



**TEXAS AMATEUR HOCKEY ASSOCIATION &
DALLAS STARS TRAVEL HOCKEY LEAGUE
2020-21 TIER II STATE & AA CHAMPIONSHIPS TOURNAMENT GUIDELINES**



1. Tournament

- a. The Texas Amateur Hockey Association (“TAHA”) shall designate a committee of individuals (“Tournament Committee”) to preside over the 2020-21 TAHA Tier II State Tournament and Dallas Stars Travel Hockey League (“DSTHL”) AA Championships (collectively, “Tournament”).
- b. The Tournament will be held **Friday, February 26 – Sunday, February 28, 2021, at Children’s Health StarCenter – Farmers Branch, 12700 N. Stemmons Fwy., Farmers Branch, TX 75234.**

2. Number and Qualification of Teams

- a. The Tournament shall consist of the top four (4) teams, eligible for playoffs, at each of the 18UAA, 16UAA, 14UAA, 12UAA, and 10UAA divisions of the DSTHL from regular season standings.

3. Tournament Fees

- a. The Tournament entry fee per team is as follows:
 - i. Tier II (18U, 16U, and 14U) - \$1,450
 - ii. AA (12U and 10U) - \$1,150.
- b. Tournament fees are payable to **TAHA** via check and delivered, **on or before Wednesday, February 24, 2021**, to **Don Girard, TAHA Treasurer, 11164 Windjammer Drive, Frisco, TX 75036.**

4. Eligibility/Registration

- a. General:
 - i. Each 18U, 16U, and 14U team (“Tier II Teams”) and each 12U and 10U (“AA Teams”) shall be certified by the TAHA Registrar to have complied with all eligibility requirements.
 - ii. Any non-US citizen player must have an approved transfer from USA Hockey (“USAH”).
 - iii. All team players shall be community-based, as defined by USAH and TAHA or, if not community-based, shall have been granted the appropriate out-of-community waiver by TAHA for the 2020-21 season.
- b. Credentials – **applicable to Tier II Teams ONLY**:
 - i. Each Tier II Team’s official USAH Certified 1T Roster (“Official Roster”) and credentials documents (“Credentials”) must be submitted to the TAHA Registrar for verification and certification in advance of the Tournament.
 - ii. Credentials are due **Friday, February 5, 2021.**
 - iii. All Tier II players, and any registered team member (e.g. coaches), must be eligible to compete in the Tournament to be eligible to participate in the Tier II USAH National Championships should that team advance.
 - iv. A Credentials Verification Sheet (“CVS”) must be completed for each Tier II Team and included with the Credentials.



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v. 14/7 Requirement:

1. Each Tier II Team must have competed as a team unit in at least fourteen (14) Games.
2. Each Tier II player must have played on his/her team at least seven (7) Games prior to the Tournament.
3. Originals or printouts of score sheets for all Games listed on the CVS are required to be included with the team's Credentials.
4. Games before Sept. 1st will not count toward 14/7.
5. Roster changes after December 31st will not be accepted.
6. For score sheets to count towards meeting the within 14/7 requirement, the CVS, Official Roster, and applicable score sheets must be verified and certified by the TAHA Registrar.
7. For purposes of this Section, "Game" is a match played against another team that is registered with a member organization of the IIHF at the same competitive level and that is officiated by registered officials. Such Game shall consist of at least three (3) periods, which, collectively, last a minimum of sixty (60) minutes.

5. Number of Players

- a. A maximum of twenty (20) players, including goalies, shall be permitted to play in a Tournament game.
- b. All Tier II Teams are requested to arrive with two (2) goalies.
- c. Any Tier II Team unable to arrive with two (2) goalies must submit a request to the Tournament Committee for a second goalie one (1) week before the team's first Tournament game. Upon approval of the TAHA President, Tier II Teams may use a substitute goalie from a lower level team of the team's association. Substitute goalies shall be declared to all teams before the first game of the Tournament. The Tournament Committee shall determine any exceptions.

6. Playing Rules

- a. Only official USAH Playing Rules, currently in effect, shall be used.

7. Merchandise and Awards

- a. Championship 'team' and 'player' awards, as well as runner-up 'team' awards, will be given.

