# NHL Youth Cup – Midget

# PLAYING RULES

### Game Scheduling and Rules

1. The official game schedule shall be provided to the coach or team manager before the start of the first game. All preliminary game schedules are invalid. Team managers and coaches are responsible for ensuring the team is at the rink at the correct time. Failure to do so results in the game being forfeited [score 1 to 0]. Each team is given three coaching passes for the weekend.
2. All teams must be ready to play [20] minutes before the starting time on the official game schedule. Delays in the first face-off shall be subtracted from the time of the first period and a Delay of game Penalty may be assessed to the team causing the delay.
3. Game timing commences with a 5:00 minute warm-up, which shall begin when the doors for the Zamboni close. The timekeeper shall determine the warm-up by sounding the buzzer. The time keeper will not wait for teams who are not ready to take the ice when the Zamboni doors close.
4. All rules established and published by USA Hockey shall apply except when modified by tournament committee. Each team receives one timeout can during the round robin games.
5. All Midget round robin games shall have 51 minutes of game time. Each game will play as 17 minute first period, 8 ½ minute (ice cut) 8 ½ minute second period and then a 17minute 3rd period. Overtime will be played if the game is tied at the end of regulation. If the game is tied after regulation a five minute sudden death 3 on 3 will be played. If no one scores during the overtime period there will be a three man shootout to determine a winner. If it is still tied after three shooters then it will go to a sudden death shootout to determine a winner. You may only use a player once in the shootout unless everyone has shot once.
6. In the 16U and 15U levels, the top two teams from each division will advance to the semifinal playoffs. For the 18U level, the top 3 teams in the North Division and the 1st place team in the South Division will advance to the semifinal playoffs. The Semifinals will be a “full game” (51 minutes). The Championship game will be played as a “mini game” (one 30 minute period). One time out per team is permitted in the playoff round.

1. All other teams **NOT** advancing to a semifinal game at all levels will be reseeded based on criteria below for one exhibition game on Sunday, as outlined in the game schedule (i.e. N3 v S3, N4 v S4, etc)
2. All suspended coaching staff / players are not allowed in the dressing rooms, on the bench or otherwise involved in the game.

**Game Points**: All preliminary games shall be scored as follows: **3 points for a** **win in regulation**, **2 points for win in OT, 1** **point for loss in OT** and **0 points for a loss in regulation.**

**Penalties**: **Minor penalties -** 2 minutes**, Major penalties -** 5 minutes**, Misconducts -** 10 minutes.

**Team Ranking**: Teams shall be ranked based on the total game points acquired in the preliminary rounds of their division. If a tie in the standings occurs then the following shall determine the final ranking order:

**1**. Head to Head (only applies if all of the teams involved in the tie had played each other)

**2.** Goals against

**3.** Difference between goals scored and goals against

**4**. Games won

**5.** Random Draw/Coin flip