a team unit in at least 20 games for Youth teams, and at least 10 games for High School teams after the approval date of the team roster. In addition, each player must have played in at least 10 games for that Youth team or at least 5 games for that High School team. Teams formed and approved prior to the September 1 season start date may have games played in August counted toward fulfilling the 20/10 and 10/5 requirement with the approval of the District Registrar. **NOTE: For 2021 State Championships only, the 20/10 rule has been revised to 14/7.**

B. Coach Information (In order of presentation for each rostered individual)

CEP credential for each coach at the level mandated by USA Hockey as shown on the Official Roster (1-T), Credentials Verification Sheet (1-C). It is no longer necessary for coaches to bring or present these credentials at check-in.

C. Manager Information (in order of presentation for each rostered individual)

1. USA Hockey Consent to Treat form for each rostered participant and manager (**only for teams that have qualified for Nationals**).

D. Player Information (In order of presentation for each rostered individual)

1. High School Varsity Division and/or Prep School Divisions only - evidence of current school enrollment eligibility to participate on the team is required.
2. Non-U.S. citizens must meet proof of legal residency requirements and transfer from their home country ice hockey federation (if required) as stated in Rules & Regulations II.C(2)
3. SAHOF Concussion Form Registration confirmation pages are NOT required and should NOT be included with the team's credentials.
4. 14AA, 16AA, 18AA teams ONLY: All players and team staff MUST have a Consent to Treat Form in the Team Binder.

USA Hockey Membership Registration confirmation pages are not required and should not be included.

*****Player and coaches who registered online at usahockey.com are not required to complete a paper Waiver of Liability. An '&' in the W column of the official team roster indicates the Waiver of Liability is not required. For these individuals, the Waiver of Liability was electronically signed during the online registration process.***

You do NOT need a copy of the registration receipt in your books.



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Tournament Regulations:

Except as noted herein, the Tournament will be conducted in accordance with the Rules and Regulations published in the USA Hockey District and National Tournament Guidebook and/or the Annual Guide. All tournament games will be played under the USA Hockey Official Rules of Ice Hockey. Final interpretations of the Rules for the National bound championships will be made by National Tournament Chairman.

Tournament Rules:

1. Except as noted herein, all tournament games will be played under the current USA Hockey Official Playing Rules of Ice Hockey.
2. All teams must have satisfactorily completed their credentials review.
3. All players and coaches **must** sign the designated sign in sheet **prior** to their first game.
4. All adults on the bench (maximum of 4) must be on their team's Official 1-T roster.
5. All teams are required to have two complete sets of jerseys of opposing colors available for each game. The home team will wear white / light colored jerseys. If the jerseys of the teams are deemed to be too close in color by the on-ice officials, Tournament Directors and on-ice officials will decide which color each team will wear.
6. During the round robin portion of the tournament, the Home Team is determined by regular season standings. During Quarter-Final, Semi-Final or Championship games, home team is based on SSC Round Robin standings.
7. Games will start at their scheduled time. Games will NOT start early.
8. Teams are requested to provide a Penalty Box Attendant (maximum of 1 person, 18 or older) for each of their games. Penalty Box Attendants MUST adhere to the USA Hockey policy on ZERO TOLERANCE.
9. Tier II Tournament game times will consist of three (3) stop time periods.
10U: 13:00; 12U: 14:00; 14U: 15:00; 16U & 18U: 16:00; High School: 16:00
Due to additional ice cuts in some divisions, an ice cut schedule will also be published for each site.
10. A three (3) minute warm-up period will be provided prior to the beginning of each game. Players are to stay off the ice until the on-ice officials direct them to go on to the ice.
11. At any time during a game, if the total number of penalties exceeds **25**, the game will immediately revert to running time upon the calling of the 26th penalty. If the score differential is 2 goals or less in the final minute of regulation and all overtime periods, the clock will revert to stop time.
12. Minor penalties will be 1:30 minutes for 10U and 12U, and 2:00 minutes for 14U, 16U 18U and High School.
13. Any player incurring a non-minor penalty after the end of the game for actions occurring once the players have come on to the ice from the benches and for the purpose of joining or starting an altercation, will have a one game suspension added to any penalties assessed.
14. All suspensions in effect prior to the tournament will be carried over and served during the "SSC" until fully served.
15. All suspensions that cannot be completely served during the "SSC" or any subsequent District or National events, will have the remaining games carry over to the 2021-2022 SFHL fall season and cannot be served during Spring or summer games.
16. Teams are responsible for leaving the locker room in a clean, undamaged condition.
17. Abuse of on-ice or minor officials by anyone, including but not limited to coaches, players, parents and spectators **WILL NOT BE TOLERATED**, and will be dealt with immediately by the Tournament Officials or rink management.
18. All participants are expected to abide by the respective USA Hockey Zero Tolerance Policy and Codes of Conduct. ALL TOURNAMENT DIRECTORS HAVE THE AUTHORITY TO REMOVE ANYONE NOT ADHERING TO USA HOCKEY ZERO TOLERANCE OR CODE OF CONDUCT POLICIES.
19. **STOP PATCHES:** All players and goaltenders are required to have STOP patches affixed to the back of their jerseys in the prescribed placement. A team's head coach will be suspended from coaching in any game that his team does not have the STOP Patches affixed to their jerseys. If the head coach is not in attendance at the event, then an Assistant Coach at the discretion of the SSC Discipline Committee will serve the suspension.
20. **NOTE:** Any team forfeiting a game for any reason, in the round robin competition will be disqualified from advancing to semi-final and championship games, all remaining games will be posted as a 1-0 forfeit in favor of the non-forfeiting team, and the organization will be subject to disciplinary sanctions. **THERE ARE NO APPEALS, ALL DECISIONS OF TOURNAMENT COMMITTEE ARE FINAL.**



