



Championship Tournament

February 22-24, 2019

The Edge Ice Arena

6623 South Ward Street, Littleton, CO 80127

Game Operations

Tournament Format

This is a round robin format where each entered team is guaranteed 4 games. At the completion of all the round robin games, the two teams that have earned the most points in their each will play in the League Championship Game.

Game Formats

Division	Period	Ice Slot	Overtime	Minor	Major	Misconduct
12U	12:00	1 hour	N/A for Round Robin	2:00	5:00	10:00
15U	15:00	1.25 hours	N/A for Round Robin	2:00	5:00	10:00
19U	15:00	1.25 hours	N/A for Round Robin	2:00	5:00	10:00

For 15U, Icing is not called during penalty kills.

Warm-up, Period Breaks, and Time-outs

Each game will begin with a 3:00 warm-up. At the conclusion of each period, there will be a 1:00 break. Each team is allowed 1 time out per game. Time outs are 1:00. No additional time outs are given for overtime games.

Curfew

Every effort will be made to play the full game within the designated time allotment. If, at the end of the 2nd period, there is less than 25 minutes left in the allocated game time, then the 3rd period is subject to curfew.

Time Left in Game Slot	Length of 3 rd Period
25 Minutes	10:00 12U and 10:00 15U/19U
20 Minutes	8:00 12U and 8:00 15U/19U
15 Minutes	6:00 12U and 6:00 15U/19U
< 15 Minutes	Referee Discretion

At no time will a period that is under curfew be reduced to run time, unless the 6 goal differential is reached.

Mercy Rule

If at any time in the game the goal differential becomes 6 or greater, then the game will be run time. If the score falls back below the 6 goal threshold, then the game becomes stop time again.

Points

2 points for a win, 1 point for a tie, 0 points for a loss and a 1 point bonus will be awarded for a shut-out win. No bonus points will be awarded in a game that ends in a 0-0 tie.

Game Operations Continued:

Goal Differential

The maximum goal differential for any game is 6. Any team winning a game by more than 6 goals will only be credited with a +6 goals for/goals against differential in the tournament standings.

Standings and Tie Breaks

In the event of a **TWO** team tie in the round robin standings, the tie-break format will be:

- Result of Head to Head game in tournament round robin play
- Most wins acquired between common opponents in round robin play
- Highest ratio of goals for minus goals against for all round robin games
- Most shut outs in round robin play
- Highest finishing order in season MSGHL standings. In the case of 12U, the team with the highest overall win percentage will advance
- Fewest penalty minutes minus misconducts in round robin play

In the event of a **THREE** team tie in the round robin standings, the tie-break format will be:

- If 1 team has beaten both opponents in round robin play, then that team will advance
- If 1 team has not beaten both opponents, then the format above will apply
- Once the 3 way tie is broken then the two team tie break criteria is in effect, starting at the top

Championship Game Overtime and Shoot Out

- 2-5:00 5 on 5 sudden death, stop-time periods. If still tied:
- 5-man shoot-out, with the team with the most goals scored wins. If still tied:
- Sudden Death Shoot-out with each team getting to shoot the same number of times

Shootout Format

- In the interest of time, the referee will not be asked to gather a list of shooters for the 5 man shoot out. The scorekeeper will keep a list of players that have shot.
- Any player (s) that are in the penalty box, and are serving their own penalty at the end of regulation or the overtime period, they will not be eligible for the shootout.
- Once both teams have used 10 unique shooters, then the team is allowed to use any shooter they choose. At this point a new list of 10 shooters is made.
- The scorekeeper is responsible to keep a list of all the players that have shot and to inform the referee when both teams are eligible to use repeat shooters.
- Back up goalies are not allowed to undress and participate in the shootout.
- Teams are allowed to change goalies at any time during shoot out.