

# 2014 ARIZONA ADULT HOCKEY CHAMPIONSHIPS

Revised 5/19/14

## **Game Operations**

1. All Arizona Adult Hockey Championships (AAHC) games will be played in accordance with USA Hockey rules unless with an exception is listed below. Operations include, but are not limited to, the following:
  - a. Pool play games will be played in a 75-minute game slot
  - b. The ice will not be resurfaced between periods
  - c. 4 minute warm-up
  - d. 1-minute intermission between periods
  - e. Three 15-minute stop time periods
  - f. One 1-minute time out allowed per team
  - g. Prior to or during the third period, if for any reason, time is lost due to injury, penalty abuses, or any other suitable reason a Tournament Supervisor may notify the referee and scorekeeper that a specific number of stop time minutes must be taken off the clock to keep within the curfew of the game time slot. However, curfewing a game should only be done when absolutely necessary.
  - h. Curfew is to be determined by the following formula: Actual ice time remaining, divided by two, equals time on scoreboard and this must be noted on the scoresheet by the scorekeeper. The revised playing time shall be shown on the scoreboard at the start of the third period.
  - i. Semifinal and Championship games are EXCEMPT from the curfew rules.
  - j. Mercy rule: If at any time during the game an 8 goal differential exists the game will go to running time. If the differential becomes less than 8 goals the game will return to stop time.
  - k. Pool play games that are tied at the end of regulation will be declared a tie and each team will receive 1 point in the standings.
  - l. A win in pool play is 2 points and a loss is 0 points.

## **Penalties/ Procedures/ Rosters**

2. AAHC will be played under USA Hockey Adult playing rules. The Tournament Committee shall be considered the “proper authority” for any player or team official that receives a game misconduct penalty and/or match penalty in an AAHC game. Any player who is assessed a match penalty will be automatically suspended for the remainder of the tournament and all USA Hockey adult activities until a hearing can be held. A hearing must be held within 30 days.

3. **Game misconduct penalties are not subject to appeal. USA Hockey rules mandate that any player who receives a game misconduct penalty in any game must serve the suspension during the next scheduled game of that team. If the game misconduct penalty occurs in the last AAHC game, the game misconduct penalty report will be forwarded to the respective adult hockey league for discipline.**
4. **Any decision made by the Tournament Committee will not enjoin the offender's adult hockey league from taking further disciplinary action.**
5. **Any player assessed 5 penalties in one game will be ejected from that game and that game only.**
6. **All teams must have a minimum of 8 USA Hockey registered players from their current league team who have played in 5 or more games. Teams may then add up to 8 USA Hockey registered players to their roster. Maximum roster size is 15 players and 1 goalie.**
7. **Any roster after June 13<sup>th</sup>, 2014 must be approved in writing by the Tournament Committee**
8. **Only rostered, certified, and USA Hockey registered players are allowed to play in an AAHC game. The only exception may be a goalie substitution, which must be approved at least verbally by the Tournament Committee. For example, Tier 1 goalies may not sub in on a Tier 3 team but is allowed to use a sub goalie as long the goalie is playing in the appropriate division and the Tournament Committee approves the substitution.**
9. **Any team that participates in an AAHC game with an illegal player will forfeit the game in which the illegal player played. A player is deemed illegal if he/she is not rostered on that team in that division, not USA Hockey registered, and/or is on suspension.**
10. **The Tournament Committee reserves the right to move a player from one division to a higher division if that player's skill level is grossly above level.**
11. **A player is allowed to play on only one team. No multiple teams, even in different divisions.**
12. **The Tournament Committee reserves the right to eject any player that receives more than one game misconduct and/or is deemed a danger to other players**

## **EQUIPMENT**

1. **All players must wear, at a minimum, a HECC-approved helmet (no Gretzky Jofa), elbow pads, gloves, shin guards, skates, and matching jersey with number.**
2. **Visors, facemasks, shoulder pads, pants, and mouthguards are not required but highly recommended.**

## **SEEDING FOR SEMIFINALS**

1. Division with 2 pools: Top 2 teams from each pool advance to the crossover semifinals.
2. Division with 1 pool: Top 2 teams advance to the final.
3. Seedings will be determined by pool play standings which are determined by points.
4. Tiebreakers will be as follows: (a) wins, (b) head-to-head record (only if 2 teams are tied- does not work for 3 teams), (c) goal differential during pool play, (d) fewest Penalties in Minutes during pool play, (e) coin flip

## **Overtime for semifinal and championship games**

Note: Pool play games can end in a tie – no OT/SO in pool play

1. 1-minute intermission after regulation
2. One 10-minute sudden death overtime period. Teams do not change ends for OT.
3. 3-man NHL format shootout until a winner is decided

## **Champions**

1. Division champions will be photographed after the game and at a later date awarded with a custom championship banner to be hung in the team's home arena.

## **Tournament Committee**

1. Chelsea Wilkinson (Director and Arcadia Supervisor)  
[heroesversusvillains@gmail.com](mailto:heroesversusvillains@gmail.com)  
Cell: 602-384-3550
2. Adam Mims (Oceanside Supervisor)  
[Adam.mims@oceansideicearena.net](mailto:Adam.mims@oceansideicearena.net)  
Cell: 480-415-8225
3. Becky Conlon (Ice Den Supervisor)  
[bconlon@coyotesice.com](mailto:bconlon@coyotesice.com)  
Cell: ?