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Tied Games (ALL Divisions)

Round Robin Games - If a game is tied at the end of regulation time. A **five (5)** minute sudden death overtime period will be played. Overtime will terminate immediately upon the scoring of a goal, and the team scoring the goal is declared the winner. If the score remains tied after the overtime period, a **three-person shootout** shall commence. If the score remains tied after the three-person shootout, both teams will be given an opportunity to shoot under a **one-person (sudden-death) shootout**.

Overtime Notes for Round Robin Games

- Overtime period will be played 3-on-3. 3-on-3 is defined as 3 skaters plus a goalie OR 4 skaters per team.
- Teams will defend the goal furthest from their bench (i.e. teams switch ends after the 3rd period)
- Overtime will commence immediately after a 1-minute break at the conclusion of the 3rd period. No ice cut.
- At any time during the overtime each penalty assessed that would result in the reduction of on-ice strength under normal 5-on-5 circumstances, will result in the addition of a player on the ice for the non-offending team. At the next stoppage of play immediately following the expiration of a penalty that caused the reduction in on-ice numerical strength, the on-ice strength should be re-adjusted to the minimum allowable number of players on the ice under these rules.

Quarter-Final & Semi-Final Games – If a game is tied at the end of regulation time. A **ten (10)** minute sudden death overtime period will be played. Overtime will terminate immediately upon the scoring of a goal, and the team scoring the goal is declared the winner. If the score remains tied after the overtime period, a **three-person shootout** shall commence. If the score remains tied after the three-person shootout, both teams will be given an opportunity to shoot under a **one-person (sudden-death) shootout**.

Overtime Notes for Quarter-Final and Semi-Final Games

- Overtime period will be played 5-on-5. 5-on-5 is defined as 5 skaters plus a goalie OR 6 skaters per team.
- Teams will defend the goal furthest from their bench (i.e. teams switch ends after the 3rd period)
- If the game format calls for the ice to be cut after the 2nd period, the overtime period shall begin immediately after a 1-minute intermission.
- If the game format calls for the ice to be cut after 1st period and the 3rd period, then the ice will be cut immediately after the 3rd period. The overtime period will commence after the ice cut.

Championship Games- If the game is tied at the end of regulation time, a sudden-death overtime period will be played. Overtime will terminate immediately upon the scoring of a goal, and the team scoring the goal is declared the winner. If the game is still tied at the end of the 1st overtime period, additional overtime periods will be played until a goal is scored. There will NOT be a shootout.

Overtime Notes for Championship Games

- Overtime period will be played 5-on-5. 5-on-5 is defined as 5 skaters plus a goalie OR 6 skaters per team.
- Teams will defend the goal furthest from their bench for all odd-numbered overtime periods (1st OT, 3rd OT, etc.)
- The length of each overtime period will be equal to the length of each regulation period.
- If the game format called for the ice to be cut after the 2nd period, the OT shall begin after a 1-minute intermission. If multiple overtime periods are required, the ice shall be cut after the 1st OT period, then after every 2 subsequent overtime periods.
- If the game format did not call for an ice cut until after the completion of the game, then the ice will be cut immediately after the 3rd period. Should the game continue, the ice shall be cut after the 3rd OT period, then after every 3 subsequent overtime periods.