8. Uniforms

- a. All teams must be properly uniformed with matching home and away jerseys/socks.
- b. **Home teams shall wear light jerseys, and visiting teams shall wear dark jerseys in all games.**



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9. Time Between Games

- a. No team shall play a second game in a day against a team playing its first game on that day.
- b. Unless extenuating circumstances preclude same, all games shall be scheduled to allow for a minimum of:
 - i. four (4) hours between games played on the same day, and a minimum of
 - ii. twelve (12) hours between games played on consecutive days.
- c. Between games is defined as from the end of one game to the start of the team's next game on the schedule.

10. Age Classifications

- a. To be eligible to compete during the 2020-21 season:
 - i. 18U player must be born January 1, 2002, or later
 - ii. 16U player must be born January 1, 2004, or later
 - iii. 14U player must be born January 1, 2006, or later
 - iv. 12U player must be born January 1, 2008, or later
 - v. 10U player must be born January 1, 2010, or later.
- b. Exceptions to Section 10.a. must be supported by the appropriate TAHA, Rocky Mountain District, or USAH waiver for the 2020-21 season.

11. Warm-ups, Periods & Ice Cleanings

- a. All Tournament games will be played with stop time to completion.
- b. Warm-up periods will be five (5) minutes for all age divisions with the exception of the 10U age division warm-up, which will be three (3) minutes.
- c. Period times are as follows:
 - i. 18U - three (3) periods of seventeen (17) minutes
 - ii. 16U - three (3) periods of seventeen (17) minutes
 - iii. 14U - three (3) periods of sixteen (16) minutes
 - iv. 12U - three (3) periods of fifteen (15) minutes
 - v. 10U - three (3) periods of thirteen (13) minutes.
- d. The ice shall be cleaned as follows:
 - i. Tier II Teams (18U, 16U, and 14U) – upon the completion of every second period and at the end of every game
 - ii. AA Teams (12U and 10U) – only upon the end of every game.

12. Tournament Pairings/Format

- a. Tournament format shall be a three-game round robin wherein each team will play each other (“Round Robin”).
- b. Round Robin pairings shall be determined by the DSTHL Regular Season standings as set forth on Hockey Shift at:
https://www.dsthl.com/stats#/536/standings?season_id=2792.



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- c. The two (2) teams accumulating the most points upon completion of Round Robin play will advance to compete for the championship game (“Championship”).
- d. In the event that only one (1) Texas-based team advances to a 14U, 16U, or 18U Tier II Championship and is determined runner-up, that Texas-based team shall be considered as the advancing team from Texas for purposes of USAH’s 2021 Tier II National Championship.
- e. The schedule of games, including home and visiting team designations, shall be set by the Tournament Committee, approved by TAHA, and sent to all qualifying teams no less than five (5) days prior to the first game of the Tournament.

13. Process to Determine Tournament Finalists

- a. During Round Robin play, each team will be awarded:
 - i. three (3) points - regulation win
 - ii. two (2) points - overtime or shootout win
 - iii. one (1) point - overtime or shootout loss
 - iv. zero (0) points for a regulation loss.
- b. All games will be played until a winner is determined using the format in Section 14 below.
- c. If, upon completion of Round Robin play, two (2) or more teams have an equal number of points, their positions in the standings shall be determined by the following tie-breaking format. If one (1) tiebreaker establishes a position for one (1) or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie-breaking process over again at Step 1. as set forth in Section 13.c.i. below. The tie-breaker formulas are as follows:
 - i. The results of the head-to-head games played between the tied teams in the following order:
 - 1. Standings – Most points.
 - 2. Most wins – Regulation, overtime, and shootout.
 - 3. Differential - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus. Only the shootout game-winning goal counts in the goal differential determination.
 - 4. Quotient - Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has a higher standing than a quotient from dividing by any other number. When two (2) or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for”.
 - 5. Most Periods Won – In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
 - 6. Quickest First Goal – The team that scored the quickest goal in its applicable Round Robin games shall be ranked highest.



