



Tier III 14U Regional

WELCOME to Maine!!!

On behalf of Maine Amateur Hockey Association and our 24 Members and Programs, we welcome all the Youth 10U teams to our great State! This year tournament will be played at The Norway Savings Bank Ice Arena in the Auburn.

We hope you enjoy your stay and have a great tournament.

PAYMENT-ALL PAYMENTS ARE DONE ONLINE AT

<http://meahatournament.ngin.com/>

THIS PROCESS ALLOWS PAYMENT TO BE COMPLETED USING A CHECK AND DEBIT OR CREDIT CARD. THERE ARE NO EXCEPTIONS- ALL PAYMENT MUST BE COMPLETED BEFORE MARCH 8TH TOTAL DUE \$1,350.00

THERE WILL BE NO FEE COLLECTED AT THE DOOR

Upon Your teams Selection, you must email a team logo in a Jpeg format, a roster including jersey #'s' along with Coaches names to admin@meaha.com before March 7th

Rink
Norway Savings Bank Arena
985 Turner St
Auburn, ME
207-333-6688

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

Important reminder to all tournament players, coaches, parents, and spectators. Maine Amateur Hockey strictly adheres to the USA Hockey Zero Tolerance policy and Code of Conduct policy.

Hotel Information

Hampton INN-
15 Lincoln St
Lewiston, ME 04240
207-344-1000 Audree

Residence Inn-
670 Turner St
Auburn, ME 04210
207-777-3400

When Booking -USE the code – MAINE Amateur Hockey

Discipline Committee Information

Jeff Thompson 1-207-659-3774
Mike Keaney 1-207-240-9710

(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.

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. The conference call information is

- Dial-in number (US): (712) 770-4737
- Access code: 614965#

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.

Credentials

All credentialing will be done at your home state- Bring your books only to keep them with you.

Tournament Rules

Round Robin

- At the beginning of the game, there shall be a 4-minute warm-up.
- Play will have 3 periods of 16 minutes.
- Resurfacing Ice will be done at the beginning of the game & between 2nd & 3rd Period- The start of the 3rd, there will be no warm-up.
- 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. Teams may get approved by their State, to bring a goalie from another team at Lower level of play, and at the same age level. That goalie may not play in a game unless the teams' regular goalie is not able to play due to illness or injury.
- Zero Tolerance will be enforced by all on and off Ice Officials.

After round robin play, the two top seeded teams within each Conference 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.

Directions to the Rink

From I -95 North

Take Exit 75 toward US202/ME RTE 4/ME RTE 100, stay in left two lanes, turn left onto ME RTE 4 North follow about 4.8 miles, stay straight onto Union St, .4 miles, turn left onto Turner St- go about 1.7 miles until you see SHAWS on left- turn left into SHAWS/Auburn Mall- rink is behind SHAWS



14U Tier III New England Regionals

Norway Savings Bank Arena, Auburn, ME

American	CT1	MA1	ME2	VT
	CT1	MA1	ME2	VT
National	ME1	CT2	NH	MA2
	ME1	CT2	NH	MA2

Round Robin #1

	Rink	Time	HOME		AWAY
Friday, March 15, 2019	NSBA 1	6:30 PM	ME2	VS	VT
Friday, March 15, 2019	NSBA 2	6:40 PM	MA1	VS	CT1
Friday, March 15, 2019	NSBA 1	8:10 PM	NH	VS	MA2
Friday, March 15, 2019	NSBA 2	8:20 PM	CT2	VS	ME1

Round Robin #2

Saturday, March 16, 2019	NSBA 1	9:30 AM	VT	VS	MA1
Saturday, March 16, 2019	NSBA 2	9:40 AM	CT1	VS	ME2
Saturday, March 16, 2019	NSBA 1	11:10 AM	MA2	VS	CT2
Saturday, March 16, 2019	NSBA 2	11:20 AM	ME1	VS	NH

Round Robin #3

Saturday, March 16, 2019	NSBA 1	3:20 PM	ME2	VS	MA1
Saturday, March 16, 2019	NSBA 2	3:30 PM	VT	VS	CT1
Saturday, March 16, 2019	NSBA 1	5:00 PM	NH	VS	CT2
Saturday, March 16, 2019	NSBA 2	5:10 PM	MA2	VS	ME1

Sunday, March 17, 2019

SEMI-FINAL 1	NSBA 1	9:00 AM	American 1		National 2
SEMI-FINAL 2	NSBA 2	9:10 AM	National 1		American 2

Sunday, March 17, 2019

CHAMPIONSHIP	NSBA 1	2:45 PM	SF #1 Winner		SF #2 Winner
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