Shootout Notes:

- Teams will defend the goal closest to their bench.
- Home team chooses who shoots first.
- All goalkeepers and players from both teams listed on the official game sheet shall be eligible to participate in the shootout. Players chosen to shoot do not need to be named prior to the shootout.
- Any penalized player who is serving an unexpired penalty when the OT period ended or who receives a penalty during a shootout procedure is ineligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- No player may shoot twice until all eligible players from the team with less eligible shooters have shot, at which point both teams may have a shooter go for a second time. The same rule applies for the second and subsequent times through the roster.
- During a one-person shootout round, both teams MUST shoot once.
 - If the team shooting first scores and the team shooting second does not score, the game is over.
 - If the team shooting first scores and the team shooting second scores as well, then another round of a one-person shootout shall occur.
 - If the team shooting first does not score, and the team shooting second scores, the game is over.
 - If the team shooting first does not score, and the team shooting second does not score, then another round of a one-person shootout shall occur.



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Scoring and Ranking System:

a. **Round Robin Points System**

Three (3) points for a win in regulation, two (2) points for a win in OT or shootout, one (1) point for a loss in OT or shootout, and zero (0) points for a loss in regulation.

- b. For the 10U and all "A" divisions, a 5-goal maximum differential will be recorded (calculated as the losing team's goals for plus 5 as the Goals For in favor of the winning team).

There is no goal cap differential on 12U 'AA' through 18U "AA" games.

- c. To advance to the playoff rounds (Quarter-Final, Semi-Final or Championship games, depending on the format of the division), the team ranking will be based on each team's round robin total game points as outlined above. If teams are tied for a ranked position, the tiebreaker rules will apply.
- d. Any team forfeiting a scheduled game during the regulation (round robin) competition of this tournament will be disqualified from advancing to Quarter-Final, Semi-Final or Championship games and the Southeastern District Tournament and National Tournament and the organization may face sanctions the following season.

Tiebreaker Rules *(Note: all tie-breaker rules are applied using SSC round robin games only. Regular season games do not apply.)*

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie breaking rules listed below. If at any point during the application of the tie-breaking rules, a team can be seeded higher or lower than other teams that remain tied, the seeded team will be placed in their position in the standings, and the tie-breaker process will begin again at Step 1. The tie-breaker rules are as follows:

- The results of only the head-to-head games played between the tied teams in the following order (if all tied teams did not play all other tied teams an equal number of times, skip to Step 2):
 - Most points earned.
 - Most total wins (whether in regulation, overtime and shootout).
 - Most wins in regulation time
 - Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of "goals for."
 - Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the tied teams in the following order.
 - Most total wins (whether in regulation, overtime and shootout).
 - Most wins in regulation time
 - Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for."
 - Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- If after applying the formulas of 1 and 2 above the tie still exists, the results of all the games played by the tied teams in the following order.
 - Lowest Majors + Misconducts + (Matches x 2) — the team with the lowest sum of Major penalties + Misconducts + Game Misconducts + (Match Penalties x 2) in all round robin games. NOTE: This is NOT minutes assessed.
 - Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest. The quickest goal is measured as the amount of time played before the team scores for the first time in the tournament.

*If a team forfeits any of its games in the round robin play, all its games will be recorded as 1-0 victories for the non-offending teams, but the team must continue play according to SAHOF Rules & Regulations.



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- “AA” (14U, 16U, 18U) Champion will represent SAHOF at USAH Nationals.
- 10U “AA”, 12U “AA” and all “A” Championships will be for State Championship Recognition only with no advancement.
- Home team is listed second; SFHL Regular Season higher seed will be home team for all round robin games.
- All Quarter-Final, Semi-Final and Championship Game home teams are based on seeding from SSC round robin play.
- Semi-Final and Championship Games may show “Low” or “High” Quarter-Final Winner or Semi-Final Winner. “Low” or “High” refers to the seeding from round robin results of this event. It does not refer to regular season standings.
- Games below are not necessarily listed in the order that they will be scheduled.
- SAHOF reserves the right to change the order of Round Robin games for travel or other considerations.
- There is NO Pool Play or Pool Standings for Round Robin Games in the SSC (exception: 7-team format)
- NOTE: High School event format is not listed below

