



2019 Tier 2 12U Regional Tournament

WELCOME TO NEW HAMPSHIRE!

On behalf of the New Hampshire Amateur Hockey Association (NHAHA), Mount Washington Valley Youth Hockey Association (MWVYHA) and our 21-member programs, we hope that all participating players and their families will enjoy their tournament experience not only this weekend, but for a lifetime!

Important reminder to all tournament players, coaches, parents, and spectators. NHAHA, MWVYHA & the Ham Arena strictly adhere to the USA Hockey Zero Tolerance policy and Code of Conduct policy.

Payment information: Team Fees: \$1,250.00 per team

Please make checks out to:
MWVYHA
c/o Mary-Anne Lane
PO Box 948
Conway, NH 03818

Fees must be received prior to your first game.

Rink

Ham Arena
87 West Main Street
Conway, NH, 03818

All coaches and team managers should read this packet carefully to become familiar with all requirements and tournament rules.

Coaches Meeting Information

The mandatory coaches meeting will be conducted via conference call rather than the normal in-person meeting. We will be hosting a coaches meeting on Wednesday, March 13th, 2019 at 7:00 PM. **Call 641-715-3640, participant passcode is 485541.** The meeting will address the rules and make sure all information needed has been provided. This is a **mandatory** call and each team is required to have a coach and/or manager on the call. The Head Coach will be suspended for the first game if a representative is not present on the call. Each team is

required to have their Credential book at each game. The team must provide the host roster labels (3 labels per game, max of 5 games = 15 labels) at least one hour prior to your first tournament game.

Hotel Information

Residence Inn North Conway- 25 rooms available until March 11th
1801 White Mountain Highway-Route 16
North Conway, NH 03860
603-356-3024
\$155 room rate
3 suite options available, breakfast included

Green Granite Hotel – 20 rooms available until March 6th
1515 White Mtn. Highway – Route 16
North Conway, NH 03860
1-800-468-3666
\$99.95 room rate

Holiday Inn Express- 20 rooms available until March 6th
1732 White Mtn. Highway – Route 16
North Conway, NH 03860
603-356-2551
\$129 room rate

Block is under Peewee Tier II Regional Tournament
Families will need to call and secure their own individual rooms.
The block is on a first come first serve basis.

Directions to the Ham Arena/Conway NH

From New York City/Hartford and Points South

Take interstate 95 to interstate 395. Follow interstate 395 into Massachusetts. Merge onto interstate 290 and follow through Worcester Massachusetts. Merge onto interstate 495 and follow to interstate 95. Follow interstate 95 into New Hampshire. Take interstate 95 into New Hampshire. Take exit 4 (left exit) onto route 16 / Spaulding Turnpike. Follow route 16 into Conway NH.

From Boston and Points North and East

Take interstate 95 into New Hampshire. Take exit 4 (left exit) onto route 16 / Spaulding Turnpike. Follow route 16 into Conway NH.

From Vermont (Burlington)

Take Interstate 89 and follow to route 302. Take route 302 to Lincoln NH. Take the Kancamagus Highway to Conway NH (Please note there is multiple ways to get to Conway from Vermont, this route takes the least number of roads.

Discipline Committee Information

Cam Stoddard 603-814-9383
Pat McDonough 603-686-9996
Pat Murphy 603-387-3493

(1) The Discipline Committee shall be composed of three (3) people and be appointed prior to the first game by the tournament director. Its members shall not come from the same community. The referee-in chief, or his/her appointee, shall not be eligible to serve on this committee.

(2) The committee shall be responsible for deciding any action, suspensions or otherwise, to be taken against a player or team official receiving a game misconduct or match penalty. The committee shall have full power to waive or increase the one-or two-game suspension imposed in Rule 404 (c), Game Misconduct.

(3) The committee shall have authority to initiate action involving supplementary discipline against a player or team official whether or not it involves the playing rules; provided, however, that no suspension shall occur without first giving notice of the intended action and providing the opportunity for a hearing.

(4) No player or team official shall be suspended from participating in the remaining games unless he/she has been provided the opportunity to appear before the committee to relate his/her version of the incident.

