

AHF Kickoff Tournament Protocols

1. **Jerseys:** Home team wears light Jerseys & Visiting team wears dark jerseys
 - Unless agreed upon prior to the start of the game.
2. **Roster:** Coaches - confirm game lineup in Time to Score prior to **every** game
 - **MUST** Enter Player **NUMBERS** in Time to Score prior to the **1st game** and select keep "permanent". Player numbers will be set for the season.
3. **Time to Score/Game Scoring**
 - Ipad will be logged into Time to Score prior to game
 - i. Login question, please speak with rink personnel at front desk
 - Each team must provide a team representative in the score box
 - i. Home Team representative will score the game in Time to Score
 - ii. Away Team representative will run the game clock
 - iii. An alternate arrangement between teams can be agreed upon
 - If results has not been uploaded into Time to Score within 30 minutes of completion - contact Blake(bmacnicol@blackbearsportsgroup.com),
 - Coaches should review goals/assists, shots, and penalties at the end of game
4. **Game Format:** See Chart at Bottom of page
 - 10U Lemieux - Quarterfinal Mini game will be (1) 15 minute STOP time period with a (2) minute warm-up. All OT/Shootout rules will apply
5. **Penalties:** Follow USA Hockey Directives in regard to penalty lengths
6. **Round Robin Overtime**
 - All games tied at the end of regulation will go to a 3 versus 3 sudden death overtime with a 3-minute STOP clock.
 - Teams will switch ends for overtime (long change)
 - If neither team scores during OT the game will end in a tie
7. **Championship Round Overtime/Shootout (Quarter, Semi & Finals ONLY)**
 - All games tied at the end of regulation will go to a 3 versus 3 sudden death overtime with a 3-minute STOP clock.
 - Teams will switch ends for overtime (long change)
 - If the game is tied after the 3-minute overtime, the game will go to a **sudden death (1) player shootout.**
 - **(1)** shooter for each team alternating shootout attempts with the Visiting team shooting first each time.
 - **Example:** If on the 1st attempt the visiting team scores and the home team does not. The visiting team is declared the winner of the game.
 - Eligible Shooters
 - The same player may make multiple attempts at any time during the shootout
 - A player whose penalty has not expired before the end of the overtime period is ineligible for the shootout and sudden death shootout.
8. **Running Time** shall be applied when the goal differential is 5 goals or more in the second or third period. If the goal differential returns to 4 goals, stop time is applied. (Note: Coaches may agree to run time earlier in the game.)
9. **Officials.** Two (2) on-ice officials are scheduled for every game. In situations beyond the control of the league, a single official can officiate a game.

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AHF Round Robin Points Awarded

1. Regulation win 3 Points
2. Overtime win 2 Points
3. Tie game 1 point for each team
4. Overtime loss 1 Point

AHF Round Robin Tie Breakers for Championship Round Placement

The tie-breaker rules for teams tied in points after the Round Robin Round are as follows:

(This will also be used to determine seeding for consolation games)

1. Head to Head Competition
2. Most total WINS (regulation & overtime)
3. Least goals ALLOWED
4. Most goals FOR
5. Goal Differential (Subtracting goals against from goals for)
6. Least Penalty Minutes
7. Coin Toss

AHF GAME INFORMATION BY LEVEL

All Playoff games will play the following time rules:

LEVEL	PERIODS	ICE CUT	WARM-UP	MINOR PENALTIES	MAJOR PENALTIES	MISCONDUCT PENALTIES	OVERTIME	LENGTH	REFS
Full Ice Mites/9U/ 10U	15 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	3 min, 3 on 3	80	2
11U/12U	15 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	3 min, 3 on 3	80	2
13U/14U	16 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	3 min, 3 on 3	90	2
15U/16U/18U	17 min	NO	3:00 min	2:00 min	5:00 min	10:00 min	3 min, 3 on 3	100	2
<i>Overtime is 3 Minute STOP Time</i>									