4 Teams (10U 'A2'-Gold, 18U 'AA')	
3 game Round Robin, 2 teams with highest SSC Round Robin points advance to the Championship Game	
Round Robin Game	4 v 1 & 3 v 2
Round Robin Game	3 v 1 & 4 v 2
Round Robin Game	2 v 1 & 4 v 3
CHAMPIONSHIP GAME	2nd vs 1st

5 Teams (10U 'A2'-Silver)	
2 game round robin, Seed teams for Quarters and Semis (all 5 teams advance to Quarters or Semis)	
Round Robin Game	5 v 2
Round Robin Game	4 v 3
Round Robin Game	5 v 1
Round Robin Game	4 v 1
Round Robin Game	3 v 2
Quarter-Final (QF)	5th v 4th
Semi-Final (SF)	3rd v 2nd & QF Winner v 1st
CHAMPIONSHIP GAME	Low SF Winner v High SF Winner

6 Teams (when season has 2 divisions or leagues) (High School Tier I, High School Tier II)		6 Teams (when SFHL season is all in one division) (10U 'A1'-Gold, 10U 'A1'-Silver, 12U 'A2', 12U 'AA', 16U 'A')	
3 Teams from the FPSHL will play against 3 Teams from LSHSL in Round Robin play. When equal ranked teams play, Home Team will be determined by an as yet to be determined method. 3 game Round Robin; All 6 teams in one division for Standings. 4 teams with highest SSC Round Robin points advance to Semis		3 game Round Robin; 4 teams with highest SSC Round Robin points advance to Semis	
Round Robin Game	L3 v F1, L2 v F2, F3 v L1	Round Robin Game	5 v 4 & 3 v 2 & 6 v 1
Round Robin Game	L3 v F3, L2 v F1, F2 v L1	Round Robin Game	5 v 1 & 4 v 3 & 6 v 2
Round Robin Game	L3 v F2, F3 v L2, F1 v L1	Round Robin Game	4 v 1 & 5 v 2 & 6 v 3
Semi-Final (SF)	4th v 1st & 3rd v 2nd	Semi-Final (SF)	4th v 1st & 3rd v 2nd
CHAMPIONSHIP GAME	Low SF Winner v High SF Winner	CHAMPIONSHIP GAME	Low SF Winner v High SF Winner

7 Teams (10U 'AA')	
Pool A - 1 st through 3 rd play 2 game Round Robin within the pool for Semi-Final placing. All 3 advance to Semi-Finals. Pool B - 4 th through 7 th play 3 game Round Robin within the pool. Top team from SSC Round Robin Pool B advances to Semi-Finals.	
Round Robin Game	3v1 & 7v4 & 6v5
Round Robin Game	3v2 & 6v4 & 7v5
Round Robin Game	2v1 & 7v6 & 5v4
Semi-Final (SF)	1 st -Pool B v 1 st -Pool A
Semi-Final (SF)	3 rd -Pool A v 2 nd -Pool A
CHAMPIONSHIP GAME	Low SF Winner v High SF Winner



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8 Teams (when SFHL season has 2 divisions) (14U 'AA', 16U 'AA')		8 Teams (when SFHL season is all one division)	
1 st Place team from each division seeded 1 and 2 based on SFHL season points. 2 nd Place team from each division seeded 3 and 4 based on SFHL season points. The remaining 4 teams seeded 5 through 8 based on SFHL season points regardless of division. 3 game Round Robin; 4 teams with highest SSC Round Robin points advance to Semis		3 game Round Robin; 4 teams with highest SSC Round Robin points advance to Semis	
Round Robin Game	8v1 & 7v2 & 6v3 & 5v4	Round Robin Game	8v1 & 7v2 & 6v3 & 5v4
Round Robin Game	6v1 & 5v2 & 8v3 & 7v4	Round Robin Game	6v1 & 5v2 & 8v3 & 7v4
Round Robin Game	3v1 & 4v2 & 7v5 & 8v6	Round Robin Game	3v1 & 4v2 & 7v5 & 8v6
Semi-Final (SF)	4th v 1st & 3rd v 2nd	Semi-Final (SF)	4th v 1 st & 3rd v 2nd
CHAMPIONSHIP GAME	Low SF Winner v High SF Winner	CHAMPIONSHIP GAME	Low SF Winner v High SF Winner

