



PRO HOCKEY DEVELOPMENT GROUP

2021 Pro Hockey Bauer USA RULES



Section One - General Playing Rules

- (a) **3-Minute Warm-up.** Referee will whistle players onto ice for war-up and also for bench huddle and game start after the 3 minutes are over.
- (b) **Game Length.** All games will be three 15-minute stop time periods.
- (c) **5-on-5.** This is a 5-on-5 tournament. Only exception is a Play-Off Overtime. See Section Four.
- (d) **Round Robin Scoring.** No Overtime. No Shootout. 2 points for win. 1 point for tie.
- (e) **Addressing Referee.** Referee will ask at beginning of game who is Head Coach. Only Head Coach will address referee. Verbal abuse of referees and timekeepers will not be tolerated.
- (f) **General Playing Rules.** See [USA Hockey Rules](#)
- (g) **Penalties & Other Infractions** – See Section Three below.

Section Two – Safety Measures

- (h) **Safety Protocols and Other Measures.** Every player and team official must follow the safety protocols set out by each arena operator. Before your first game, we expect each team to arrive at least 45 minutes in advance to submit forms.
- (i) **Locker Rooms.** Each team will have use of 2 locker rooms to maintain safe social distancing.
- (j) **Rosters.** Each team must submit a team roster including bench staff for contact tracing purposes.
- (k) **Bench.** Each team shall have no more than 4 bench staff, one of which shall be designated as head coach and the other as trainer.
- (l) **First Aid.** Each team is required to have a first aid kit on bench.
- (m) **Safety Mask.** All players, spectators and team officials shall wear a mask at all times within the building. Players only do not wear masks indoors when they have put on their helmets.

Section Three - Minor & Major Penalties

- (n) **Body Contact.** Body Contact is allowed for 2007 Division and only. Younger age groups will be assessed a 2-minute penalty.
- (o) **USA Hockey Rules.** This tournament will follow [USA Hockey Rules](#). The tournament Convenor reserves the right to alter game misconduct assessments, but not game ejections.
- (p) **Automatic Ejection.** Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game.
- (q) **Major penalties...** Automatic Ejection from game plus subsequent disciplinary action, as per USA Hockey Rules. May include ejection from tournament.
- (r) **Fighting...** Automatic Ejection from game plus subsequent disciplinary action, as per USA Hockey Rules. May include ejection from tournament.

Section Four - Playoff Overtime & Shootout Round(s)

- (s) **3-on-3 Overtime.** If tied after 45-minute playoff game, a 5-minute 3-on-3 sudden win overtime period will take place. A penalty in OT will be 2 minutes in length and will result in a "4-on-3". If no goal scored and penalized returns to ice during play, 4-on-4 will result. 3-on-3 will resume after first stoppage.
- (t) **Best Of 3 Shootout.** If tied after 3-on-3 Overtime, each team picks their first 3 shooters. If still tied after 3 shooters, the first team to win the ensuing 1-on-1 shootout wins game. **In the Shootout Round(s) each player shoots once, before any one player can shoot twice.**



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Section Eight - Round Robin Tie Breaking Procedure

In the event of a tie between 2 or more teams at the conclusion of Round Robin, the following tie breaking procedures are used to determine playoff seeding.

1. **HEAD-TO-HEAD.** The winner of the round robin game between tied teams gains the higher position.
2. **BEST GOAL QUOTIENT.** If still tied, then the team with the best goal quotient (higher number) in the Round Robin gains the higher position.

DETERMINING GOAL QUOTIENT

Total "goals for" / (Total "goals for" + Total "goals against")

Example... "For" = 10 goals. "Against" = 4 goals. Ratio = $10/(10+4) = .714$.

Higher Percentage Number, Gains Higher Position

DETERMINING GOAL DIFFERENTIAL

Goal Differential is maxed out at 6 goals for tie-breakers.

Example... For tie breaking purposes only, an 8-1 win is formulated as a 7-1 win.

3. **GOAL DIFFERENTIAL (TIED TEAMS ONLY).** Goal Differential in games played between tied teams only.
4. **FEWEST GOALS AGAINST.** If still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
5. **MOST GOALS FOR.** If teams still tied, the team with the most goals for (all round robin games played) will gain the highest position.
6. **LEAST PENALTIES.** The team assessed the least penalty minutes during the round robin advances.
7. **COIN TOSS.** If still tied, a coin toss will determine which team gains the higher seed.