

**CCHA Hockey Hoopla featuring the ‘Carver Cup’ Rules**  
**March 2025**

**A note to all coaches from the CCHA Upper Mite, Lower Mite, Lower Girls Commissioners, and Hoopla Coordinator:**

The CCHA Hockey Hoopla is a tradition in this community. Its sole purpose is to allow the kids to celebrate the end of a long season with a weekend full of hockey – playing with and against their friends and peers. These rules are meant to be the guidelines to help facilitate a great environment for the young athletes. It is inevitable that there will be circumstances where these rules don’t fully encapsulate every nuance or ruling of a complicated game. We encourage you to just let the kids go out there and have fun.

**CCHA Hockey Hoopla Format:**

- **M1/M2:**
  - (1) Running clock periods of 25 minutes.
  - Mite2 teams will play half ice games with goalies.
  - Format will be a combination of Round-robin pool-play and final seeded game.
  - One coach from each team is required to be on the ice
  
- **M3/8U Adv/Int:**
  - (3) Stop time clock periods of 12 minutes with 2 intermissions of 1 minute each. 1 timeout per game per team. Change on the fly. 60-minute max game time regardless of score or if it is a bracket game. Third period may go to run time pending remaining time left in the 60-minute time limit.
  - Third period will be running time if the goal differential is 6 or greater.
    - Goals greater than a 6 goal lead should not be added to the public scoreboard.
  - M3/8U Adv/Int will play full-ice games. Format will be a combination of Round-robin pool play and seeded final game. Winner will be awarded the ‘Carver Cup’.
  - D6 has allowed for scores to be kept for all M3/8U Adv/Int. Carver Cup qualifying games.
    - 1 paid ref will be on the ice for each game.
  
- **M4:**
  - (3) Stop time clock periods of 12 minutes with 2 intermissions of 1 minute each. 1 timeout per game per team. Change on the fly. 60-minute max game time regardless of score or if it is a bracket game. Third period may go to run time pending remaining time left in the 60-minute time limit.
  - M4 teams will play full-ice games. Format will be a combination of round-robin pool-play and final seeded game. Winner will be awarded the ‘Carver Cup’.
  - D6 has allowed for scores to be kept for all M4 Carver Cup qualifying games.
  - Scrimmages against outside associations must be coach led and the scoreboard may not be used to keep score. Win, lose, or tie points will not count toward the standings for these games.
  - 1 paid ref will be on the ice for each CCHA game.
  
- The Hoopla Director and/or Mite Commissioner retains the right to alter the period lengths if necessary.
- **Goalies:**
- Goalies must have a 2-game break to play goalie again (can play every 3<sup>rd</sup> game). Both CCHA games and outside association games will be included in the goalie rotation.
- Goalies must be identified on each of the score sheets or tracking and transparency.

- The lone exception for this rule is for Mite 1/2 where games may be back-to-back with only a 5-minute break.

### **Player Rotation:**

- Bench Shortening/double shifting will not be allowed. Coaches must change players in order except after intermission or timeout.  
-If this rule is found to be in violation, it may prevent your team from advancing to the championship game.
- **Time Outs:**
  - One-60 second timeout will be permitted per team/per game.
- **Line Changes:**
  - **M2 line changes** – Line changes every 90 seconds on the horn with puck remaining “live”. If a team does not have 2 complete lines, any player who remains on the ice for a second shift must tag up at the bench prior to going after the puck. Scoring team must retreat to defensive end as best as possible.
  - **M3/8U Adv/Int. and M4 line changes** – Change on the fly.