Note 1: *No hearing for game misconduct will be permitted for any player who incurs five penalties in the same game. Players shall be assessed a game misconduct penalty.*

Note 2: *No hearing for game misconduct will be permitted for any head coach whose team incurs fifteen or more penalties during one game. The head coach shall be suspended for the next one game of that team.*

Credentials

For non-national tournament bound teams, your Credentials book must be complete and you should carry your book to the tournament. Upon your qualification for the Regional/Sectional tournament, your State Registrar will email the State Tournament Director that your team is approved to participate in the tournament. Your Credentials book should contain the following:

1. A certified Roster Registration Form (1-T) signed by your state registrar.
2. USA Hockey Code of Conduct Form for each rostered player AND coach.
3. USA Hockey Consent to Treat form for each rostered player AND coach.
4. Sanctioned game score sheet to verify compliance with the 10/20 (Youth) or 10/14 (Girls/Women) rules for each rostered player.
5. All coaches must show on the roster (#1 above) as being credentialed at the level mandated by USA Hockey.
6. Non US Citizen eligibility must be noted as "Complete" on the roster (#1 above).

Tournament Rules

Round Robin

Play will have 3 periods of 15 minutes.

Resurfacing Ice will be done at the beginning of the game.

Round Robin play will not have Overtimes or Time Outs. Unless otherwise agreed to by the teams and the Tournament Director, the Home Team shall wear light/white jerseys and the Visiting Team shall wear dark/colored jerseys in all games. The maximum number of players, excluding goalkeepers, shall not exceed eighteen (18). It is highly recommended that all teams arrive with two goalkeepers. Any team that cannot satisfy this requirement must notify the Tournament Director prior to the start of the tournament. Zero Tolerance will be enforced by all on and off Ice Officials. After round robin play, the four teams with the highest standing will advance to the semi-final round.

METHOD OF DETERMINING CHAMPION

Youth and Girls/Women's Preliminary-Round Games – there will be no overtime for preliminary round games. Ties in standings will be determined by the following process

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking rules listed below. If at any point during the application of the tie-breaking rules, any or all of the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin at Step 1 for any teams that remain tied.

Note: If all tied teams have not played each other, the tie-breaking process will begin at Step 2.

The tie-breaker rules are as follows:

- 1) The results of only the head-to-head games played between the tied teams in the following order:
 - a. Most points earned.
 - b. Most total wins (whether in regulation, overtime and shootout).
 - c. Most regulation wins.
 - d. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus.
 - e. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
 - f. 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.
- 2) If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.
 - g. Most total wins (whether in regulation, overtime and shootout).
 - h. Most regulations wins.
 - i. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus.
 - j. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero

- (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for."
- k. 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.
 - l. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.
- 3) If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.
- Note: A team may go into the tie-breaking process having defeated another of the tied teams and still not advance.
- Note: If a team forfeits any of its games, and becomes involved in any tie-breaking formula, the team that forfeited will not advance and all games played against the forfeiting team shall be recorded as 1-0 victories for all opposing teams.

Youth and Girls/Women's Quarterfinal, Semifinal and Championship Games

All Games Played to a Winner. If the game is tied following regulation play, one (1) 10 minute sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. Teams shall switch ends at the end of the third period. If the score is tied at the end of the sudden-death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score.

Shootout Procedures

The shootout will be conducted as follows:

- A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- The referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The home team shall call the coin toss. The winner of the coin toss shall have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- 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 each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

Sudden-Death Shootout

The sudden-death shootout will be conducted as follows:

- A sudden-death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in any order in the sudden death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden death shootout.
- Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

New England District			
12U Tier 2 Regional Tournament Schedule			
American		National	
CT 1		CT 2	
MA		ME 1	
NH 2		NH 1	
RI 1		VT	
Each Division Team Plays the Teams Within the Division			
American Winner vs National Runner Up			
National Winner vs American Runner Up			

All Games played at the Ham Arena					
Date	Game	Start	Finish	Away Team	Home Team
Friday, March 15th	1	4:00 PM	5:20 PM	NH 2	RI 1
	2	5:30 PM	6:50 PM	CT 1	MA 1
	3	7:00 PM	8:20 PM	ME 1	NH 1
	4	8:30 PM	9:50 PM	VT 1	CT 2
Saturday, March 16th	5	7:30 AM	8:50 AM	MA 1	NH 2
	6	9:00 AM	10:20 AM	RI 1	CT 1
	7	10:30 AM	11:50 AM	CT 2	ME 1
	8	12:00 PM	1:20 PM	NH 1	VT 1
	9	1:30 PM	2:50 PM	MA 1	RI 1
	10	3:00 PM	4:20 PM	CT 1	NH 2
	11	4:30 PM	5:50 PM	CT 2	NH 1
	12	6:00 PM	7:20 PM	VT 1	ME 1
Sunday, March 17th	13	7:30 AM	8:50 AM	National 2	American 1
	14	9:00 AM	10:20 AM	American 2	National 1
	15	2:00 PM	3:20 PM	SF #2 Winner	SF #1 Winner