

# VERMONT HOCKEY STATE TOURNAMENT

## VERMONT STATE TOURNAMENT FORMAT

(section as extracted from the Annual Guide)

- a. The VSAHA State Tournament is composed of two preliminary Playdown Weekends and one Championship Weekend.
- b. The top two (2) teams at the conclusion of each playdown tournament will play in Championship Weekend. Championship games shall be a single game decided by the team scoring the most goals.
- c. For all State Tournament games:
  - i. Each team shall play a maximum of two (2) games per day.
  - ii. There shall be four (4) hours scheduled between the end of the first game and the start of the second game that a team plays on the same day. The State Tournament Director can grant a shorter duration on exception; but in no case will the period be less than two (2) hours.
  - iii. There shall be at least twelve (12) hours scheduled between games on consecutive days.
  - iv. State Tournament games should not be scheduled to start prior to 8 AM or after 9 PM. Tournament Site Directors can schedule prior to 8 AM with the approval of the State Tournament Director.
  - v. Any State Tournament game may start up to fifteen (15) minutes earlier than the scheduled game time at the discretion of the Tournament Site Director.
  - vi. All State Tournament games shall follow the Stop Time Period and Penalty Minute Guidelines outlined in these Rules and Regulations.
  - vii. The Tournament Site Director shall set the Ice resurfacing schedule based upon the host site's guidelines.
  - viii. A six (6) goal differential in the third period will cause the clock to run for the duration of the game, regardless of scoring. Referees may stop the clock for injuries or another reason at their discretion.
- d. Seedings for State Tournament shall be based upon average points gained from winning or tying games within that division as of January 31. The VSAHA State tournament format is made up of round robin play followed by a semi-final round when necessary and then a final game at Championship weekend.
- e. For round robin play in the Playdown Weekends:
  - i. VSAHA shall establish the tournament format and publish it by February 1.
  - ii. If the round robin game is tied at the end of regulation, there shall be a two (2) minute break and one stop time sudden victory Overtime period half the length of Period 1.
  - iii. Round robin games shall have only one (1) timeout during regulation play. Teams are not allowed to call a timeout in overtime.
  - iv. Total points after round robin play will determine standings.
    1. Two (2) Points for a win
    2. One (1) Point for a tie
    3. When teams have the same number of Game Points, the VSAHA Tiebreaker shall be used to determine which team(s) advance.

- v. VSAHA Tiebreaker rule: The following Tiebreaker rules shall be used in order until the tie is broken. For a tie with three or more teams, proceed through the following steps until one team is eliminated, then return to Step 1 for remaining teams.
  1. Most points
  2. Head-to-head results (if applicable)
  3. Most game wins
  4. Most period points (The team scoring the most goals in each period shall be awarded one (1) point. Periods with tied scoring shall give each team one-half (0.5) points)
  5. Fewest goals allowed
  6. Quickest first goal

**f. For Semi-Final play in the Playdown Weekends and or Championship Weekend games:**

- i. When a tournament has a total team count of three (3), four (4), or five (5) teams, the top two (2) teams finishing with the Highest Value of Game Points (with Tiebreakers if applicable) shall advance to Championship Weekend. The higher seeded team shall be the home team in Championship Weekend.
- ii. When a tournament has a total team count of six (6) or more teams, the team finishing with the Highest Value of Game Points (with Tiebreakers if applicable) shall receive the #1 seed and shall play the team finishing as the fourth seed. Teams finishing in second and third shall play in the other Semi-Final game. Winners, as determined by the team scoring the most goals, will advance to Championship Weekend. The higher seeded team shall be the home team in Championship Weekend.
- iii. When a tournament has a North and South bracket, the top two (2) teams from each, finishing with the Highest Value of Game Points (with Tiebreakers if applicable), will advance to a Semi-Final game at a later date.
- iv. There shall be overtimes when any of these games finish the third period (regulation) with a tied score. Overtimes shall be administered in the following manner:
  1. There shall be a five (5) minute rest period.
  2. Teams shall play a ten (10) minute Stop Time Period without switching ends.
  3. The game shall end immediately upon a team scoring a goal.
  4. If no goal was scored during the period, there will be either:
    - a. A five (5) minute rest period; or
    - b. An ice-resurfacing. Ice re-surfacing shall occur following the first (1<sup>st</sup>) overtime and every three overtimes thereafter (4<sup>th</sup>, 7<sup>th</sup>, etc.).
  5. Upon returning to the ice, teams shall switch ends and shall switch ends with each overtime period played.
  6. Jump to Step 2 above and repeat the following steps until a goal is scored.
- v. Each team shall have one (1) timeout during the regulation portion of the game and only one (1) timeout for use in any overtime period of that game.
- vi. Games Points are not awarded, and Tiebreakers shall not be used; teams must win the game to advance to Championship Weekend.

	STOP TIME PERIOD GUIDELINE			PENALTY MINUTE GUIDELINE		
	Period 1	Period 2	Period 3	Minor	Major	Misconduct
Youth & Girls 10U	10 Min	10 Min	12Min*	1 Min	3 Min	7.5 Min
Youth & Girls 12U	12 Min	12 Min	15 Min*	1.5 Min	3 Min	7.5 Min
Youth 14U 16U & 18U Girls 14U 16U & 19U	15 Min	15 Min	15 Min	1.5 Min	5 Min	10 Min
<p>*Teams should note the allotted ice time assigned to their game and may play the extended 3rd period with time permitting.</p> <p>**There is no overtime or timeouts during regular season</p>						