### **Referees and Penalties:**

- Face-offs: (M4 and M3/8U Adv/Int Only) Normal.
- Icing: (M4 and M3/8U Adv/Int Only) will be called from the center red line.
- Off sides: (M4 and M3/8U Adv/Int Only) will play strict off sides at blue-line.
- **The Head Coach is the ONLY coach allowed to interact in any manner with the Referees.**  
(Remember these may be young refs.) As the Head Coach you set the example and are responsible for the actions of your bench. Your players, assistants and parents will model your behavior. Any violation of this will be escalated directly to the Upper Mite Commissioner, who may take appropriate action in penalizing or suspending coaches, assistant coaches, parents, family members, etc. during the Hoopla. **This will be a zero-tolerance environment.**
- **Minor Penalties** will be enforced with a 1-minute penalty served by the offending player in the penalty box, but the team will NOT play shorthanded.
- If a player receives a 2<sup>nd</sup> minor penalty in the same game, that player will serve the 1-minute penalty in the box, then will serve an additional 2-minute “cooling off” period on the team bench. Coaches will use this time for instructional purposes, informing the offending player regarding the infraction and how not to repeat it.
- If a player receives a 3<sup>rd</sup> minor penalty, the offending player will be **removed from the game.**
- **Major penalties** (at the discretion of the Referees, Hoopla Director or Upper Mite Commissioner) will be enforced with the offending player **removed from the game and suspended the following game.**

### **Round Robin:**

- WIN = 2 points, TIE = 1 point, LOSS = 0 points.
- No overtime in round robin games.

### **Final Round Robin Seeding Tiebreakers:**

**If there is a tie in points after the round robin games, the following tiebreakers will be used to break the tie:**

1. Head-to-head competition;
2. Goal Differential (goals scored minus goals against) in round robin play; (maximum 6 goal differential in round robin play)

3. Fewest goals allowed in round robin play;
4. Flip of a coin.

(In a 3- way tie when one team is awarded a position the remaining teams continue on with the tie breaking rules)

**Example:**

**First Tiebreaker (Head-to-head) Pool play records. In the event of more than 2 teams tied, the first tie breaker will be Goal Differential.**

**Second Tiebreaker Goal Differential (Goals for – Goals against)**

Team #2 and Team #3 are still tied with 5 goals against then the next tiebreaker is plus/minus in which Team #2 would be awarded second place with a +7 vs. Team # 3 with a +6.

**Third Tiebreaker (Fewest Goals allowed)**

Goals Allowed: Team #1: 3 GA, Team #2: 5 GA, and Team #3: 5 GA.

Team #1 would be awarded 1st place due to the fewest goals allowed

**Fourth Tiebreaker (Flip of Coin) Assign 1 Team ‘Heads’ other Team ‘Tails’)**

**Final Seeded Games (Sunday):**

- **Overtime:** If the game is tied after regulation play, a 5-minute (stop time) sudden victory period playing: 4 players plus a goalie (4 on 4). Teams will not switch ends. If a penalty is called the teams will play 4 on 3. If a second penalty is called against the same team the teams will play 5 on 3 and could play 5 on 5 or 5 on 4 if penalties expire during play. If this occurs the teams will play 5 on 5 until the next whistle then revert back to 4 on 4 or 4 on 4 after the stoppage of play.
- If the game is still tied, a 3 person Shoot Out will take place. Players are to be sent to center ice one at a time. Coaches do not need to name shooters ahead of time on game sheet. The Timekeeper will record the shooters on the Game sheet.
- Shots are taken one at a time with the Visiting Team (Lower Seed) going first.
- If still tied after the third shooter the Game continues until a team scores and the opposing team is unsuccessful. No player can take a second shot until all players (excluding the goalies) have taken a shot.
- A player that has a penalty at the end of the Overtime period or has been ejected cannot participate in the Shoot Out.
- **5-10 minutes for trophies and pictures following the Championship, 3rd and 5th place games.**

**Elite Player of the Game** - To encourage sportsmanship as we are all ‘CCHA’, following the conclusion of all bracket play games, the opposing coach will select an **ELITE PLAYER OF THE GAME**. The ‘ELITE’ Player is recognized as a player exhibiting elite sportsmanship, teamwork and hard work. The opposing coach immediately following the team handshakes will recognize 1 player from the opposing team.

**#1 Rule for all – HAVE FUN!!!!**