



**TEXAS AMATEUR HOCKEY ASSOCIATION &
DALLAS STARS TRAVEL HOCKEY LEAGUE
2019-20 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 2019-20 TAHA Tier II State Tournament and Dallas Stars Travel Hockey League (“DSTHL”) AA Championships (collectively, “Tournament”).
- b. The Tournament will be held **Friday, February 28 – Sunday, March 1, 2020, 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 26, 2020**, 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 2019-20 season.
- b. Credentials - 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 14, 2020.**
 - 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.
 - v. 20/10 Requirement:
 1. Each Tier II Team must have competed as a team unit in at least twenty (20) Games.



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2. Each Tier II player must have played on his/her team at least ten (10) 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 20/10.
5. Roster changes after December 31st will not be accepted.
6. For score sheets to count towards meeting the within 20/10 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.

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.



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- 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 2019-20 season:
 - i. 18U player must be born January 1, 2001, or later
 - ii. 16U player must be born January 1, 2003, or later
 - iii. 14U player must be born January 1, 2005, or later
 - iv. 12U player must be born January 1, 2007, or later
 - v. 10U player must be born January 1, 2009, or later.
- b. Exceptions to Section 10.a. must be supported by the appropriate TAHA, Rocky Mountain District, or USAH waiver for the 2019-20 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 a blind draw by the Tournament Committee.
- 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. 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.



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- 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.
 - 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 at the end of regulation time, then sudden death overtime will be played until the game is decided. The format is as follows:
 - i. A 2-minute rest shall follow the third period.
 - ii. Both teams shall remain on the ice and shall not switch ends for the overtime period.
 - iii. The overtime period will consist of a 5-minute, sudden death, stop-time period (5-on-5).
 - iv. If no goal is scored in the overtime period, then the game will be decided by a shootout:



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1. A coin toss will determine the team that goes first.
2. All goalies and players listed on the 1-T Official team Rosters will be eligible to participate in the shootout provided they were not serving a penalty at the conclusion of the overtime period. If any player were serving a penalty, that player will not be eligible for the shootout.
3. The shootout will begin with five (5) different alternating shooters from each team.
4. Players do not need to be named beforehand.
5. The goalkeepers for each team may be changed after every shot.
6. The players from each team will take shots alternately until a decisive goal is scored in this five-player shootout.
- v. If the score remains tied after the five-player shootout, a sudden death shootout will occur.
 1. Shooters in the sudden death shootout can be the same as from the previous shootout. However, a player may not shoot again in the sudden death shootout until at least four (4) other shooters from his team have attempted a shot.
 2. A sudden death shootout is defined as 'each team attempting one shot each'.
 3. Should one team be successful and the other team not, then the successful team is the game winner.
- b. **Championship** - Should any Championship game be tied at the end of regulation, then sudden death overtime will be played until the game is decided. The format is as follows:
 - i. A 2-minute rest shall follow the third period.
 - ii. Both teams shall remain on the ice and shall not switch ends for the overtime period.
 - iii. Each overtime period shall be a 10-minute, sudden death, stop-time period (5-on-5).
 - iv. If teams remain tied after the first overtime period, then both teams shall leave the ice while it is cleaned. A second overtime shall begin immediately after cleaning.
 - v. If teams remain tied after the second overtime period, a 2-minute rest shall follow.
 - vi. If teams remain tied after the third overtime period, teams shall leave the ice during cleaning.
 - vii. Thereafter, the foregoing process in steps i.-vi. immediately above shall be repeated until such time that a winner is determined by competition.

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.



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- 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.

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. 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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