Adirondack Youth Hockey
2012
Midget Tournament Rules

1. USA HOCKEY and NYSAHA playing rules shall be used.
2. All Games:
    a. All periods will be 15 minutes.
    b. Pre-game warm-ups will be 3 minutes
    c. Minor penalties will be 2 minutes.
    d. All major penalties will be 5 minutes.
    e. Misconducts will be 10 minutes.
    f. Game Misconduct will be an ejection plus 1 game
    g. 2nd Game Misconduct will be an ejection from tournament
3. NO OVERTIME except in Championship games.
4. Overtime Rules:
    a. Semi-Finals Only: If there is a tie at the end of regulation time, there will be a one-minute break, and then a 5 minute over-time period "sudden death" period of 4 players on 4 players. If after the second overtime period a tie exists, there shall be a shootout. Shoot rules are as follows: Each team picks five players. Starting with the visiting team, each player one at a time shoots at the opposing goalie, alternating teams. If after the first set of players there is still a tie, a sudden death shootout will occur with the teams alternating shooters one at a time until a winner is announced. Players may not shoot a second time until all players have had their chance. Any player in the penalty box at the end of overtime is ineligible for any round of the shootout.
    b. Championship Game Only: If there is a tie at the end of regulation time, there will be a five-minute sudden death period. If a tie still exists at the end of that period, there shall be a one-minute break and a second five-minute sudden death period of 4 players on 4 players. If after the second overtime period a tie exists, there shall be a shootout. Shoot rules are as follows: Each team picks five players. Starting with the visiting team, each player one at a time shoots at the opposing goalie, alternating teams. If after the first set of players there is still a tie, a sudden death shootout will occur with the teams alternating shooters one at a time until a winner is announced. Players may not shoot a second time until all players have had their chance. Any player in the penalty box at the end of overtime is ineligible for any round of the shootout.
5. The ice shall be resurfaced between games.
6. Each team is required to supply one penalty box attendant for each of their games.
7. Only team members wearing helmets will be allowed on players' bench. Coaches must sign the score sheets.
8. The Home team shall wear light/white jerseys and the Visiting team shall wear dark jerseys. For Championship Game, the team with the highest overall seed will be awarded the Home team and wear light/white jerseys.

9. STANDINGS: The standings shall be determined on a total points basis. Two points for a win, one point for a tie, and zero points for a loss.
10. TIE-BREAKER RULES:
    a. Game Points
    b. Head to Head (not applicable if 3 or more teams are tied)
    c. Goals against (least total goals allowed)
    d. Goal differential ("goals for" minus "goals against")
    e. Goal differential #2 ("goals for" divided by "goals against")
    f. Fastest first goal scored of any game
    g. Least penalty minutes
    h. Coin flip
11. When applying tie-breakers to 3 or more teams, once a tie is broken, the remaining teams will start back at the beginning level of the tie-breakers, and proceed from there until all ties are broken.
12. MERCY RULE: A mercy rule is in effect for all games other than the championship game.
    a. At the conclusion of the second period of play, should a team lead its opponent by at least five goals, the third period shall be played RUNNING TIME (regardless of subsequent scores).
    b. During the third period of play, should a team lead it opponent by at least five goals, the game will be played from that point RUNNING TIME (regardless of subsequent scores).
    c. Running time will not stop during a penalty. The only occasion running time will stop would be for an injury.
13. Each team may have one (1) one-minute time out, except when the Mercy Rule is in effect.
14. Teams should be prepared to take the ice 15 minutes prior to their scheduled start time.
15. DAMAGES: Each team shall be responsible for any damages found to be caused by its players, team officials, or fans to any of the facilities used during the tournament.