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- ii. If, after applying the formulas of (i) 1, 2, 3, 4, 5 or 6, the tie still exists, (i) 2, 3, 4, 5 and 6 shall be applied using all of the games played by the teams tied.
- iii. If the above procedure does not break the tie, the tied teams shall use a shootout procedure as described in Section 14.a.iv.-v. below.

14. Tied Games

- a. **Round Robin** - Should any Round Robin game be tied following regulation play, one 5-minute sudden death overtime period shall be played as follows:
 - i. At the completion of the third period, the tied teams shall receive a 2-minute rest period.
 - ii. The teams will remain on the ice and shall change ends at the end of the third period.
 - iii. If the score is tied at the end of the 5-minute sudden death overtime period, there shall be a shootout (as hereinafter defined).
 - iv. The winner of the shootout will be credited with one (1) additional goal in the final score.
- b. **Championship** - Should any Championship game be tied, one (1) sudden death overtime period shall be played as follows:
 - i. At the completion of the third period, the tied teams shall receive a 2-minute rest period.
 - ii. The length of the overtime shall be equal to the length of the third period and shall be sudden death.
 - iii. The teams will remain on the ice and shall switch ends at the end of the third period. If the score is tied at the end of the sudden death overtime period, there shall be a shootout (as hereinafter defined).
 - iv. The winner of the shootout will be credited with one (1) additional goal in the final score.
- c. **Shootout Procedures** - The shootout (“Shootout”) will be conducted as follows:
 - i. A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
 - ii. The on-ice Officials shall call the two (2) captains to the referee’s crease to flip a coin to determine which team takes the first shot. The home team shall call the coin toss. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
 - iii. All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the Shootout; provided, however, that any penalized player whose penalty had not been completed when the overtime period ended, or who receives a penalty during a Shootout, is not eligible to participate in any portion of the Shootout and must remain in the penalty box.
 - iv. The goalkeepers will defend the net they were defending in the 3rd period.
 - v. The Shootout shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.



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- vi. The goalkeepers from each team may be changed after each shot.
- vii. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- viii. If the score remains tied after the Shootout, there will be a sudden-death shootout.
- d. **Sudden-Death Shootout Procedures** - The sudden-death shootout will be conducted as follows:
 - i. A sudden-death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout (“Sudden-Death Shootout”).
 - ii. Teams will select their shooters to participate in any order in the Sudden-Death Shootout, whether or not they shot in the previous round. The last player in the first round of the Shootout may be the first player in the Sudden-Death Shootout.
 - iii. Players in a Sudden-Death Shootout shall not be allowed to take another shot until four (4) additional shooters have completed their attempts.
 - iv. All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the Sudden-Death Shootout; provided, however, that any penalized player whose penalty had not been completed when the overtime period ended, or who receives a penalty during either shootout procedure, is not eligible to participate in any portion of the Sudden-Death Shootout and must remain in the penalty box.
 - v. The goalkeepers from each team may be changed after each shot.
 - vi. The official scorekeeper shall record all shots taken indicating the players, goalkeepers, and goals scored.

15. On-Ice Officials

- a. All efforts will be made to procure a four-man system for all 18U, 16U, and 14U Tournament games and a three-man system for all 12U and 10U Tournament games. All on-ice officials must meet the minimum certification level pursuant to USAH’s guidelines for the age division the on-ice officials are assigned to.
- b. Officials will be assigned by the TAHA Referee-in-Chief or his designee.

16. Discipline Committee

- a. The Tournament Committee shall serve as the Discipline Committee, which shall be responsible for deciding any action, suspension, or otherwise to be taken against a player or team official receiving a match penalty. This includes all Tournament games.
- b. The Discipline Committee shall have authority to initiate action for supplemental discipline against a player or team official whether or not it involves playing rules; provided, however, that the player or team official is given notice of the intended action and has an opportunity for a hearing.



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17. TAHA as Host of the Tournament

- a. TAHA is responsible for providing all financial aspects of running the Tournament, including the following:
 - i. A sufficient amount of ice and associated fees.
 - ii. On-ice officials and associated fees.
 - iii. Scorekeepers and associated fees.
 - iv. Trainers, if available, and associated fees.
 - v. Team and player awards for the Championship teams and team awards for the runner-up teams.
- b. The Tournament Committee may be reached at kyoung@tahahockey.org.

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