



2025-2026 CHC STATE TOURNAMENT GUIDELIN

1. Except as provided herein, the applicable rules of USA Hockey and the Connecticut Hockey Conference shall apply to all games played and other hockey activities conducted by teams competing in the CHC State Tournaments.
2. There is a limit of 4 coaches per bench. All coaches **MUST** be listed on the team roster and **MUST** have proper coaching credentials for their respective level.
3. ALL coaches must have up-to-date coaching credentials and certifications for the age-specific level they are coaching. Coaches without the proper credentials and certifications will **NOT** be allowed on the bench, **NO EXCEPTIONS**.
4. Each team is recommended to assign a person to work the penalty box. This person does not need to be a rostered coach or manager. Remember that this individual **CANNOT** coach from the penalty box and must always remain impartial.
5. All teams must email or bring copies of their current team rosters, with all players and coaches listed to the tournament. Rosters must be submitted to the tournament director before the first tournament game. Players and coaches not listed on the roster will not be allowed to participate in the tournament.
6. All teams must present to the tournament director, before the first tournament game, team stickers to be used on all tournament OFFICIAL GAME REPORT, or make sure GAMESHEETS/IPAD are updated. The labels must contain the team's name, all the players and their respective numbers (with "G" listed to the right of all goalies' names), and all coaches and their USA Hockey Certification Level, Number, and date.
7. The home team for Tiers 2 & 3 round-robin games will be determined by the highest initial ranking. Tier 2 & 3 Quarterfinal & Semifinal home teams will be determined by the highest seeding after round-robin play. The championship game home team will be determined by coin toss.
8. The home team for Tier 4 round-robin games will be determined by the Tournament Committee. Tier 4 Quarterfinal & Semifinal home teams will be determined by the highest seeding after round-robin play. The championship game home team will be determined by coin toss.
9. The team designated as the "Home" team shall wear light-colored jerseys and the "Visitor" team shall wear dark-colored jerseys. If a team's light and dark jerseys are not, in the judgment of the tournament director, sufficiently distinguishable from each other, the tournament director may direct either team to change jerseys or secure pullovers. Further, if a team has only one color of jersey, it shall be the responsibility of that team to meet with its opponent's coach at least one (1) hour prior to game time, to determine jersey colors for the pending game.
10. All teams must be ready to play **20 minutes** prior to the scheduled start time of all games
11. The format for breaking a tie will be explained **ONLY** to coaches from the teams involved in the tie.
12. Time outs will NOT be allowed during pool play. One time out per team per game will be allowed (1 minute duration) for Quarterfinal, Semifinal and Final Games. **There will be no time outs during overtime play.**
Note: All penalties will be stop time.
13. Noisemakers of any kind are not allowed during tournament play.
14. Banners & signs can be displayed in the following two areas: 1) On the walls. 2) Directly behind the player bench. All other areas are not allowed.



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15. There will be no game cancellations due to weather unless State Highways or the Rinks are closed. All teams must be prepared to play regardless of the weather. Failure to play will result in a forfeit of the game and be recorded as 1-0.
16. There will be no curfew rule, all games will play full length periods to completion.
- 17. 10u Tier 2, 10u Tier 3, and Tier 4 Only:** If a deficit of 6 or more goals exists at any time during the third period, running time is applied. The clock will stop only to set a penalty and will restart at the next puck drop. Stop time will resume once the deficit goes below 4 goals.
18. Only Coaches participating in the tournament can represent their respective teams in communication with the Tournament Director.
19. The local tournament director will have the final decision on ALL matters relating to the tournament.
20. There will be no overtime play, except for the quarterfinals, semifinals and finals.

21. USA Hockey Zero Tolerance Policy will be strictly enforced.

22. Game Specifics:

	<u>Length of Periods</u>		<u>Penalties</u>			<u>Duration</u>
	<u>1, 2, & 3</u>	<u>Overtime</u>	<u>Minor</u>	<u>Major</u>	<u>Misconduct</u>	
Youth 8U	-	-	-	-	-	
Youth 10U (all tiers)	12	6	1	3	6	Minutes
Youth & Girls 12U (all tiers)	15	10	1:30	4	8	Minutes
Youth & Girls 14U (all tiers)	16	10	1:30	4	8	Minutes

23. Overtime:

Quarter-Final, Semi-Final and Final Games

- I. For 12u Tier 2 and 12u & 14u Tier 3 Tournaments, the following overtime procedure applies:
- The game shall be continued to determine a winner.



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- b. Over time will be played 5-on-5.
 - c. Penalty durations do not change during the Over Time because the period length is shorter.
 - d. At the third period's completion, there shall be a three-minute rest period before the first overtime session starts.
 - e. All overtimes shall be of a length per the chart above and shall be played as **sudden death**. Teams shall not switch ends throughout overtime periods; therefore, teams will play in the same end from which they played during the third period until a winner is determined.
 - f. At the first overtime's completion, if the teams are still tied, they shall leave the ice and be resurfaced. A second overtime period shall begin immediately after the ice's resurfacing.
 - g. Following the second overtime session, there shall be a three-minute rest period before the third overtime session starts.
 - h. If the teams remain tied at the completion of the third overtime period, the teams shall leave the ice and the ice shall be resurfaced. Thereafter, the foregoing process in items A– F shall be repeated until a winner is determined by the competition.
- II. For 10u tier 2, 10u tier 3, and Tier 4 Tournaments, the following overtime procedure applies:**
- a. There will be a maximum of two (2) sudden death overtime periods played 5-on-5, followed by a 5-player per team shoot out. Penalty durations do not change during the overtime because the period length is shorter. If a winner is not determined after one round of shootout, 5 different players will be selected, and the shootout will continue with groups of 5 until a winner is declared by the Tournament Director. No player may participate twice until all skaters on the roster have participated once, no sudden death. The Tournament Director has the option to eliminate the 2nd Overtime Period if time does not allow.