

HPHL Tournament Playoff Rules

PLAYING RULES: USA Hockey and CAHA rules shall prevail unless otherwise stated.

- All games will be officiated by either 2 or 4 registered officials in good standing with USA Hockey and CAHA.
- The top seeded team will be the home team.
- **Volunteers:**
 - The home team will provide an electronic scorekeeping system operator and clock operator.
 - Each team will provide their own penalty box attendant as an Off-Ice Official ○ Remember - These individuals are considered “Off-Ice Officials” and must conduct themselves in a manner appropriate for officials. Off-Ice Officials are not allowed to coach and are to remain neutral.
- **Period lengths:** will be the same as during the regular season
 - Varsity: 17 minute stop clock x 3 periods with an ice make between the 2nd and 3rd periods.
 - JV: 15 minute stop clock x 3 periods (no ice make)
 - Girls: 15 minutes stop clock x 3 periods (no ice make)
 - **There will be NO ice make before sudden death OT/shootout/or sudden death shootout in any game.
- **Mercy Rule:** will be the same as during the regular season
 - A 6 goal differential or higher in the 3rd period will result in a run clock in all games including Championship Games.
 - Revert to stop clock if the lead is reduced to 5 or less at any time
 - Option for run clock prior to 3rd period if both head coaches agree and there is a 6 goal differential.

SEEDING: Teams in each division will be Seeded according to the following criteria

1. Total points from the regular season with a win = 2 points, tie or OT loss = 1 point, and regulation loss = 0 points

Note: If any league games are canceled due to any reason that does NOT result in forfeit to one team, then a PTS per Game average will be used to determine seeds for that division instead of Total Points. In order for a cancelled game to NOT be counted as forfeit BOD approval will be required.

Example: 11 pts in 11 games = 1.00 PTS/GM Average. Another team with 11 pts, but with 12-games would have a 0.917 PTS/GM Average and be seeded lower.

2. The following tie breakers will be used to determine seeding among teams tied in points:
 - a. Head-to-head game(s) during the regular season if only 2 teams are tied.
 - b. If more than 2 teams are tied, then the following tie-breakers will be used
 - i. Total points among the tied

- teams for games played among those teams only.
- ii. Highest total number of total wins in the season.
- iii. Fewest goals against during head-to-head games among these teams only.
- iv. Fewest penalty minutes during the regular season.
- v. Most shutouts during the regular season.
- vi. Coin flip
 - vii. In the case of disputes regarding seeding and/or tie breakers, the final decision will be at the sole discretion of the HPHL Competition Committee.

FORMATS AND MATCHUPS:

- Single elimination for all rounds of playoffs and championship games.
- The HPHL Tournament Director will determine the brackets with matchups based on seeding with higher seeds playing lower seeds in round 1 and then continue per the bracket
- Teams will not be re-seeded after each round
- No game will end in a tie. See overtime below
- **OVERTIME** – Will be played anytime a Playoff or Championship game is tied at the end of the 3rd period.
 - 1 OT Period Format:
 - 3 v 3
 - Length of OT Period:
 - Playoff Games: one 5-minute period 3 v 3;
 - Championship Game: one regulation time 3 v 3 (17 min varsity; 15 min JV and girls)
 - sudden death
 - stop clock
 - 1 OT period ONLY – If still tied at the end of 1 OT period, then shootout occurs (see details below).
 - There will be a 2-minute rest between the end of the 3rd period and start of OT
 - Teams will switch ends prior to the OT
 - Penalties and # of Players at the Start of OT:
 - If there is a player in the penalty box at the end of the regulation time, that player's penalty will continue into the overtime, and the penalized team will play short handed
 - In the case where penalties require the non-offending team to have a man advantage, a skater will be added to achieve a 4 on 3 advantage
 - The player in the penalty box shall return to play as the penalty expires and then at the next stoppage of play following this scenario, the teams would be required to return to a 3 on 3 situation.
 - Timeouts:
 - There will be no additional time-outs given to either team during the sudden death overtime
 - If a team did not use their time-out during the regulation game, they may use it during the sudden death OT

