



MARQUETTE JUNIOR HOCKEY

MAC Tournament Rules

This tournament is for teams formed by a Draft, not select or travel teams. This is equivalent to Michigan 'B' teams or Wisconsin 'C' teams.

Marquette Jr Hockey Corporation has adopted the Zero Tolerance Policy outlined by USA Hockey for all tournaments.

Tournament officials will oversee all matters pertaining to conducting the games, including the conduct of spectators, and shall settle any disputes. The tournament officials have the authority to switch to run time or change ice resurfacing schedules if the tournament gets significantly behind the posted schedule.

All teams should be ready to take the ice as much as 30 minutes prior to their scheduled start time in the event prior games finish early.

Tournament Format and Rules – Pool Play

- USA Hockey will govern play, except where modified.
- All teams (players and coaches) must be properly registered with USA Hockey and all players must be registered members of their respective teams. Official USA Hockey Team Rosters are required to be turned in to the Director of Hockey Operations at Marquette Jr Hockey. They can be emailed to MJHdirector@mqthockey.org
- Teams must use the GameSheets code sent to them to join the tournament for scorekeeping purposes. Even if you already have an account, you must add the tournament code so that your roster is available for tournament scorekeeping.
- The team listed first will be the home team and wear light color jerseys. Visiting teams will wear dark jerseys, unless a team only has one jersey set.
- Ice will be resurfaced between each game, unless the referee deems necessary for safety.
- Pre-game warm-up will be three (3) minutes long and commence as soon as the Zamboni doors close and the scorekeeper sounds the horn. Warm up times may be reduced if tournament is behind schedule.
- Periods will be 13 minutes for squirts and peewees and 14 minutes for bantams.
- One minute between periods.
- At least 6 skaters are required to begin a game. Failure to have the minimum number of skaters at game time will result in forfeiture of that game with a score of 1-0.
- One (1), one minute timeout permitted per team during the Championship Games each division ONLY.
- No overtime in pool play. Games may end in a tie.
- Pool play points: Win = 2 points, Tie = 1 point, Loss = 0 points.

Penalties:

- Any player who is assessed four (4) penalties during a game is automatically suspended for the next game.
- Any team that has 12 penalties total, head coach can finish the game but is out next game.
- Any player who is assessed a major penalty that includes a game misconduct will be suspended for the next game.
- Any player who is assessed a fighting major will be suspended for the remainder of the tournament.

Clock Will Run if:

- The goal differential exceeds 5 (stop time will resume if differential drops below 5).
- There are a total of 15 penalties assessed during a game between the two teams, unless the score is within one goal.

- A game exceeds the game time allotment unless the score is within one goal. If it is a one goal game, the game will go back to stop time until the differential goes back to two goals.
- During run time the clock will be stopped when a goal is scored, when a penalty is assessed, and for injuries.

Pool Play Tie Breaker

The tie-breaker formulas are as follows:

The results of the head-to-head games played between the tied teams in the following order:

- a. Standings — Most points.
- b. Most wins.
- c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
- d. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- e. Least amount of penalties.
- f. First goal scored.
- g. Coin Toss.

Tournament Format and Rules – Finals

The rules will be the same as pool play with the following exceptions:

- No running clock.
- Overtime will be used.

Overtime After Regulation:

- Any ties at the end of regulation time during the finals will result in a sudden death overtime period five (5) minutes in duration with 4 skaters for each team. There will be no rest period. Teams will not change ends. Any penalties will carry over to sudden death.

If no winner is determined in overtime, a shootout will be used to determine a winner. The shootout format will be as follows:

- Each coach selects 3 shooters prior to the start of the shootout. All other skaters not involved in the shootout must remain on the bench.
- Goalies may be alternated as much as needed.
- The declared home team goes 1st. Teams will alternate shooters thereafter.
- If the game is still tied after 3 shots/team, a sudden death shootout will commence. Note: the team which goes 2nd in the shootout will have the opportunity to shoot even if the team that goes 1st scores.
- Every player on the team must shoot before any other player shoots a second time.

**Please take a moment to make sure that
the locker room is clean when you leave.**