

2021 Women's Beantown – July 16<sup>th</sup> to July 18<sup>th</sup>, 2021  
Massachusetts

Rules and Divisional setup.

- 1) All USA Hockey rules apply unless otherwise noted in this document.
- 2) **Teams must be available to play up to fifteen (15) minutes prior to the scheduled game time.**
- 3) **Game times:** All round robin games will consist of two 22-minute stop time periods. The last ten minutes of the second period will be running time when there is a four-goal difference or more. Timing will revert to stop time if the difference is reduced to less than four goals. The playoff games on Sunday will be one 30-minute stop time period. **There will be no time-outs in any games.**
- 4) **Flooding Schedules:** Flooding will take place after every game. The tournament committee reserves the right to adjust the flood schedule if games start to run more than 15 minutes behind schedule.
- 5) **Overtime:** There will be no overtime in the round robin games. Ties in the round robin will be recorded as such in the standings. In the event of a tie in the play-off games there will be overtime to decide the winner. Overtime will be sudden death of three minutes off three on three skaters plus a goalie. If after overtime the game remains tied, the tie will be broken via a shootout.

In the case of penalties during overtime, no team shall go down to less than 3 skaters and the non-penalized team will add a player if required (3 on 3 becomes 4 on 3) until the first stoppage in play after the penalty has been served.

- 6) **Shootouts:** Shootouts to break a tie in the final start with a 3-player shootout. One player from each team will start at centre ice and skate in on the opposing goalie. Shootout on each goalie will take place simultaneously. If the game remains tied after three shooters, the shootout becomes sudden death. Shooters cannot repeat until all skaters of a team have taken a shootout attempt. Any player serving a penalty that has not expired by the end of overtime play may not participate in the shootout.
- 7) Minor penalties will be two (2) minutes. Penalties that are being served at the end of the third period will continue until completion during overtime if applicable.
- 8) The center redline will only be in effect for icing infractions. (No center red line for 2 line passes). There is no body-checking in any division.
- 9) **Discipline:** Any major penalties or game ejections will be reviewed by the tournament disciplinary director for further disciplinary action. There will be no toleration for fighting, un-sportsman like conduct versus officials or racial slurring. Disciplinary action will be based on items recorded on the game sheet or any reports from on-ice officials. Major penalties for items such as fighting, travesty of the game or intent to injure penalties can result in ejection from the tournament.
- 10) **Player Eligibility Rules:** Players may play, “up” a division, but only if they are listed on both rosters.
  - Player must be listed on the call up roster at check-in and there must be an “ap” next to her name.
  - A player cannot play for two teams in the same age division.
  - Teams may use a maximum of 4 “ap” players with no more than 26 total players on their roster
  - Any violation of the above will result in ejection of the player from the event and the “ap” team will forfeit any games the “ap” player plays in for her call-up team.
  - A maximum of 20 players, in which not more than **18** are skaters, shall be permitted to play in the game

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**11) General Playoff Rules:** The brackets are set upon the completion of the round robin games. There will be no re-seeding.

**12) Divisional Formats:**

- a) **Futures Red:** The Futures Red division will consist of 40 teams, split into 4 pools. Teams will play a 3-game round robin. The top 4 teams from each pool will advance to the playoffs. The bottom 6 teams will play a 4<sup>th</sup> game consolation.
- b) **Futures Blue:** The Futures Blue division will consist of 26 teams, split into 2 pools. Teams will play a 4-game round robin. The top 6 teams from each pool will advance to the playoffs. The top 2 teams from each pool will receive a bye to the Quarter Finals. Ranks 3-6 will compete for a spot in the Quarter Finals.
- c) **2006(05):** The 2006(05) division will consist of 33 teams, split into 3 pools. Teams will play a 4-game round robin. The top 5 teams from each pool and the best 6<sup>th</sup> ranked team will advance to the round of 16. Teams will be reranked from 1-16.
- d) **2006(05) (T2):** The 2006(05) (T2) division will consist of 20 teams split into 2 pools. Teams will play a 3-game round robin. The top 4 teams from each pool will advance to the playoffs. The bottom 6 teams will play a 4<sup>th</sup> game consolation.

**13)** Two (2) points will be awarded for a win, one (1) point for a tie.

**There will be no overtime during round robin games.**

**14)** Teams can only get credit up to a maximum of a FIVE (5) goal differential for the purposes of tiebreakers. Goals scored by the losing team will determine the score being used for the standings. For example, an 8-2 game result will be recorded as a 7-2 score in the standings.

**15) Tie Breaker Rules:**

The following criteria will be used to break any ties between teams upon the completion of the round robin:

- A) Number of wins
- B) Best Record against other teams in the tie (points only)\*\*\*
- C) Goals for minus goals against (Plus / Minus)
- D) Goals for divided by goals for and goals against (GF) / (GF+GA)
- E) Least goals against
- F) Least penalty minutes
- G) Coin Toss

\*\*\* In case of a multi-team tie in points (more than 2 teams),

Tie-breaker rule B only applies if ALL teams in the tie have faced each other. \*\*\*

\*\*\* Tie-breakers continue in succession as teams are eliminated in a multiple tie scenario.