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1. Introduction

A Championship tournament will be organized by the Tri-State Affiliate in order to determine what teams will represent the Tri-State Affiliate in the Central District Tournament TIER 1 and TIER 2 tournaments.

The Central District Tournament then determines what teams advance to the National Championship.

The Tri-State area includes teams from Iowa, Kansas and Nebraska.

The procedures are based on the format used for District and National Play. These rules supersede the USA Hockey Regulations for District and National Play. In the event that a situation is not covered by these rules, the USA Hockey Regulations for District and National Play shall be used to arrive at a resolution. The Tri-State Affiliate Executive Board must approve any changes to the procedures.

2. Governance

The Tri-State Affiliate will elect the governing committee at the summer meeting.

The committee will be comprised of two representatives from the Tri-State board, one representative from the MWL, the Tri-State Registrar and a representative from the Hosting Association(s).

3. Qualifying Teams and Players

Any Tri-State Affiliate team that wants to have an opportunity to participate in the Tri-State Championship has the option to do so. The team has to file the application, pay the deposit, and will be allowed to participate.

All teams must belong to an association that is in good standing with the Tri-State Affiliate

No member shall permit any player or coach suspended by USA Hockey to participate.

All coaches must be at minimum Level 3 or have obtained a waiver.

No team may use any illegally or non-rostered player.

All players must have played 10 officially sanctioned USA Hockey games with the team prior to the Championship.

The team must have played 20 officially sanctioned USA Hockey games at their level or higher prior to the Championship – TIER 1 vs TIER 2 games count for each team, U16 versus U18 only count for the U16, U16 or U18 playing a High School team only count if a Varsity team (if only one High School team registered it will be considered Varsity unless specifically identified as JV)

A forfeit game does not count as a played game.

Documentation of all requirements will need to be reviewed by tournament directors prior to any Championship game

4. Registration

Any team wishing to participate will send their non-refundable deposit and application form to the Tri-State Registrar. Must be post-marked by December 31st.

The check payable to the Tri-State Affiliate will qualify the team to play in the tournament

Fees are; PeeWee \$500, Bantam \$650, Midget \$700

Costs vary depending on the number of teams participating therefore teams will be refunded based on the following schedule.

- 2 teams – no refund
- 3 teams – \$50
- 4 teams – no refund
- 5 teams – no refund
- 6 teams – \$50
- 7 teams – no refund
- 8 teams – no refund

In the event that a team is eliminated or withdraws from the preliminary weekend leading to the Tri-State Championship tournament weekend, they will receive a refund, PeeWee \$300, Bantam \$400 ~~\$325~~, Midget \$400.

All refunds will be sent not later than 2 weeks following the tournament.

Any other refunds will only be honored for situations that are totally outside of the control of the team involved.

Along with a check to participate the teams need to complete the application form, which requires the names, phone numbers, email addresses, of the head coach and manager. The head coach will also need to provide CEP number, year and coach level attained.

Each team will be responsible to send their games scores to the Tri-State Registrar for all games played during the season. Information must be received by the Registrar at least three weeks prior to the finals weekend. All games played prior to the tournament weekend will count and the 20/10 requirements will be verified at the finals tournament. Any preliminary game played the weekend before the tournament would also count for 20/10.

5. Game Dates

The 3rd weekend in March will be used for the Tournament as long as that date precedes the District Tournament by one week

The weekend proceeding the Championship weekend will be used, when needed, to eliminate teams in order to have 8 teams remaining for the Final Tournament.

Note: If all teams that register for the Tri-State Championship also play in the Mid-West Hockey League, then the team that registers for the Tri-State Championship and obtains the highest spot in the MWL tournament will be chosen to represent the Tri-State at the Central District tournament. No Tri-State Championship games will be held for that age classification and teams will receive a refund.

6. Game Times

Game starting times; Friday – Not before 7pm and not after 9:30pm, Saturday – Not before 7am and not after 10pm, Sunday – Not before 8am and not after 3pm.

No team shall play more than 2 games in one day.

Any team playing two games in one day must have a minimum of 4 hours between their game start times.

7. Game Length

All Levels

- Warm Up – 5 minutes
- Breaks – 1 minute

Pee Wee game times will be approximately 1 hour 15 minutes

- All three periods will be 13 minute stop clock

Bantam game times will be approximately 1 hour 30 minutes

- All three periods will be 14 minute stop clock
- Ice resurface between the second and third period.

Midget games will be approximately 1 hour 45 minutes

- All three periods will be 15-minute stop clock.
- Ice resurface between the second and third period.

Overtime for all but the final 1st place game

- Break – 1 minute (After the 3rd period)
- First Overtime – 5 minutes stop clock
- Break 1 minute
- Shootout – 5 players

Overtime for the final 1st place game

- Break – 1 minute (After the 3rd period)
- Overtime Periods – 10 minutes stop clock
- Break 1 minute
- Continue with overtime periods until a goal is scored

*NOTE: Running Clock – The clock will continue to run except for goals, penalties, injuries and time outs. If there is a 5-goal lead at the beginning of or during the 3rd period, time will shift to running clock and remain so as long as there is a 5-goal lead.

