

**2020** Buckeye Cup  
USA Hockey High School  
Ohio State Championship Rules  
Adopted **September 23, 2019**

**1) NEW PROPOSED RULES**

New proposed rules will be submitted no later than 9/1 and have the vote completed no later than 9/30.

**2) MEMBERS AND SEQUENCE OF TOURNAMENT**

- A) The 3 leagues participating in the Buckeye Cup are the Cincinnati High School Hockey League ([www.swordsshockey.com](http://www.swordsshockey.com)), The Ohio Scholastic Hockey League ([www.ohioshl.com](http://www.ohioshl.com)), and the North Coast High School Hockey League (NCHSHL), ([www.cshlhockey.org](http://www.cshlhockey.org)).
- B) Each city in the league will host the tournament in rotation. In the event of a new league being added, the new league would be eligible to host after all current leagues have hosted an equal amount of Buckeye Cup Championship Tournaments. Should a city be unable to host at the date specified (see Date & Time), the next city in rotation would become eligible to host. The hosting city will file the appropriate forms to ensure the Buckeye Cup is a USA Hockey-sanctioned event.
- C) The Buckeye Cup shall occur the third (3<sup>rd</sup>) weekend prior to the beginning of the USA Hockey High School National Championship. The **2020** tournament will be March **6-8, 2020** in **Cleveland, Ohio**.

**3) GAME BRACKET**

There will be a 3-game preliminary round with each team playing the other 3 teams in its pool. The pools will consist of the following seeds from [www.myhockeyrankings.com](http://www.myhockeyrankings.com):

Pool A: 1, 6, 7, 12  
Pool B: 2, 5, 8, 11  
Pool C: 3, 4, 9, 10

If there are 3 or more teams from one league in one pool and there are teams with adjacent seeding numbers and with less than 0.10 difference in MHR scores that can switch pools to reduce the number of teams from one league in one pool without increasing the number of teams in any pool from one league to more than 2, then the teams will be switched unless the Buckeye Cup Committee decides otherwise.

**4) BUDGETING**

- A.) The hosting league will provide each city representative an itemized budget to include the cost of the ice, trainer, security, trophy, referee, or any other miscellaneous items for the upcoming Buckeye Cup no later than 1/31.
- B.) Failure to provide a budget by deadline will result in a fine of \$100 for every 5 days it is late
- C.) A fine assessed to the hosting league for failure to provide the budget by the deadline will be paid by the hosting league to the upcoming Buckeye Cup's hosting league when the fees are due for the upcoming Buckeye Cup
- D.) All three leagues must acknowledge this fine in writing.

**5) DUE DATE FOR BUCKEYE CUP FEES**

- A.) A written statement that a league confirms that the teams it is sending to the Buckeye Cup are deemed eligible.
- B.) The Buckeye Cup fees for a league's participating teams is due to the Buckeye Cup's hosting league by the Friday prior to the start of the Buckeye Cup (i.e., one week before the start of the Buckeye Cup).
- C.) Failure to send in any of the above noted Buckeye Cup payments will result in suspension from the Buckeye Cup.

**6) REFUND POLICY**

- A.) Once a team has accepted the invitation to attend the Buckeye Cup and paid the entry fee, there will be no refunds unless the tournament is cancelled.
- B.) A team found ineligible after the start of the Buckeye Cup will not be eligible for a refund for any reason.

**7) GAME PLAY FORMAT**

Pool Play round 1: Friday night.

Pool Play round 2: Saturday morning.

Pool Play round 3: Saturday late afternoon. The round 3 games shall be 1 v 6, 2 v 5, and 3 v 4.

The winner of each Pool and the next best team by points advance to the Semi-Finals. (Refer to Rule 22 for explanation of tie-breakers.)

Semi-Finals: Sunday morning. The 4 semifinalists shall be ranked by points obtained in the preliminary round and the top ranked team shall play the 4<sup>th</sup> ranked team and the 2<sup>nd</sup> ranked team shall play the 3<sup>rd</sup> ranked team.

Championship: Sunday afternoon.

The Buckeye Cup Tournament is an advancing tournament to the USA Hockey High School National Championship, and will follow the game play format used by USA Hockey, which can be found at:

<http://nationals.usahockey.com/guidebook>.

**8) GATE CHARGE**

No gate charge for admission to any Buckeye Cup Tournament games.

**9) USE OF RINKS & HOTELS**

A maximum of 3 facilities may be utilized with a driving distance no further than 20 minutes from the farthest hotel recommended. Hosting city will provide a list of suggested hotels.