10 Teams (when SFHL season is all one division) (12U 'A1', 14U 'A')	
3 game Round Robin; The 4 teams with highest SSC Round Robin points advance to Semis	
Round Robin Game	5v1 & 6v2 & 8v7 & 9v3 & 10v4
Round Robin Game	10v1 & 9v2 & 8v3 & 7v4 & 6v5
Round Robin Game	8v1 & 7v2 & 4v3 & 10v5 & 9v6
Semi-Final (SF)	4th v 1st & 3 rd v 2nd
CHAMPIONSHIP GAME	Low SF Winner v High SF Winner

SCHEDULE OF ICE CUTS:

The SAHOF State Championships will follow the below schedule for ice cuts.

Round Robin:

10U 'A' & 'AA', 12U 'A' & 'AA', 14U 'A': 1 Ice Cut before every game
14U 'AA', 16U 'A' & 'AA', 18U 'AA', High School: 1 Ice Cut every 2 periods of play.

Quarter-Finals and Semi-Finals:

10U 'A' & 'AA', 12U 'A' & 'AA': Ice Cut before every game
14U 'A' & 'AA', 16U 'A' & 'AA', 18U 'AA', High School: Ice Cut before every game and every 2 periods of play after that.

Championship Games:

10U, 12U: Ice Cut before every game and every 4 periods of play after that
14U 'A' & 'AA', 16U 'A' & 'AA', 18U 'AA', High School: Ice Cut before every game and every 2 periods of play after that.



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DISCIPLINE COMMITTEE:

The SAHOF Tournament Chairman with the guidance of the SAHOF Executive Director and SAHOF President, shall appoint a minimum of a three (3) member 'SSC' Discipline Committee.

The 'SSC' Discipline Committee shall be responsible for deciding any action, suspensions or otherwise, to be taken against a player or team official assessed a game misconduct or match penalty. The committee shall have full authority to increase or decrease the amount of games suspension imposed under Rule 404 C, game misconduct.

The 'SSC' Discipline Committee shall also adjudicate on any Video Review requests submitted in accordance with SAHOF's Video Review policy emanating from the 'SSC'. For the 'SSC' Discipline Committee to consider a Video Review request for the 'SSC', a video review request must be submitted within 60 minutes of the conclusion of the game in which the play being requested for review occurred, and the video footage must be submitted within 90 minutes of the game for the request to be reviewed. Any requests not meeting these deadlines will not be considered by the 'SSC' Discipline Committee for enforcement at the 'SSC'.

No player or team official shall be suspended from participating in the remaining games unless he/she has been provided the opportunity to appear before the Disciplinary Committee and relate his/her version of the incident except as outlined below.

- No hearing for a game misconduct will be permitted for any player who incurs five (5) penalties in the same game, and automatically will be assessed a game misconduct.
- No hearing for a game misconduct will be permitted for any head coach whose team incurs 15 or more penalties during one game. The head coach shall be automatically suspended for his/her team's next game.

All disciplinary action taken by the committee shall be reported to the home association of the team(s) involved for any further action at the home associations' discretion. Suspensions not fully served at the end of the tournament will carry over to the District playoffs. In the event these are the last games of the fall season those suspensions will carry over to the next fall season and or the following year SAHOF Championships.

All actions taken by the Disciplinary Committee resulting from incidents occurring at the "SSC" must be reported within ten (10) days to the appropriate Council. The appropriate Council shall have the authority to review and take appropriate action on any incident in the State Tournament, which is detrimental to the best interests of amateur hockey.

DISPUTES / OPERATION OF TOURNAMENT

1. The Tournament Chairperson in consultation with the presiding President and/or Executive Director shall resolve pre-Tournament disputes between the Tournament Director, the Host Committee and/or the District Referee-in-Chief.

2. After commencement of the first game, the District Referee-in-Chief or their appointee shall act as the final arbitrator in all disputes involving the interpretation of the playing rules.

3. For any other decision, other than playing rules interpretation, regarding the operation of the tournament, (including Zero Tolerance, Tournament play or conduct not in the best interest of hockey), the SAHOF Tournament Chairman shall have the final authority to make the appropriate decision. The SAHOF President, in all matters pertaining to tournament play, shall have the authority to adjust matters at any time in the best interest of the tournament and ice hockey in general.

Good Luck to All. Skate Hard & Have Fun!

SAHOF reserves the right to make any changes to the rules in this publication at tournament time, due to errors or omission.