- **SHOOTOUTS**- If the game is still tied at the end of the single sudden death overtime, there will be a shootout
 - **Initial Shootout Round (one 5-player round):** Each team will have 5 different players shoot.
 - Any player(s) in the penalty box at the end of the OT period serving a penalty or that are penalized at 00:00 at the end of OT, must stay in the penalty box during the shootout and are not eligible to shoot in the shootout.
 - The goalie(s) may not be one of the shooters during any shootout.
 - Teams will switch ends prior to the shootout
 - At the beginning of a shootout (regular or sudden death), the home team will be given the choice of whether to go first or second. From that point on, the shooters will alternate between teams
 - During a shootout (regular or sudden death), a goalie may be substituted for another goalie who was/is on the bench before or between shots.
 - There is no limit to the number of times the team can change their goalie between shooters.
 - If a team does not use a time-out during regulation play or sudden death overtime, they may use it during the shootout, or sudden death shootout should that occur.
 - **Sudden Death Shootout:** If the game is still tied at the end of the regular 5-player shootout, there will be a sudden death shootout.
 - Teams will not switch ends.
 - Players who shot during the 5-player shootout may not shoot in the sudden death shootout until all the players on the bench with the fewest players have shot.
 - If one team has more players eligible to shoot than the other team, the team with more registered players may begin going through the eligible players a second time when the team with fewer players begins going through their roster a second time. Once this occurs, the team may begin going through the eligible players on the bench again in any order.
 - Each team will have one player shoot.
 - If one team scores and the other team does not, the team that scores will be declared the winner.
 - If both teams score, or neither team scores, both teams will again have one player shoot, and the sudden death shootout will continue until there is a winner.
 - Any player(s) who was in the penalty box at the end of the sudden death overtime serving a penalty or that is/are penalized at 00:00 at the end sudden death overtime must stay in the penalty box during the shootout and are not eligible to shoot in the sudden death shootout

UNIFORMS:

- The home team shall wear light/white jerseys.
- The visiting team shall wear dark/colored jerseys.
- Teams should bring both sets of jerseys to each game

LOCKER ROOMS:

- The head coach or assistant coach, if the head coach is not present, is responsible for the locker room. This responsibility cannot be delegated to a parent or team volunteer. A parent may check out the key, but ultimately the head coach is responsible for the locker room conditions and activities within the locker room.
 - **PROPERTY DAMAGE TO ANY ICE FACILITY** - Should any player or team willfully damage any property at any ice facility, all cost for repairs or replacement shall be paid by the team concerned. Arrangements for restitution shall be made immediately with the rink management and notice of such damage will be given to the tournament directors to determine if removal of the player and/or team from the tournament is appropriate

FORFEITS AND PROTESTS:

- Any team which fails to appear for a scheduled game shall (1) forfeit that game, (2) shall pay for all expenses, including but not limited to referee's fees and all ice costs for the forfeited game and (3) may be subject to additional penalties as determined by the league.
- The Tournament Director has the right to change a game time or rink assignment if circumstances beyond their control occur (ie; weather, loss of the availability of the rink, loss of power, etc.)
- The HPHL Tournament Director reserves the right to make final decisions in terms of interpreting the tournament rules and resolving issues or disputes as necessary. The decisions of the HPHL Tournament Director are final and not subject to appeal.
- Protests on referee calls during the game will NOT be considered.

DISCIPLINE AND PENALTIES:

- **ZERO TOLERANCE: HPHL HAS A ZERO TOLERANCE POLICY FOR PLAYOFFS/CHAMPIONSHIP GAMES THAT WILL BE STRICTLY ENFORCED**
 - Any player receiving a major and/or game misconduct penalty for fighting shall **AUTOMATICALLY** be ejected for the duration of the tournament (not just the game).
 - Any player, coach, team, team official, parent, or spectator who demonstrates rude, vulgar, damaging, or unsportsmanlike conduct during the tournament at any of the tournament venues is subject to discipline by the HPHL representative(s) in attendance and at the sole discretion of the HPHL representative(s). This may include removal from the ice arena, suspension from games, or expulsion from the entire tournament.
 - **FAILURE TO COMPLY WILL RESULT IN THE AFFILIATED TEAM FORFEITING THE GAME**