



Arizona Amateur Hockey Association 2013 Tier I & Tier II State Championships

All Games will be played using USA Hockey Rules

rev 1/17/13

Time Management Rules:

- 5 Minute warm-up
- All U14 (Bantam) Games: (3) Sixteen minute Stop-time periods (16-16-16)
- All Midget U16 & U18 Games: (3) Seventeen minute Stop-time periods (17-17-17)
- **One** (1) 1-Minute time out per team per game
- Ice cut prior to game and between 2nd and 3rd periods. 15 minutes shall be placed on the clock for the ice cut between 2nd & 3rd periods and shall begin when the last player exits the ice. Upon returning to the ice **before the start of the 3rd period.** players will receive a one minute warm-up, on the clock with no pucks allowed.
- All teams shall be ready to begin play 15 minutes prior to the scheduled start time.
- Running time is not allowed at any time

General:

- Each team shall place an **adult** in their respective penalty box for each game

All Games will be played to a winner:

AAHA policies shall yield to the USA Hockey Nationals policy starting on page 131 of the 2012-2013 Annual Guide.

Preliminary Round Games:

If the game is tied following regulation play, **One (1) five-minute sudden death overtime period shall be played.** At the completion of the third period, **the tied teams shall receive a three (3) minute rest period.** Teams shall remain on the ice and do not change ends. If the score remains tied at the end of the sudden death overtime period, there shall be a shootout. The shootout shall be as described on pages 142-143 Section (2); subsection (a) of USA Hockey's 2012-2013 Annual Guide. The winner of the shootout will be credited with one additional goal in the final score.

Semi-Final & Championship Games:

If the game is tied following regulation play, the game shall be continued to determine a winner. Play will continue as described on Page 144, Section (b) of USA Hockey's 2012-2013 Annual Guide.

Any player serving a penalty at the end of any tied game will continue to serve that penalty into the sudden death overtime period. Any player serving a penalty at the end of the sudden death overtime period or who receives a penalty during a shootout procedure will not be eligible to be selected to participate in any portion of the shootout procedure(s).

Team Standings:

Each team will be awarded three (3) points for a win in regulation; two (2) points for a win in overtime or shootout; one (1) point for a loss in overtime or shootout and zero (0) points for a loss in regulation.

In a two team Division (either Tier I or Tier II), a best of three format will be utilized. A team must win two games to be declared the State Champion.

After the completion of the preliminary round of games in all Tier I and Tier II Divisions consisting of three (3), four (4) or five (5) teams, the two teams with the most points will play for the Championship of their Division with the highest seeded team designated as the home team. Tie breaking rules to determine standings position shall be as described in USA Hockey's 2012-2013 Annual Guide, pages 145 - 146.

All Tier I and Tier II Divisions consisting of six (6) or more teams will play a single round robin of games. After the single round robin, the four (4) teams with the greatest number of points shall advance to play in a semi-final round. The Number 1 seed will play the Number 4 seed and the Number 2 seed will play the Number 3 seed. The two winners will advance to the Championship Game. Tie breaking rules to determine standings position shall be as described in USA Hockey's 2012-2013 Annual Guide, pages 145 - 146. In a division with six (6) teams, each team shall play three (3) round robin games. In a division of seven (7) or more teams, each team shall play four (4) round robin games

Game Suspensions:

All suspensions incurred in the course of the National Playoff schedule (i.e., in State or District Playoffs) shall be served during regularly scheduled games of the National Playoff schedule. In no case may such suspension(s) be served in a game occurring outside the National Playoff schedule by scheduling a game not included in the National Playoff configuration and having the player suspended for that game.