



Top 20 Challenge

18U/16U/15U Hockey Tournament

Troy, MI Jan 25th - Jan 28th , 2024

REGISTRATION

1. We request that all teams be prepared to start their games **15 minutes** before the scheduled start time. Games can start as early as 15 minutes.

PLAYING RULES

1. USA Hockey/MAHA rules will be used for all games including additions as amended herein.
2. Period Lengths will be as follows:
 - a. **17-17-17** Minute stop time periods
 - b. Ice Cut After the 2nd period
3. No curfew clock for all tournament games.
4. The following time management rules will be in effect for all games including Qtr Final, semi-final and championship games:
 - a. If **5** or more goals separate the teams at the end of the second period or any time in the third period, running time will commence for the remainder of the game. The game reverts back to regular stop time for the remainder of the game if the differential is **reduced to two**.
 - b. No time outs are allowed during preliminary round robin games. 1- 30 second timeout per team allowed in Qtr Finals, semi-finals and Championship game.
5. Tournament director reserves the right to take any measure necessary to ensure completion of the tournament.
6. Players receiving a game misconduct penalty or suspension shall serve the suspension during the next tournament game. Players receiving more than one game misconduct penalty or game suspension will be suspended from further play in the tournament.
7. **Top 20 Challenge** has adopted a **“zero tolerance policy”** that involves a **FULL TOURNAMENT SUSPENSION** for any coach or spectator who gets removed from a game for verbal abuse of an official. Protocol for the coach in game will start with a warning, then proceed to a bench minor and finally a game misconduct. The Top 20 Challenge Tournament policy will then dictate that the coach be removed from further tournament play. There will no discussion, appeal or recourse for any coach or spectator removed from a game for verbal abuse.
8. Use of ineligible players will disqualify the team from remaining tournament play. All games played with the ineligible player will be recorded as 3-0 forfeits.

Please read rule 10 carefully as dual roster kids can be affected.

9. All referee decisions are final and cannot be challenged or changed by the tournament director.
10. No player is allowed to participate on more than one team in his/her respective division.

JERSEYS

Home teams are expected to wear white or light color jerseys, visiting teams are expected to wear dark colored jerseys. Teams with single jerseys please communicate your color to the other team in a timely fashion before the game. HOME team decides which color, if both teams have the same color jerseys.

PRELIMINARY/ROUND ROBIN GAMES

1. Points for preliminary round robin games will be awarded as follows:
 - *3 points for regulation win
 - * 2 points for a shootout win
 - *1 point for a shootout loss
 - *0 points for a regulation lossPreliminary round robin games can't end in a tie. (3 player shootout then sudden death, no shooter may repeat until every eligible shooter has been used)
2. Preliminary/Round robin games can only be counted as a maximum of +/- 6 for tiebreaker purposes. For instance, a game ending 10-2 is still +6 for the winning team and -6 for the losing team even though the final score is a differential of 8.
3. Goals for will be limited to a maximum of 6 more than the losing team. For example, a game ending 10-2 will be counted as 8-2 for Goals For/Goals Against calculations.
4. Any forfeited games will be recorded as 3-0 final score.

15U/16U PLAYOFF FORMAT

1. The top 6 teams after the conclusion of round robin play will qualify for playoffs.
 - a. Teams finishing lower than 6th will play their 4th game as a consolation on Saturday.
2. #1 Seed and #2 Seed will receive a bye to the semi-final round Saturday evening.
3. Seed #3 - Seed #6 will play a quarter final game Saturday morning with the winners advancing to the semi-finals Saturday evening.
4. Championship games will be played Sunday morning.

**18U PLAYOFF FORMAT

1. 18U will run as a showcase with the #1 seed and #2 seed playing each other on Sunday morning for the championship
2. Seeds #3-#8 will play a 4th game on Sunday and be paired based on a competitive match up.

QUARTER FINAL, SEMI-FINAL AND CHAMPIONSHIP GAMES

1. To be eligible to participate in quarter final, semi-final and championship play all players must be included on the teams official USA Hockey Roster.
2. Quarter Final, Semi-final and Championship games CANNOT end in a tie. If a quarter final, semi-final or championship game is tied after regulation the following format will apply:
 - a. A five (5) minute sudden death, stop time, 3-on-3 (three on three) overtime period (if a team ended the regulation game with a 5 on 4 advantage the advantage will continue as a 4 on 3 in Overtime). Penalties from the previous period shall carry over into the overtime period.
 - b. The Teams shall not change ends. First team to score a goal wins.
 - c. 3 player shoot-out. The visiting team will always shoot first in the shootout.
 - d. All players are eligible for the shootout with the exception of players serving misconducts or game misconducts (players serving minor penalties are NOT ELIGIBLE).
 - e. The team that scores the most after 3 shooters is determined the winner. If the score is still tied the Sudden-death shoot-out procedure will be repeated until a winner is determined.
 - f. Sudden-death shoot-out. Players used in the 3 player shoot-out may not be used again until all eligible players (except goalies) have participated in the shoot-out. Each team will continue with the remaining players one at a time until the winning team is determined by scoring the only goal in the round.
 - g. The quarter final, semi-final and Championship game will allow only one 30 second timeout per team.
 - h. All running time rules stated above are in effect for semi-final and championship games.

TIEBREAKER/ADVANCEMENT TO CONSOLATION or PLAYOFF ROUND

If two or more teams have an equal number of points, their positions in the standings shall be determined by the following tiebreaker formulas.

1. **Head to Head** competition when two teams are TIED.
2. If two or more teams are tied it goes to **GOAL DIFFERENTIAL**.
 - a. The remaining two teams start over at **TIE BREAKER #1**.
3. If two or more teams are still tied, **Scoring Quotient**, calculated by dividing a teams goals for by the sum of its goals for plus goals against (in all Round robin games). The team with the higher number advances. For purposes of calculating the scoring quotient, the maximum goal differential a team can take for any one game is **6 goals**;

Example:

Team A	18 GF 7 GA	Quotient is $18/25=.720$
Team B	15 GF 5 GA	Quotient is $15/20=.750$
Team C	14 GF 6 GA	Quotient is $14/20=.700$

Team B advances

Teams A and C start Tie Breaker procedure over at step 1 above.

4. Fewest **Goals Against**;
5. If still tied. Most **Goals For**;
6. Time of **first goal** scored, from the first round robin game.
7. **Coin Toss**

