



Wisconsin Amateur Hockey Association
2022 Tier 1 Playoffs
March 5-7, 2022



Age Classes	Regulation Time	Penalty Times
Girls & Youth 14U	5 Minute Warm-up 16 Minute Periods 2 Minute rest between periods Resurface before each game & after 2nd period	1:30 Minor 4:00 Major 8:00 Misc.
All Girls 16U, 19U, Youth 15 Only & 16U Tier II Youth 18U	5 Minute Warm-up 17 Minute Periods 2 Minute rest between periods Resurface before each game & after 2nd period	2:00 Minor 5:00 Major 10:00 Misc.
Tier I Youth 18U	5 Minute Warm-up 20 Minute Periods 12 Minute rest between periods Resurface before each game & after each period	2:00 Minor 5:00 Major 10:00 Misc.

NOTE: Home Team Wears White/Light Jerseys

TEAMS SHOULD BE READY 5 MINUTES BEFORE SCHEDULED GAME TIME TO BEGIN WARM-UPS (TIME PERMITTING).

Each team is allowed one timeout per game (no extra timeout in overtime) and **must be requested before the conclusion of the line change procedure per USAH playing rules.**

THERE IS NO RUNNING TIME IN ANY GAME UNLESS EXPRESSLY AUTHORIZED BY THE TOURNAMENT DIRECTOR. Intermissions shall be twelve (12) minutes (placed on the scoreboard clock) when the ice is resurfaced. Immediately following the intermission, all players, except the starters, will return directly to their benches.

All Coaches must be designated on the scoresheet for each team with appropriate CEP information listed. Only completely certified coaches will be allowed on the benches. All coaches MUST sign-in with Tournament Director or their designee before each game.

Each on-ice Official must sign the game score sheet. The referee shall complete a game report immediately following the game for all Rule 411, Game Misconduct or Match penalties assessed, in addition to filing a USA Hockey online game report. The game report shall be forwarded to the Tournament Director in a timely fashion.

All Game Misconduct penalties assessed under USAH Rule 401(b) (4/12 rule) cannot be appealed and must be served in their team's next scheduled game.

There will be a WAHA representative at the rink that can answer any questions or solve any problems.

Method of Determining Champion

Youth and Girl's Games:

All Round Robin - All games played to a winner. Each team will be awarded three (3) points for a win in regulation, two (2) points for a win in overtime or shootout, one (1) point for a loss in overtime or shootout and zero (0) points for a loss in regulation.

Tiebreakers: Per USA Hockey District and National Tournament Guidebook, Section 2, pages 34-36 and described below.



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Overtime Procedures

All Youth and Girl's – All Formats

1. All Games Played to a Winner

If the game is tied following regulation play, one five (5) minute sudden-death overtime period shall be played. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. Teams will remain on the ice. Teams shall switch ends. Overtime shall be played 5-on-5 (five skaters plus a goalkeeper). If the score is tied at the end of the five (5) minute sudden-death overtime period, there shall be a shootout. The winner of the shootout will be credited with one additional goal in the final score

2. Shootout Procedures

The shootout will be conducted as follows:

- 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.
- The home team shall have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

3 Sudden Death Shootout

The sudden death shootout will be conducted as follows:

- 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.
- Teams shall shoot in the same order in the sudden-death shootout as they did during the original previous round shootout.
- 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.
- Players in a sudden death shootout shall not be allowed to take another shot until four different individual teammates have completed their attempts.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.



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Tiebreaker Rules

(From USA Hockey District and National Tournament Guidebook, pages 34-36)

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking rules listed below. If at any point during the application of the tie-breaking rules, any or all the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin at Step 1 for any teams that remain tied.

Note: If all tied teams have not played each other, the tie-breaking process will begin at Step 2.

The tiebreaker rules are as follows:

1. The results of only the head-to-head games played between the tied teams in the following order:
 - a. Most points earned.
 - b. Most total wins (whether in regulation, overtime and shootout).
 - c. Most regulation wins.
 - d. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
 - e. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
 - f. 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.

2. If after applying the formulas of 1 a, b, c, d, e, or f the tie still exists, the results of all the games played by the teams tied in the following order:
 - a. Most total wins (whether in regulation, overtime, and shootout).
 - b. Most regulation wins.
 - c. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
 - d. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
 - e. 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.



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- f. Lowest number of penalty minutes — Calculate the number of penalty minutes accrued during all preliminary round games. The teams shall be ranked low to high in ascending order of “penalty minutes for.”
 - g. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.
3. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

Note: A team may go into the tie breaking process having defeated another of the tied teams and still not advance.

Note: If a team forfeits any of its games, and becomes involved in any tie breaking formula, the team that forfeited will not advance and all games played against the forfeiting team shall be recorded as 1-0 victories for all opposing teams.

The Directors in charge of the Playoffs will not answer any questions regarding tiebreakers until such time as the use of the tiebreaker rules becomes necessary!

The USA Hockey National Tournament Guidebook shall be the final determining document in the event of any tournament rules conflict.