The hosting association must allow an additional 15 minutes to ensure the games can be completed as scheduled. Any time remaining after the last game will be used for presentations

8. Qualifier Format – Number of teams

Seeding

- Team seeding will be used to determine what teams play each other.
- The initial seeding of teams will be based on the teams that have played each other during the season.
- Highest seeding is one.
- Seeding of other teams will be based on all official USA Hockey sanctioned games where teams may have played a mutual opponent.
- If no games were played to directly evaluate the other teams then their overall record will be used to arrive at a seeding position.
- The other teams should not be seeded in the top 25 percentile
- Seeding will consider level of play and competition
- If game sheets are not provided to the Registrar by 15 February the offending team will be seeded last. If more than one team fails to submit their game sheets on time, seeding will be determined based on when the game sheets are ultimately turned in.
- A Committee designee will be responsible for the preliminary seeding and obtain final approval from the Tri-State Registrar

Elimination of teams

- When there are 8 or fewer teams the qualifier will be a single weekend tournament.
- If more than 8 teams are competing, a preliminary round of games will be required in order to limit the final Qualifier weekend to 8 teams.

- The teams with the poorest ranking will play each other to eliminate sufficient teams in order to have 8 teams remaining. During these games the team with the better ranking will be the host arena. If the higher ranked team cannot host the game then the lower ranked team may host the game. If neither team can host, then the game will be played at a location approved by the tournament director for the specific age group.
- After the final 8 teams are determined, the initial seeding for the 8 teams will be used to determine who plays each other.
- The team with the best seeding will be the home team.

Example

- Teams are seeded 1 – 11, we need to eliminate 3 teams. In order to do this, 3 games will need to be played.
- The lower ranked teams will play a single elimination game, 6 vs 11, 7 vs 10, 8 vs 9.
- The three winning teams advance to the finals weekend.

9. Tournament Parings

Two teams – winner will be decided in best 2 out of 3 series

Three teams – Each team will play each other. The top two teams will compete for 1st and 2nd. The third place team will be awarded third place.

Four teams – First and 2nd seed teams will play 3rd and 4th seed teams. The top two teams will compete for 1st and 2nd, the 3rd and 4th teams will play for 3rd and 4th.

Five teams – First seed team will play 4th and 5th seed teams. Second seed team will play 3rd and 4th seed teams. The 3rd and 5th seed teams will play each other. The top two teams will compete for 1st and 2nd, the 3rd and 4th teams will play for 3rd and 4th.

Six teams – Two pools will be set based on the following seeding – 1, 4, 6 and 2, 3, 5. Teams play all teams in their pool. The top team from each pool will play for 1st and 2nd. The 2nd place team from each pool will play for 3rd and 4th.

Seven teams - Two pools will be set based on the following seeding – 1, 4, 6 and 2, 3, 5, 7. Teams play all teams in their pool. The top team from each pool will play for 1st and 2nd. The 2nd place team from each pool will play for 3rd and 4th.

Eight teams - Two pools will be set based on the following seeding – 1, 4, 6, 8 and 2, 3, 5, 7. Teams play all teams in their pool. The top team from each pool will play for 1st and 2nd. The 2nd place team from each pool will play for 3rd and 4th.

Tie Breakers – First is head to head competition, then goal differential, then divide goals scored for by goals against (high is better), then goals for, then least penalty minutes, finally a shootout

Special Considerations – if only two teams participate then by mutual agreement, the teams have the option of playing all 3 games at the higher seeded team's home location or play a Home – Away series. Games are to be played on the tournament weekend. For the Home – Away option, the number 1 seeded team will have the extra game. Schedules must be approved by the Championship Committee Chairperson.

10. Rules

Penalties

- Minors – 2 minutes, Majors – 5 minutes, Misconducts – 10 minutes
- If a player or team official receives a Game Misconduct penalty in a USA Hockey sanctioned game that player or team official must sit out the next USA Hockey game.

Timeouts

- One timeout allowed per team during the regular game
- One timeout allowed per team in each overtime period

Overtime sudden death period

- Stop clock will be used
- All penalties carry over from the previous period.

Overtime 5-player shootout

- Designated visiting team goes first, if no designated visiting team, then use a flip of a coin.
- Each team chooses 5 different players for shootout
- Players in the penalty box at the end of the sudden death overtime period are not eligible to participate in the shootout
- Teams alternate taking turns shooting.
- Team that scores the most goals wins the game.

Overtime Sudden Death Shootout (if game is still tied).

- Teams will continue to choose players to shoot until one team scores and the other team fails to score.
- Teams **MUST** choose players who have not already shot until every position player has shot.
- If the score remains tied after all team players have had their turn, the team may begin to use players over again.

