

4th Annual Post Ohio Districts (POD) Tournament Rules: 2022

COMPLIANCE WITH THE CURRENT OHIO DEPARTMENT OF HEALTH GUIDELINES, AND ICE AND VENUE GUIDELINES, RELATED TO COVID-19, WILL BE REQUIRED BY ALL TEAMS AND SPECTATORS.

TOURNAMENT RULES: The official National Federation of State High School Associations Ice Hockey Rules Book 2020-2021, as supplemented by Ohio High School Athletic Association Sports Regulations, shall be used except as noted below.

(Note: in the event both competitors in any game are USA Hockey Teams, the USA Hockey Rulebook shall apply, with exceptions as noted below still applying (e.g. disqualification for excessive/multiple penalties during tournament play).

1. TIME OF PLAY:
 - a) Games shall be of standard 15-minute stop-clock period length with a game limit of 1 hour and 40 minutes. If it appears that stopping the clock will result in exceeding the allotted game time limit, the official timer will advise both teams and the on-ice officials that a no-stop (running) clock shall be instituted until the end of the game. No time-outs will be allowed when a no-stop (running) clock is instituted.
 - b) Ice Cut: there will be one ice cut per game. A one-minute rest period will be provided between periods one and two, and an ice cut between periods two and three. However, the ice cut may be between periods one and two, depending on allotted game time restrictions, and at the tournament directors' direction.

2. TEAM ROSTERS: For all tournament games, teams shall consist of a maximum of 23 players. Two (2) of the players must be dressed as goaltenders if a full 23-man player roster is used.

3. TOURNAMENT REGISTRATION: The Coach or a Team Official must check in with the Tournament Director at least one hour prior to their first game. During Tournament Registration, each team will designate a single point of contact to interface with the Tournament Director on all tournament topics, e.g., tournament information, emergency communications, unforeseen changes to tournament operations, rule clarifications.

4. **PLAYER CHECK-IN:** Teams must be present no later than 45-minutes prior to game time. The teams shall be allowed to warm-up for five minutes after completion of the preceding game, or after ice resurfacing. Teams shall be on the ice at the designated time or warm-up will be forfeited. When the official is ready to start the game, both teams shall be ready to play or a forfeit will result.
 - a) Due to scheduling considerations, games may start earlier than depicted on the published schedule. Therefore, all teams must be prepared to begin their warm-up 15 minutes prior to the published game time, in the event the preceding game concludes earlier than anticipated.
5. **PLAYER'S BENCH:** Only team players and a maximum of five team officials will be permitted on the player's bench. All players, and any rostered non-playing athletes, in the bench area shall wear a helmet at all times. Non-rostered youth are not allowed on the players bench at any time.
6. **PENALTY BOX:** Each team shall furnish one individual to supervise their players in the penalty box and maintain penalty box door closure. The individual manning the penalty box is a Game Official; therefore, this individual's conduct while serving in this capacity shall be above reproach and exhibit the highest standard of sportsmanship.
7. **CAPTAIN AND ALTERNATE:** The Coach or a Team Official shall provide the names of the Captain(s) and Alternate Captain(s) to the referee or official scorer prior to the start of each game.
8. **PROFANE LANGUAGE:** Profane language will not be tolerated from any player, team official, parent, or fan. Profanity may result in a team penalty (e.g. minor to disqualification). Adult misbehavior may result in a tournament ban.
9. **UNIFORM COLORS:** The HOME team shall wear either white or predominantly light colored jerseys. Where a team has only one set of jerseys, the other team will wear a contrasting color. The HOME team for each game will be posted at the tournament site.

10. EQUIPMENT: All players participating in the Tournament must wear equipment that meets the requirements of the current National Federation of State High School Associations Ice Hockey Rules Book. Remember that all players must wear mouth guards, neck guards, and helmet straps must be fastened.
11. MEDICAL ASSISTANCE: Emergency medical assistance will be in attendance at each game.
12. PENALTY SUSPENSIONS: The National Federation of High School (NFHS) Ice Hockey rule book shall be used for assessing and determining penalties. The Tournament Director has included the following points of emphasis with additional tournament penalties to ensure safe/respectful play during the tournament.
- a) GAME MISCONDUCT PENALTIES: A game misconduct penalty requires immediate removal from the game being played (NFHS Section 5, Article 1). Any player who incurs 5 penalties in any combination of minors, majors, or misconducts in the same game shall be assessed a GAME MISCONDUCT penalty and removed for the duration of that game (NFHS Section 5, Article 2).
 - b) GAME DISQUALIFICATION PENALTIES: A game disqualification penalty requires immediate removal from the game being played plus that player/coach is ineligible to play/coach the next TWO games (NFHS Section 6, Article 2 as Amended for the Tournament).
 - c) Any player who incurs 4 major and/or misconduct penalties during the tournament, in any combination of majors and/or misconduct penalties (e.g. 5-minute penalty with a 10-minute misconduct for the same infraction counts as 2 penalties under this tournament rule), will be assessed a GAME DISQUALIFICATION penalty and be immediately removed from the game being played plus that player/coach is ineligible to play for the next TWO tournament games (NFHS Section 5 and Section 6 as Amended for the Tournament).
 - d) Each game in the tournament counts as one game toward a penalty suspension.
 - e) Any Coach, Manager, or Team Official who has received a game disqualification penalty and/or suspension shall not sit close to his/her team while the suspension is in effect.

f) Physical abuse of any official will result in a game disqualification penalty / suspension from that game and all remaining games in the tournament.