**10) OFFICIALS & SUPPLIES**

The hosting city will include two (2) officials per game, scorekeeper and timekeeper. Each team will provide its own practice pucks and penalty box personnel. A faxed confirmation or email confirming officials will provide proof of scheduling.

**11) SECURITY & TRAINER**

Each hosting city will provide a security guard and certified medical personnel for each Buckeye Cup game. In the event that a facility is used which contains two (2) rinks, a single security guard and a single certified medical personnel may be used while two games are being played at the same time. A faxed confirmation or email confirming each will provide proof of scheduling of security and trainer.

**12) LOCKER ROOMS**

Each team is responsible for any damage that may occur by any of their members to any locker room facility that is used by that team during the Buckeye Cup. Please make sure that a responsible adult is in the locker room at all times for player supervision. The Tournament Committee requests that team coaches, managers, and players cooperate in keeping the locker room clean, orderly and in good condition. Please see that all debris, tape, can, wrappers, etc. are placed in the proper receptacles before leaving the locker room. Car keys will be required to obtain locker room keys prior to each game and returned once locker rooms have been inspected to assure no damage has been done.

**13) TROPHIES REQUIRED**

A team trophy will be awarded to the winner & runner-up teams. In addition, individual awards are to be given to each player on the winner & runner-up placed teams. Cities may do more if they choose.

**14) ROSTERS**

A.) Teams eligible to participate in the Buckeye Cup shall send a copy of their stamped and approved USA Hockey rosters dated no later than 12/31 to the hosting city league director postmarked no later than 2/15.

B.) The name and jersey number of each player eligible to participate in the Buckeye Cup shall have his/her name listed on his/her league website no later than 1/10. These players will be listed by team.

C.) A player not listed on his/her league website by 1/10 will be ineligible to participate in the Buckeye Cup. Roster must be stamped by the USA Hockey registrar no later than 12/31.

D.) USAH Rosters shall be posted on myhockeyrankings website. Rosters must be posted by November 1 and may be changed up to December 31.

**15) TEAM AND PLAYER QUALIFICATION AND ELIGIBILITY**

The Buckeye Cup will have 12 participating teams. Three (3) teams will earn automatic bids, One (1) each from the member leagues, and Nine (9) teams will receive at-large bids. All teams must post all scores from **ALL GAMES** played on [www.myhockeyrankings.com](http://www.myhockeyrankings.com).

**Automatic Bids** Three (3): One (1) team from each member league will qualify to participate in the Buckeye Cup. The automatic bid shall be the League Tournament Champion, League Regular Season Champion or the highest ranked ([myhockeyrankings.com](http://myhockeyrankings.com)) team from that League.

If a team is unable to attend the Buckeye Cup for any reason prior to the start of the Buckeye Cup, that team's league will replace that team with the next highest ranked unselected team from [www.myhockeyrankings.com](http://www.myhockeyrankings.com)

**At-Large Bids** Nine (9): The Nine (9) at-large teams will be selected from the [www.myhockeyrankings.com](http://www.myhockeyrankings.com) website, using the Ohio-OH USA Hockey Listings posted on the 3rd Wednesday of February. The top Nine (9) ranked teams not already receiving an automatic bid per their league rules will qualify as at-large teams, subject to the next paragraph.

Should a tie exist between teams on [myhockeyrankings.com](http://myhockeyrankings.com), head-to-head game results will determine the seeding. If no head-to-head game was played between the teams, go to the highest strength of schedule to determine the seeding. If a tie still exists between the teams, go to a coin flip.

Leagues shall require all teams to post all regular season league game scoresheets on their respective league website.

**Non-Member League Teams.** If a USA Hockey High School Division 2 registered team that is not a member of the 3 member leagues desires to participate in the Buckeye Cup, it must meet the following requirements:

1. Have 50% or more of its' registered players reside in Ohio;
2. Play a regular season schedule in a High School League as a team and shall not be an all-star team formed for the purpose of attending the USA Hockey National High School Championship;
3. Apply to the Mid-Am District by Dec 1st prior to the National Tournament (see procedure on the Mid-Am website at [www.midamhockey.com](http://www.midamhockey.com));
4. Be ranked at [www.myhockeyrankings.com](http://www.myhockeyrankings.com) and
5. Agree in writing to comply with these Buckeye Cup Rules.

A non-member league team that meets these requirements in a timely fashion and is one of the top 9 (Nine) ranked teams not already receiving an automatic bid will be invited to participate in the Buckeye Cup.

