



*West Shore Community Ice Arena
West Shore Amateur Hockey Association
2023/2024 Fenstermakers Cup Tournament Series Rules*

REGISTRATION

1. Team representative must register the team at the arena 1 hour prior to the first game.
2. Team registration must be USA Hockey approved.
3. All players must be able to show proof of USA Hockey registration at any point during tournament.
4. Age requirements and classifications will be followed through USA Hockey and Michigan Amateur Hockey Association official regulations.
5. Any team responsible for delaying these procedures may put their team into a position of forfeiting that game.
6. A team using ineligible players will be automatically disqualified.

RULES – Please read these carefully.

1. All USA Hockey/MAHA rules apply.
2. All participants and spectators will be expected to follow the USA Hockey zero tolerance policy. Those found to be in violation by any of the arena staff, officials or Tournament Directors will be removed immediately from the tournament and the rink. Team managers please make sure your team knows this rule.
- 3. We also consider our Tournament Hotels a part of this tournament and these rules. Please be respectful of their facility and staff as well. If we receive reports of unacceptable behavior on the part of a certain team(s) at one of the tournament hotels we will treat that the same as if it happened here at our arena and will be forced to remove that team from the tournament all together.**
4. No protest will be permitted.
- 5. No Refunds unless tournament is cancelled.**
6. Tournament staff reserve the right to make all final decisions regarding the interpretation any rules and regulations.
7. All teams are guaranteed three (3) games.

GAME FORMAT:

1. First team listed on the schedule is considered home team. Please wear appropriate jersey color to reflect this status – HOME team will wear white jerseys and AWAY team will wear dark jerseys (i.e. if not applicable, please let opposing team know prior to taking the ice to make appropriate jersey arrangements.)
2. Have players ready to take the ice ten (10) minutes prior to the game.
3. There is a pre-game of 3 minutes prior to face off and will be designated on the game clock. Teams must remain off the ice until the Zamboni gates are closed and the on ice officials are present. A team must organize their players for the face off to start play promptly, when the game clock reaches zero.
4. Period lengths will be based on the times below and all tournaments at West Shore are stop time.
 - a. 10U B – 12 minute periods
 - b. 12U B – 13 minute periods
 - c. 14U B - 14 minute periods
 - d. JV/HS - 15 minute periods
5. Running time will occur any time in the third period if the score **exceeds** a five (5) goal differential. Once the game has converted to running time, it shall remain running time until the conclusion of the game.
6. No time outs allowed during round robin play. Only one (1) time out is allowed during the championship game only.
7. When finished with final games, please see the pro shop to pick up medals and trophies.

Game Points:

Your games will be played on the following scoring system.

Teams will be awarded points in the following manner:

- ☑ Two points for win
- ☑ One point for tie

Tiebreaker information:

Max goal differential that will count for the tiebreaking

Formulas is six (6) **per team/per game. Total of +/- 18 for the three game preliminary round.**

If two or more teams in the same division have an equal number of points after pool play, their positions in the standings shall be determined by the following tie-breaking criteria listed below. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position.

An Example is as follows: If four teams are tied the procedure could result in placing 1st and 4th place before starting over. (See Below)

Once one or more teams are placed, the remaining tied teams shall start the tie-breaking process over again at criteria.

- a. Head to head competition.
- b. Goals for minus goals against in all games played.
- c. Least number of goals allowed between tied teams in all games played.
- d. Least number of penalties (not least number of minutes) in all games.
- e. Periods won / lost for all games played between tied teams.
- f. Team that scored first in the game played between tied teams.
- g. Least number of penalty minutes in all games played.

Team	Points	Goal Diff	Goals For	Goals Against	Game Scores						Goals For			Goals Against			Points		
					1	1*	2	2*	3	3*	1	2	3	1	2	3	1	2	3
A	1	0	9	9	1		4			4	1	4	4	1	6	2	0	0	1
B	1	-1	4	6	1			2	1		1	2	1	1	5	0	0	0	1
C	1	0	10	10		3		5		2	3	5	2	3	3	4	0	1	0
D	1	+1	9	8		3	6		0		3	6	0	3	4	1	0	1	0

Seed	Team	N/A	
1	D		a. Head To Head Competition
2	Still Tied		b. Goals for minus goals against in all games played
3	Tied		c. Least number of goals allowed between tied teams in all games played
4	B		d. Least number of penalties (not least number of minutes) in all games played
			e. Number of Periods Won / Lost for games played against tied teams only
			f. Team that Scored First in the game played against tied teams only
			g. Least number of penalty minutes in all games played

Now Start Over

Seed	Team	
1	D	a. Head To Head Competition
2	A	II games played
3	C	II games played
4	B	d. Least number of penalties (not least number of minutes) in all games played
		e. Number of Periods Won / Lost for games played against tied teams only
		f. Team that Scored First in the game played against tied teams only
		g. Least number of penalty minutes in all games played

Tie Games/Tie breaking procedure:

Regulation games will be able to end in a tie. There are no tiebreakers for regulation games.

If semi-final game ends in a tie, the teams will have a 5 minute sudden death 4 on 4. If the game remains tied after extra period, there will be a 5 skater shootout. Each team must have their 5 skaters chosen prior to start of the game. Each team must go through the entire roster of players before anyone can shoot for a second time.

If a finals game ends in a tie:

a. 5 minute sudden death period (4 on 4)

b. Shootout (5 players per team-each player may only shoot once)-most goals during the first 5 shooters wins.

c. If shootout ends in a tie, sudden death shootout until winner is decided. Each team must go through their entire roster of players before anyone can shoot for a second time.

GOOD LUCK TO ALL TEAMS!