Forfeit during Tournament

- All teams must dress a minimum 6 players and 1 goaltender at all times during the game.
- Any team unable to ice the proper number of players after 2 minutes receives a 2-minute minor penalty, after 4 minutes an additional 2 minutes and after 6 minutes the game is forfeited.
- All Forfeited Games will result in a 3 - 0 win for the team with the required minimum number of players.

11. Officials

Three-member officiating teams are required for PeeWee, Bantam and Midgets. All referees must be minimum Level 3. All linesman minimum Level 2. All officials must be at least 18 years of age as of the tournament date.

Adult goal judges are required for all games.

12. Hosting Association

Associations interested in hosting one or all of the Tri-State Finals will present their plan to the Tri-State Board during the summer meeting. The hosting association will be selected at the same meeting by majority vote of the associations eligible to vote at that time.

One location will be used for all games regardless of TIER unless the hosting association can not accommodate the large number of teams. If the designated location can not accommodate all teams then the TIER 1 teams will submit their intent to host and an email vote will be taken by the Tri-State Board.

The hosting association does not receive an automatic berth into the top 8 teams that compete.

The hosting association will select a Tournament Director who becomes a member of the Governance Committee.

The hosting association will be reimbursed by the Tri-State registrar based on the local association's normal ice and referee fees not to exceed the following limits. One overall check will be made payable to the Hosting Association and forwarded to the local registrar unless directed otherwise.

- Ice \$180 per hour
- Referees PeeWee - \$40 for Level III, \$35 for Level II
- Referees Bantam and Midget - \$60
- Linesmen PeeWee - \$30
- Linesmen Bantam and Midget - \$35

The hosting association will be responsible for any expenses above the amounts specified

An admission fee cannot be charged

Final score sheets must be sent to the TSA registrar within 48 hours of final game.

Before the team plays their first game, check the team roster, verify team eligibility and verify player eligibility. The team must present the following documents; valid roster signed by the Tri-State Registrar and showing all eligible players, required number of score sheets from Official USA Hockey Sanctioned games, score sheets reflecting that each player participated in the minimum number of games, valid birth certificate for players, Although not required it is recommended that each team have a copy of "Consent to Treat" forms as these will be required at the District Level.

In the event of any questions not covered by these procedures, contact President Tri-State Affiliate.

Provide a medical person, recommended EMT, B or above. Teams should be advised who the medical personnel are and they will be readily available to get on the ice as soon as possible when needed. The hosting association should try to have these services donated. In the event that this is not possible contact the Tri-State Affiliate President for possible reimbursement of services.

Trophies will be provided by the Tri-State Affiliate

- Players and coaches receive individual 1st place trophies
- 1st Place team trophy - 35" high
- 2nd Place team trophy - 27" high
- 3rd Place team trophy - 25" high
- Sportsmanship team trophy - 23" high
- Recommend the Sportsmanship Trophy be awarded to the team based on a weighting of 50% for least penalty minutes during the tournament and 50% for a vote by the head coaches and referees. The Hosting Association at their option can award the trophy based on least penalty minutes if they chose to do so.

TOURNAMENT CHECKLIST

- ___ Send hotel information to all out-of-town teams in a timely manner. Include directions to the ice rink(s).
- ___ Secure appropriate ice time for established game pairings.
- ___ Schedule appropriate number of current USA Hockey game officials for all games.
- ___ Schedule two off-ice officials for each game, one to operate the game clock and one to keep score.
- ___ Schedule two adult goal judges for each game.
- ___ Appropriate First Aid should be available.
- ___ Provide approximately 20 game pucks for the weekend.
- ___ Assign a person to check team roster, team eligibility, player eligibility, and players before each team's first game.
- ___ Post Procedures in a prominent location for any attendee to review as needed.
- ___ Post game schedules and locker room assignments in a prominent location and provide a copy to each team coach/manager.
- ___ Mail signed, original copy of all game score sheets to the Registrar within 48 hours immediately following the final game. Include any official reports on major penalties and game misconducts.
- ___ Report major penalties / game misconducts to the Tri-State Affiliate President.
- ___ Provide the winning team with a copy of the Central District Tournament information that was provided by the Central District Registrar

Tri-State Finals Application Form

This form along with the appropriate fee must be sent to the Tri-State Registrar and post marked no later than December 31st.

Local Association Name: _____

Local Association City: _____

Level of Play: (circle one) PeeWee Bantam U16 Midget U18 Midget

TIER Level (circle one) Tier 1 Tier 2

Team Name: _____

Manager Name: (Last) _____ (First) _____

Manager Phone Numbers:

Home: _____

Work: _____

Cell: _____

Manager email address: _____

Head Coach Name: (Last) _____ (First) _____

Head Coach Phone Numbers

Home: _____

Work: _____

Cell: _____

Head Coach: CEP Number _____ Level Attained _____ Year Attained _____

Form Submitted by: (Name) _____ (Date completed) _____