

RULES & DIVISION FORMATS

GENERAL RULES

- The Mid-Atlantic Summer Showcase is a USA Hockey sanctioned event. All teams, players, coaches and volunteers must be properly rostered with USA Hockey prior to their first game.
- All teams must be prepared to start game play by 8:00am on the first day of their appropriate tournament weekend.
- The Tournament Staff will do our best to accommodate all scheduling requests due to coaching conflicts for round robin play. No schedule requests will be guaranteed for playoff/consolation play. Please plan your coaching staff accordingly.
- Players are only permitted to be rostered on one team per division per tournament unless granted permission by Tournament Directors.
- Tournament Directors reserve the right to have final say on any applicable decision involving the tournament weekend. This includes scheduling and matchup changes, gameplay ruling, roster discrepancies, and more.

DIVISION FORMATS

8 & 10-Team Divisions (10U Open, 12U Open)

Following a three (3) game round robin round, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. The top four teams will move to the championship bracket in semifinal play. Semifinal game winners advance to a championship game, losing teams are done for the weekend. The remaining four (4) or six (6) teams that did not compete in a semifinal game will compete in a consolation game. The Tournament Staff reserves the right to change any consolation match-ups or times. All consolation game matchups and times will be posted at the conclusion of Saturday's round robin games. Tiebreakers will be determined by the official tournament rules. The home team for each playoff game will be awarded to the higher seeded team.

6-Team Division (18U Elite, 16U Elite, 14U Elite, 14U Open)

Following a three (3) game round robin round, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. There will be a championship game with between seeds #1 vs. #2, and consolation games will be #3 vs. #4 and #5 vs. #6. There is not a four (4) team playoff. All consolation game matchups and times will be posted at the conclusion of Saturday's round-robin games. The tournament staff reserves the right to change any consolation match-ups or times.

5-Team Division (12U Elite)

Following a four (4) game round robin-round, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. There will be a championship game with between seeds #1 vs. #2. There is not a four (4) team playoff, and there is not a consolation game for the other three (3) remaining seeds. Teams will play their tournament-sanctioned four (4) guaranteed games in round-robin play.

4-Team Division (16U Open, 10U Elite)

Following a three (3) game round robin-round, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. There will be a championship game with between seeds #1 vs. #2, and the consolation game will be between #3 vs. #4. There is not a four (4) team playoff. A









PERIOD LENGTHS & PENALTY TIMES

Division	Warmup Length	Period Length	Minor Penalty	Major Penalty	Misconduct	Match Penalty
- 18U - 16U/15U	3:00	15:00 Periods (3)	2:00	5:00	10:00	5:00
- 14U - 12U	3:00	15:00 Periods (3)	1:30	4:00	8:00	4:00
- 10U	3:00	12:00 Periods (3)	1:30	4:00	8:00	4:00

Any player who receives a major penalty under the guidelines of USA Hockey rules, i.e., fighting, spearing, kicking, etc. will automatically be ejected from the game in which the infraction occurs, plus the next game. In the event the major penalty occurs during the player's last game, the game officials will notify the player team's respective league for further ruling.

ADDITIONAL RULES

- Any player receiving a total of three (3) penalties in a game will be ejected from that game. This tournament rule is to avoid a required USA Hockey one (1) game suspension for four (4)+ penalties in a game by any individual.
- All games will start following a three minute (3:00) warm-up. This will ensure that all games start and end on time. Please be ready 20 minutes prior to your scheduled - the Tournament Staff reserves the right to start games early.
- Preliminary and consolation games can end in ties.
- There is one time out per team per game.
- In the event of a six (6) goal differential going into the 3rd period, or at any time during the 3rd period, the clock will be running time. If the differential goes to less than six (6) goals, then the clock will go back to stop time.
- During all consolation and playoff games, the higher seed of the two competing teams will be the home team in that game.
- The home team for each game is expected to wear white/light colored uniforms, and the away team to wear dark colored jerseys/uniforms. In the event of either team only having one jersey/uniform, then the opposing team must wear their non-conflicting color jersey/uniform (regardless of being the home or away team). If both teams only have one color of conflicting jerseys/uniforms, then the tournament staff will provide the away team with jerseys/uniforms to wear.
- Team managers: please report to the tournament table prior to each game to ensure all rosters are correct and any player suspensions are accounted for.
- All USA Hockey playing and penalty rules apply throughout the tournament. Any player receiving a match penalty will not be eligible to play for the remainder of the tournament. There will be NO EXCEPTIONS.
- The Mid-Atlantic Showcase Series uses GameSheet as our official scoresheet for each showcase/tournament.









POINT STRUCTURE & PLAYOFFS

POINT STRUCTURE

Two points for a win, one point for a tie, zero points for a loss.

In the event of a tie in the standings by two teams, the following tiebreakers will apply:

- 1. Points
- 2. Wins
- 3. Head to Head (This tie breaker does not apply if more than two teams are tied)
- 4. Highest Goal Quotient (GF / (GF + GA) = Quotient). The Highest percentage moves on. Goal differential capped at 8 goals per game.
- 5. Fewest penalty minutes
- 6. Coin Toss

PLAYOFF/CHAMPIONSHIP OVERTIME RULES

Consolation games can end in tie. All playoff games play until winner with rules as follows:

- 1. Overtime #1: 4 on 4 with the period length of 5:00 minutes.
- 2. 30 second intermission
- 3. Overtime #2: 3 on 3 with the period length of 3:00 minutes
- 4. Penalties while 4 on 4: Offending team will place player in the penalty box.
- 5. Penalties while 3 on 3: Offending player will go to the penalty box. Non-offending team will add player to make 4 on 3. When penalty expires, teams will play 4 on 4 until the next game stoppage, and then teams return to 3 on 3.
- 6. After second overtime, there will be three (3) player shootout until winner is declared (best of three). The home team is awarded the choice to shoot first or second.
- 7. If a winner is not determined, then a best of one format will continue (each team shoots once, if one team scores and the other doesn't, then the scoring team wins). The home team again is awarded the choice to shoot first or second, but the shooting sequence alternates after each round (ex: round 1 home team shoots first; round 2 away team shoots first; round 3 home team shoots first; etc.).
- 8. A shootout shooter cannot shoot for a 2nd time until all rostered players have shot once.









COACH & MANAGER NOTE

You are responsible to control your players and parents to ensure that each game is played safely, with no vulgar language or harmful infractions displayed. Team management is responsible for any damages caused by their teams to Arena facilities. You are additionally responsible of obtaining and returning locker room keys from rink facilities.

Official game scoresheets will be available via GameSheet. Please email Tyler Skroski via tyler@midatlantichockey. com with any issues obtaining your copies.

QUESTIONS OR CONCERNS

If you have any questions or concerns pertaining to the above playing rules, please reach out to a Mid-Atlantic Showcase Series tournament director. Contact information can be found below:

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