

March Meltdown Tournament Rules

It is the intent of Putnam Hockey to provide a fun and competitive tournament for all of the participants and the spectators. Good sportsmanship is expected of all players, coaches and spectators. Improper and abusive behavior will not be tolerated. It is the responsibility of each coach to control his team and exemplify good sportsmanship both on and off the ice.

Games:

Squirt division - 3 periods - 14 minutes, stop-time.

Peewee, Bantam and Midget divisions – 3 periods – 15 minutes, stop-time.

Penalties:

Squirt division-1:30 minutes for a minor penalty.

Peewee, Bantam and Midget divisions-2:00 minutes for a minor penalty.

Format:

- The tournament will furnish all timekeepers and scorekeepers for all games.
- Teams must be ready to play 15 minutes before a scheduled game.
- All games will have a brief warm-up period prior to their start.
- There will be no time out, overtime, or shoot out allowed during round robin games.
- Each team will be allowed one time out during the championship games.
- At the discretion of Putnam Hockey, the third period may go to running time if there is a four goal differential. The game shall revert back to stop time when goal differential is less than 4.
- USA Hockey rules will govern tournament play.
- All teams must be registered with USA Hockey.
- All players must wear proper equipment in accordance to USA Hockey.
- No fighting will be allowed or tolerated. Referees will be instructed to eject any player who engages in fighting.
- Zero tolerance rules will be in effect.
- Absolutely no foul language will be tolerated, either on the ice or in the stands. Spectators violating this rule will be asked to leave.

Standings:

Win = 2 Points

Tie = 1 Point

Loss = 0 Points

Single Bracket

The two teams with the most points after round robin play will advance to the Championship Game for each division. After round robin play the team with the most points will be the home team for the championship game.

Double Bracket

The two teams (top teams from each bracket) with the most points after round robin play will advance to the Championship Game for each division. After round robin play the team with the most points will be the home team for the championship game.

Tie Breaking Procedures:

After a tie is broken, repeat tiebreaker order for any remaining tied teams. Compare results of games across all competitors.

- 1) Head to Head (if applicable)
- 2) Goals Against
- 3) Goal Differential - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus. Note: a maximum goal differential of 6 per game will be counted for standings purposes (i.e. a 10-1 win credits the winning team with a 6 goal differential, not 9.)
- 4) Goals For
- 5) Goal Quotient - Dividing the goals scored in these games by the goals scored against, 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."
- 6) Most Shutouts
- 7) Tournament Director flips a coin

Note: a team may go into the tie breaking process having defeated another of the tied teams and still not advance.

Championship Tie Breaking Procedures

Ties during a championship game will be broken as follows:

1. One five minute, 5 on 5, stop-time period - sudden death.
2. One five minute, 4 on 4, stop-time period - sudden death.
3. Three man shootout - total goals scored.
 - The goalie who was last in the game during the preceding overtime period must initially represent their team in the shootout.
 - Teams will alternate shooting on the opposing team's goal until all 3 shooters have attempted a shot. The home team will shoot first.
 - The team that scores the most goals during the shootout will be the winner of the game.
 - If the shootout ends in a tie, each team will designate three new shooters and the shootout process will be repeated until a winner is determined.
 - All players must be used before any player can shoot for a second time.
 - Teams may not change their goalie (with the exception of an injury) until a shootout round is completed.