

8U TOURNAMENT RULES

all USAH rules will apply except as noted below

8U Overview:

This tournament is to be played under the spirit of the USAH ADM model. As such the purpose is to promote skills while having fun in a tournament environment.

Maryville University Hockey Center and Chesterfield Hockey support USA Hockey's Zero Tolerance Policy. Disruptive players, coaches and spectators will be removed from the tournament.

Playing Rules

- Games may start up to 15 minutes early; please check-in with the volunteer desk upon arrival at the rink.
- The Tournament Director will assign jersey colors to avoid teams wearing the same colors. See tournament schedule for jersey color assignments. In general, home team = white, away team = dark
- All games are played 24 minute period run time. 4 on 4 plus a goalie
- All games will have a three (3) minute warm-up
- Ice surface is 200'x85', 2 games played at a time.
- Games will use blue pucks and intermediate size nets
- One (1) coach is allowed on the ice during games. Teams have the option to not have a coach on the ice and both teams do not to have a coach on the ice. Any coach on the ice must wear an approved hockey helmet.
- A sound will occur every 90 seconds to change players
- All 8U games will have one (1) official (who should carry 2 pucks) will be on the ice to:
 - Drop the puck at center to start the game.
 - Drop the puck at center ice after each horn to change players. One player from each team is required to line up for a faceoff immediately following a player change. Use best efforts to avoid any delay for celebrating or goalie change.
 - If a goal is scored, the official will require the scoring team to back away from the goal to allow the opposing team the opportunity to advance the puck. Failure to comply with official's instructions will result in the removal of the player from the ice for the remainder of the shift.
 - If a goalie freezes the puck or players fall on top of the puck the official will get the opposing player away from the play and the team with possession of the puck will be allowed to continue play.
 - If an official determines a player commits a penalty, he will send the player to the bench, without play stopping, a replacement player is then allowed to enter play. The coach is asked to address the action. No penalty shot will be awarded.
 - Play will stop for injuries and players will take a knee while the injured player is being attended to.
 - Help keep the flow of the game going and avoid any unnecessary delays

8U Order of Finish

- Each team will receive 2 points for a win, 1 point for a tie and 0 points for a loss.
- Teams will be seeded based on points earned during round robin play.

In the event of a tie in the standings between 2 or more teams, their position in the standings shall be determined using the following criteria until the highest seed is determined. Once the highest seed is determined same criteria are then applied to only all remaining teams involved in the original tie in the standings situation until all teams are seeded:

1. Head to Head competition between teams that are tied. All tied teams must have played each other otherwise go to 2nd tie-breaker to start
 2. Goal Differential: Goals scored minus goals against in round-robin games, (DIFFERENTIAL CAPPED AT 6 GOALS PER GAME), higher number is seeded higher than those remaining
 3. Fewest goals allowed during round-robin play
 4. Scoring Quotient in all games played. Calculated by dividing a team's goals for by the sum of its goals for + goals against. The team with the highest number advances. (DIFFERENTIAL CAPPED AT 6 GOALS PER GAME). Ex. 15 GF 7 GA $15/22 = .68$
 5. Coin flip
- All players receive medals, Champions receive a trophy

Championship games ending in a tie will be determined by a sudden death overtime, 6-minute run time period, played 3 on 3 plus a goalie. If no winner is decided, the sudden death period will be followed by a 3-player shootout, with the team scoring the most goals declared the winner.

- Home team has option to shoot first or second.
- Coaches can choose at the time of the shoot out the 3 players to participate

If no winner is decided by the 3-player shootout each will continue with a sudden death shootout until a winner is determined. **Home team will also have the option to shoot first or second in** the sudden death shootout.

- All players must shoot once before a player can shoot again; goalies excluded.

SEMI-FINAL or QUARTERFINAL GAMES will go straight to a 3-player shootout, followed by a sudden death shootout.

The tournament director, or his/her designee, will be the final arbitrator of any and all conflicts and these decisions will be final and NOT subject to appeal.

- These rules are subject to change, modification or addition at the Tournament Directors discretion.