

**Two Nations College Prep Series Rules
Detroit, MI – October 28-31, 2021
Hosted by Belle Tire Girls Hockey
(Tournament Sanction # MIT2274626364)**

RULES:

1. USA Hockey and MAHA rules shall apply except where listed below. Players and coaches may be subject to additional penalties by their governing body.
2. There will be no protests. All decisions made by on-ice officials or by the 2 Nations College Prep Series organizers are final.
3. Any players receiving major penalty for fighting in a Series game will be suspended for the remainder of the Series. Players may be subject to additional suspensions by their governing bodies.
4. Any player or coach receiving a game misconduct penalty will be suspended for the next Series game.
5. Any player, coach or manager who receives a match penalty will be suspended for the remainder of the Series.
6. Teams will be responsible for damage to dressing rooms or other arena facilities. It is the individual team's responsibility to insure the dressing room doors are locked. The facility/Series officials are not responsible for any loss or theft from the dressing rooms.
7. Game sheets will be available for downloading/printing from the tournament's DropBox account which can be found on the tournament website. All managers and head coaches will have access to the account.

GAME FORMAT:

8. Competition match-ups, game times and locations are subject to change up to, and throughout, the weekend. The team's head coach and manager will be notified prior to any changes.
9. All games consist of three (15-15-15) stop time periods. Depending on ice quality, Zamboni operation and schedule of games, the ice will be resurfaced either (i) prior to the 1st and 3rd period of each game, (ii) every 2 periods, or (iii) prior to the start of the game. The team official(s) will be notified of the resurfacing for their game prior to the start of the game. There will be no ice resurfacing before overtime and teams will not switch ends.
10. Minor penalties will be 1:30 minutes. Major penalties will be 4:00 minutes.
11. Teams must be available to play 15 minutes prior to game time. Teams will be notified at check-in if their game will be starting 15 minutes early. Teams may not take to the ice without referees present.
12. Each team will receive a three minute warm up prior to each game. Warm-up begins immediately following the ice resurfacing (if applicable). Teams must line up to play immediately or risk penalty for delay of game.
12. If at any time after the 2nd period the goal differential is 5 or more, the game clock will convert to running time. If the goal differential becomes less than 5, stop time will resume. During a running clock, the clock will stop when a goal is scored, a penalty is called, an on-ice injury occurs or as instructed by referee.
13. Designated Home = white and Visiting = dark.
14. Overtime will consist of 3 minutes stop time 3 on 3 (plus goalie). Penalties that do not expire by the end of regulation time will carry over into the overtime period. When penalties occur, non-penalized teams will add a player for each occurrence. Once there is a stoppage in play, it will return to 3-on-3 hockey. For example you could have a 4-on-4 or 5-on-4 or 5-on-5 as penalties expire. Friday and Saturday games will end at the conclusion of overtime. Sunday games tied after the overtime will progress to a shootout.

Shoot Out's – each coach will select a group of 3 players for Round One of shoot-out at the end of overtime. The visiting team will always shoot 1st and then will alternate with the home team. If at the end of Round One the score is tied, each coach will send single players alternating in a sudden-death format until a winner is declared. No player can shoot twice until the entire dressed roster (excluding dressed goalies and ejected players) has shot. Referees will write down jersey numbers to ensure there are no early repeat shooters.

The game and overtime period above will end as soon as a goal is scored. There will be no ice resurfacing during overtime.

15. Each team is allowed one 30 second timeout per game.

16. The overall standings will be determined by:

- 3 points for a win in regulation time
- 2 points for a win in overtime
- 1 point for a tie or overtime loss
- 0 points for a loss in regulation.

Teams are seeded for Sunday games based on the total number of points accumulated after Friday & Saturday games. The highest seeded team will be the Home team in Sunday games.

17. Points tie breaker in descending order:

A. Head to Head competition – with 3 or more teams, all teams must have played each other and there must be an obvious winner.

B. Most wins (regulation and overtime).

C. Goal quotient (GF/(GF+GA)). For the purpose of calculating this, the maximum goal differential in any round robin game will be capped by at 5. Any differentials greater than 5 will be deducted from the GF. Example: 8-2 game becomes 7-2.

D. Fewest GA.

E. Period points (2 for each period won and 1 for each period tied in round robin games).

F. Fewest PIM.

G. Flip of a coin.

18. The 16u & 19u divisions of the tournament is run as a showcase to highlight a player's talent in front of scouts from some of the best universities in North America. Accordingly, the tournament committee has developed a balanced schedule for all teams in an effort to maximize the player's performance. As a result, the tournament committee may override the tie breaker rules based on strength of schedule.

19. The 12u & 14u divisions will be run as a tournament playing to a champion.

12u: The top four teams based on points/tie-breaker after three games will advance to semi-finals. #1 vs #4 and #2 vs #3.

14u: The top team from each pool based on points/tie-breaker will advance to the semi-finals. The tournament committee will select one wildcard to also advance the semi-finals.

20. All consolation games will be determined by the tournament committee in an effort to give everyone a chance to play the final competitive game against a new team whenever possible unless the division is run as a tournament and not a showcase.