**Eligibility:**

- A. Any players and/or teams that are eligible for an OHSAA playoff are ineligible.
- B. Eighth graders are ineligible.
- C. Double rostering of current season Junior players is NOT permitted.
- D. Double rostering of current season Tier I players is NOT permitted.
- E. Double rostering of Tier II and pre-post players is permitted
- F. Double rostering of Bantam freshman players is permitted
- G. Internal double rostering between an organization's varsity and junior varsity teams is permitted. (Only grades 9-12 are permitted.)

- H. A player must participate in 50% of his/her Varsity team's league games that season in order to participate in the Buckeye Cup.
- 1.) If a player begins participation on a Varsity team late in the season, then 50% of those league games would begin after his/her start date with the team.
  - 2.) If a player is unable to participate on a team due to medical reasons validated by a physician, then 50% of his/her Varsity league games would include only those games he/she was medically cleared for or those prior to the medical reason excusing the player from participation.
  - 3.) Notwithstanding the above, each player must have played in at least FIVE (5) games for the Varsity team participating in the Buckeye Cup.
- I.) A challenge of player eligibility may be brought to the hosting city director by any head coach or manager of a team entered in the Buckeye Cup. The only proof accepted to prove a player is ineligible due to double rostering will be that player's name on another team's scoresheet or stat sheet.
- J.) Teams **MUST** be registered through USA Hockey as a High School team, not Midget, and must be registered as division 2 (combined). Only Teams whose roster includes 50% or more players living in the State of Ohio are eligible.

#### **16) PENALTIES FOR INELIGIBLE TEAMS/PLAYERS/COACHES**

Teams not following Rule 14. ELIGIBILITY RULES (above) will forfeit eligibility to the Buckeye Cup.

##### **In the event a player or team is found ineligible,**

- A.) The team on which the ineligible player played is removed for the remainder of the Buckeye Cup.
- B.) A team will receive only the points it earned in a game if its opponent was found ineligible.
- C.) The ineligible team's league is assessed with a \$500 fine payable to next year's Buckeye Cup.
- D.) The ineligible team's league will hold the \$500 until fees are due for the next year's Buckeye Cup, upon which time the team's league will then pay the fine to the hosting league.
- E.) All three cities must acknowledge this fine in writing.
- F.) It is up to the ineligible team's league to collect the \$500 fine from the team.
- G.) A team found ineligible may appeal the \$500 fine
- H.) The appeal must be made in writing within 10 days of the decision.
- I.) An appeal fee of \$100 must accompany the appeal.
- J.) The appeal fee is refunded only if the appeal is won.
- K.) If appeal is not won, appeal fee will be applied to next year's Buckeye Cup funds.

- L.) In the case where the appeal is not won, the league of the team that appealed will hold the \$100 appeal fee until the fees for the upcoming Buckeye Cup are due, upon which the league will pay the fee to the hosting league.
- M.) An appeal board will consist of the original representatives from each city plus an additional two members from each league. The additional two members from each league will be from teams that are not involved in the original decision (the team that made the challenge of ineligibility and the team that was ineligible). Therefore, the appeal board will consist of a total of three members from each league, equaling nine members on the appeal board.
- N.) Any fines/fees paid toward the upcoming Buckeye Cup will result in a decrease in the total amount of the Buckeye Cup budget by those respective amounts.
- O.) When a team is found ineligible while the Buckeye Cup is in progress, it will be replaced by the hosting league's next available team.
- P.) The replacement team for an ineligible team will participate in the remainder of the Buckeye Cup at no charge and can advance just like any of the other participating teams.

**17) GAME JERSEY**

- A.) All players of a team shall be dressed uniformly per USA Hockey Rule 203(d) with matching jerseys and socks. (the referee of that game will decide all challenges regarding matching jerseys or socks.)
- B.) The team seeded highest will be the Home Team and wear their light-colored jersey.
- C.) If a team has only one set of jerseys, notice prior to the Buckeye Cup must be given so that opponents can attempt to accommodate.

**18) GAME PLAYING TIME**

Every game will consist of a five (5) minute warm-up, three (3) seventeen (17) minute periods, and one (1) ice cut between the second and third periods. The intermission that has no ice cut will be two (2) minutes in length. All games will be played in full with no curfew games. Games can start up to 20 minutes early.

The National Anthem and introduction will only be required in the championship game; cities may do more if they choose. Games will be scheduled with a minimum four (4) hour break from the end of one game to the start of the team's next game. It is recommended the semi-final games Sunday morning not start before 9:30 AM.