13. TOURNAMENT SCORING: Each team will be guaranteed 4 games. The tournament's QUALIFYING GAMES (aka round robin or championship seeding games) shall be played on day 1 and 2 in order to determine the day 3 championship round seeding. Championship round seeding are based on total accumulated points during the qualification games. Each Qualifying Game has 5 possible points available awarded as follows:

1. One (1) point will be awarded for each period won.
2. One-half (1/2) point will be awarded for each period tied.
3. Zero (0) points will be awarded for each period lost.
4. Two (2) points will be awarded for each game won.
5. One (1) point will be awarded for each game tied.
6. Zero (0) points will be awarded for each game lost.

14. QUALIFYING GAMES TIE BREAKERS: If the score is tied at the end of a qualifying game, the game shall end in a tie (there will not be an overtime or shootout to determine the winner). In the event that two or more teams conclude the 3 qualifying games of the tournament with identical accumulative point totals, the following order of precedence will be used to break the tie and set the final day championship seeding:

1. Head-to-head game score
2. Head-to-head game points
3. Won-Loss record
4. Goal Differential (goals scored minus goals allowed- max 5 per game) during qualifying games
5. Fewest goals allowed during qualifying games
6. Lowest total team penalty minutes during qualifying games
7. Coin toss.

15. CHAMPIONSHIP ROUND: Teams shall be ranked based on their total accumulative points earned during the qualifying round (using tie breakers as applicable). The team that wins the championship round game is declared the winner (qualifying games period scoring does not apply).

1. 1st v 2nd (*POD A #1 v POD B #1) CHAMPIONSHIP GAME
 2. 3rd v 4th (*POD A#2 v POD B #2) 3rd PLACE GAME
 3. 5th v 6th (*POD A #3 v POC B #3) CONSOLATION GAME
- * Applies to 8 team format

16. CHAMPIONSHIP ROUND TIE GAMES: Games tied after the 3rd period shall play a sudden death overtime period. Format is 3 versus 3 with a 5-minute run-time period. The clock will stop on penalties, and a 4 v 3 powerplay opportunity is presented. If penalty expires without a game winning goal, player comes out of penalty box and 4 v 4 continues until first stoppage of play, at which point 3v3 play shall resume on the ensuing face-off. The CONSOLATION GAME (5th place game) ends in a tie after the OT period.

- a) SHOOTOUT: The CHAMPIONSHIP and 3rd PLACE GAME shall proceed to a shootout if the game remains ties after the OT period. Format is 3 shooters per team. After all 6 players have shot, and if the shootout is tied, the shootout shall proceed to a SUDDEN DEATH shootout until there is a winner (e.g. team A shooter 4 scores, Team B shooter 4 misses, Team A wins). No player shall shoot twice unless all players listed on the scoresheet have already shot during the shootout. Coaches or Managers shall designate the 3 shootout primary players on the scoresheet BEFORE THE SHOOTOUT begins. If shootout continues beyond 3 shooters, coaches must have #4 shooter (etc) immediately proceed to center ice for their shot or they forfeit their chance.

17. MERCY RULE: Since the score of each period played is relevant to tournament scoring and tiebreakers, there is no mercy rule in effect for the Tournament. However, after 2 periods of play if an 8+ goal differential exists, the losing team, without consent of the winning team, may elect to request a running-clock format for the final period. This request can occur at any time prior to ,or during the final period of play, as long as the 8+ goal differential situation exists. If the final period is running-clock, the clock will stop for penalty assessments, resuming on the ensuing face-off. This running-clock option is intended to encourage good sportsmanship and incentivize teams not to exceed a 9 goal differential during any Tournament game.

18. PROTESTS: NO PROTESTS WILL BE PERMITTED. If, during the course of the Tournament, rules interpretations or clarifications are needed, the

Tournament Director will provide the interpretation or clarification and the Tournament Director's decision will be FINAL.

19. CROW'S NEST / MEDIA MEZZANINE ACCESS: Each team will be allowed a MAXIMUM of one individual in the Crow's Nest at any time during the game in which that individual's team is participating. Any additional Crow's Nest access is at the discretion of the Tournament Director.