



# Missouri Hockey Youth Division 2023-2024 Tier I Central District Qualifier Rules

Revised 1/16/2024

## MISSOURI HOCKEY YOUTH DIVISION TIER I CENTRAL DISTRICT QUALIFIER DETAILS

### Game Formats –Tier I

Number of Teams	Format to Use
1	None
2	Best 2 out of 3

### Scheduling Meeting

The Tier I Committee will hold a scheduling meeting to schedule games and determine home teams and examine team credentials for eligibility.

1. Central District Qualifier games to be played during the month of February (unless receiving Commissioner Approval).
2. All games per age level must be played within a 10-Day period (from the start of Game 1 to the end of Game 3).
3. Regular Season Series winners at all Central District Qualifier Age Levels get Home Ice Advantage in Playoffs.
4. All Qualifier Games to be scheduled by the Commissioner by February 1.
5. Any cancellation or rescheduling of a Qualifier Series game must have Tier I Commissioner approval.
6. Game details (date, time, location, etc.) and final scores to be posted on the MAIHA-YD website.
7. Central District Qualifier Games to be played on regulation NHL sized rinks:
  - o Acceptable: Affton, Centene Community Ice Center, IceZone, St. Peters Rec Plex, Wentzville, Enterprise Center and Fenton (Emergency use only at these National bound ages)
  - o Unacceptable: All-American
8. Games at 15O, 16U and 18U preferred to be played on nights that avoid conflicts with High School Playoffs.
9. Clubs to provide MAIHA-YD Commissioner ice sheets for their Home games.
10. MAIHA-YD Tier I Commissioner to schedule MIHOA officials, score keepers and trainers for all games.
11. All costs for ice, MIHOA officials and score keepers will be divided equally between Clubs.

## MISSOURI HOCKEY YOUTH DIVISION GAME FORMATS AND RULES

The following rules are in addition to the existing Youth Division Tier I Rules and Regulations and are for the purpose of facilitating this Central District Qualifier Series.

1. Each team to provide one volunteer for their penalty box.
2. No clock curfew. Games are to be played until conclusion and the game clock **WILL NOT** drop to 2 minutes in the 3<sup>rd</sup> Period. All periods will be played until the full time expires.
3. There is no running clock and no Mercy Rule; however, the maximum goal differential displayed on the scoreboard is seven goals.
  - o Note: All goals shall be recorded on the official MAIHA-YD score sheet even if not displayed on the scoreboard.
  - o Example: Team A leads Team B by a score of 7 to 0; Team A scores again making the score 8 to 0 on the score sheet, however; the scoreboard will still reflect a score of 7 to 0. If Team B then scores a goal, the scoreboard will reflect the actual 8 to 1 score, thereby maintaining the seven goal differential.
4. Home team will wear white or light color uniforms unless both head coaches agree to a different arrangement.

5. Home team gets to choose which bench they will use.
6. Each team is allowed one (1) 60 second timeout which may be used in either regulation play or overtime.
7. 5 Minute Warmup with a 2 Minute rest in between periods when no ice scrape.
8. Period Times are from 2024 USA Hockey Nationals Guidebook:

Level	Periods	Ice Scrapes	Block of Ice Time (in minutes)
18U	20 minutes	After 1st and 2nd **	3 hours
16U	17 minutes	After 2nd	2 hours
15O	17 minutes	After 2nd	2 hours
14U	16 minutes	After 2nd	2 hours
13O	16 minutes	After 2nd	2 hours

\*\* At 18U only, an Ice Scrape will also take place after the 3<sup>rd</sup> Period if the game goes into overtime.

9. Penalties at all Age Levels from 2024 USA Hockey Nationals Guidebook:
  - 2:00 Minor / 5:00 Major / 10:00 Misconduct at 15O, 16U and 18U.
  - 1:30 Minor / 4:00 Major / 8:00 Misconduct at 13O and 14U.
10. MIHOA Referee System per Age Level:
  - Three Officials at 13O
  - Four Officials at 14U, 15O, 16U and 18U.
11. No Central District Qualifier Games will end in a Tie. If the score is tied at the end of regulation time, a one-minute intermission will be put on the clock and teams will remain on/near their bench [NOTE: At 18U only, an Ice Scrape will also take place after the 3<sup>rd</sup> Period if the game goes into overtime]. The teams will then play one 5 on 5 stop time overtime period (same number of minutes as regulation periods), with the team scoring first declared the winner. Teams shall not switch ends for the overtime period; therefore, teams will play in the same end from which they played during the third period until a winner is determined. Penalties shall be assessed consistent with the rules in regulation time.
12. If the score is still tied at the end of overtime, there will be a five (5) player shootout will take place according to the following procedures and rules:
  - In the event of a shootout, at the end of the game, the head coach of the Home team will decide if they want to shoot first or second.
  - The goalkeepers will defend the net in the end opposite their team's bench (the one they were defending in the 2<sup>nd</sup> Period).
  - Players in the penalty box at the end of overtime for a major or misconduct penalty are ineligible for the shootout. Players serving a minor or double minor penalty at the end of overtime are eligible.
  - Any player who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
  - The shootout procedure shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
  - The goalkeepers from each team may be changed after any shot.
  - The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.
  - At the conclusion of the five (5) player shootout round, if the score is still tied, players will continue in a sudden death shootout in which no player from a team may shoot again until all eligible players on the team with fewer shooters have shot.
    - Example: Team A has 10 eligible shooters and Team B has 14. When Team A has used all 10 eligible shooters, that round ends and both teams can start a new rotation of shooters in any order the head coaches choose. For example, the last player in the previous round of the shootout may be the first player in the next round. And, not all players on the team with more shooters are required to shoot.
  - If any team scores a goal in a sudden death shootout round in which the opposing team fails to score a goal, play ends and the scoring team wins, (e.g., Shooter one for Team A does not score a goal and shooter one for Team B scores a goal. Play ends at that point, before any other shooters shoot, and Team B wins).
  - The winner of the shootout will be credited with one additional goal in the final score.