**19) POINTS**

During the preliminary rounds, 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 points for a loss in regulation.

## **20) TIME OUTS**

One (1) time out per team will be allowed in all games. Time outs will be one (1) minute in length. No time outs will be allowed during running time.

## **21) RUNNING TIME, MERCY RULE & MAX GOAL DIFFERENTIAL (7/10/7)**

In the event a team is winning by 7 goals at any time in the game, the clock will go to running time. The clock will not go back to stop-time, even if the goal difference is reduced to below 7. The only reason to stop the clock during running time is an injury. No time outs will be allowed during running time.

The game will end at any time during the game if the goal difference reaches 10.

The maximum goal differential to be used in any tiebreaker is 7.

## **22) TIE BREAKER AFTER THREE GAMES**

If two or more teams have an equal number of points, their position in the standings shall be determined by the most current USA Hockey Tournament Guidebook tie breaking format. If at any point during the application of the tie-breaking rules, any or all of the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin at Step 1 for any teams that remain tied (If all tied teams have not played each other, the tie breaking rules will begin at Step 2)

**The tie-breaker formulas are as follows: (this is the 2019 format)**

1. The results of the head-to-head games played between the tied teams in the following order:

- a. Standings — Most points earned.
- b. Most total wins (whether in regulation, overtime and shootout).
- c. Most regulation wins.
- d. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus. The maximum goal differential in any game is Seven (7).
- e. Quotient — Dividing the goals scored in these games (maximum of Seven (7) goals higher than opponent per game) by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
- f. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total

2. If after applying the formulas of 1 a, b, c, d, e or f, the tie still exists, the results of all the games played by the teams tied in the following order:

- a. Most total wins (whether in regulation, overtime and shootout).

**b. Most regulation wins**

- c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus. **The maximum goal differential in any game is Seven (7).**
- d. Quotient — Dividing the goals scored in these games **(maximum of Seven (7) goals higher than opponent per game)** by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”
- e. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- f. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.

3. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

*Note: A team may go into the tie breaking process having defeated another of the tied teams and still not advance*

*Note: If a team forfeits any of its games, and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and games are recorded as 1-0 victories for the non-offending team.*

## **23) TIE GAMES**

### **A. Overtime Preliminary Round Games.**

#### **All Games Played to a Winner**

If the game is tied following regulation play, one five (5) minute sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. The teams will remain on the ice. The teams shall change ends. If the score is tied at the end of the five (5) minute sudden-death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score.

#### **B. Shootout Procedures**

The shootout will be conducted as follows:

- A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- The referee shall call the two captains to the referee’s crease to flip a coin to determine which team takes the first shot. **The home team shall call the coin toss.** The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.



- The shootout procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

### **C. Sudden Death Shootout**

The sudden death shootout will be conducted as follows:

- A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in any order in the sudden death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden death shootout.
- Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

### **D. Point Credited**

A team winning a shootout shall be credited with one additional goal.

## **24) SEMI-FINAL AND CHAMPIONSHIP TIE GAME**

### **All Games Played to a Winner**

If the game is tied following regulation play, one (1) sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. The length of the overtime shall be equal to the length of the third period and shall be sudden death. Teams shall switch ends at the end of the third period. If the score is tied at the end of the sudden-death overtime period, there shall be a shootout.

The winner of the shootout will be credited with one additional goal in the final score.

- 25) TOURNAMENT MANAGEMENT.** The tournament management is made up of one representative from each of the leagues. The management reserves the right to make decisions, interpret rules, and make adjustments to the tournament format as they deem necessary. The decision of the tournament management is final.

- 26) USA HOCKEY NATIONAL TOURNAMENT.** The champion of the Buckeye Cup will be the Ohio representative to the USA Hockey High School National Championship Division 2 (Tournament).

However, if the champion chooses not to participate in the Tournament, the Ohio slot will be offered to the remaining Buckeye Cup teams in the following order: a) the other finalist, b) the semi-finalist with the most points, c) the other semi-finalist, d) the remaining teams in the order of points. If USA Hockey offers additional slots in the Tournament, the order will be the same as above.

**27) INTERPRETATION.** If any rule herein is ambiguous, the tournament management shall look to the following rules in the order/priority shown below:

1. USA Hockey Rules and Regulations
2. USA Hockey National Tournament Guidebook
3. Mid-Am District Rules and Regulations
4. Buckeye Cup Rules