

## 2 Nations College Prep Series Rules

[2NationsCollegePrep.com](http://2NationsCollegePrep.com)

Detroit, MI – October 25-27, 2024

Sanction#: MIT25129876302

1. USA Hockey and Michigan Amateur Hockey Association (MAHA) rules shall apply unless otherwise noted in this document.
2. Coaches/Managers must review and approve their roster before each game on the bench/timekeeper box with the timekeeper using the GameSheet software.
3. Teams are required to email a current USA Hockey, OWHA or other governing body official roster and travel permit (if required by your governing body), prior to the start of their first game and have these documents on-hand during the duration of the tournament.
4. Any roster changes must first be approved by the team's governing body.
5. Game sheets will be available in digital format through the GameSheet program.
6. All scores, schedules, standings and stats are tracked by the GameSheet program and can be found at [2NationsCollegePrep.com](http://2NationsCollegePrep.com).
7. Teams must be available to play up to fifteen (15) minutes prior to the scheduled game time.
8. Game Format:

Age	Warmup	Periods	Flood	Penalties
12u/U13	3:00	3x15 minutes	Flood only to start game	1:30/4:00
14u/U15	3:00	3x15 minutes	Two floods per game (a)	1:30/4:00
16u/U18	3:00	3x15 minutes	Two floods per game (a)	1:30/4:00
19u/U22	3:00	3x17 minutes	Flood to start each period. No flood in OT.	2:00/5:00

- (a) The preferred flood schedule is at the first whistle after the 8-minute mark of the 2<sup>nd</sup> period. At the rink's discretion, the rink may flood every two periods. A tournament official will inform coaches of the flood schedules. Rink officials have the discretion to change the flood schedules based on ice conditions.
9. Each team is allowed one 30 second timeout per game.
10. A running clock will begin in the 3<sup>rd</sup> period if the goal differential is 5 or more goals. If the goal differential becomes less than 5, stop time will resume. During a running clock, the clock will stop when a goal is scored, a penalty is called, an on-ice injury occurs or as instructed by referee.
11. Overtime will consist of 3-minute sudden death 3-on-3. Penalties that do not expire by the end of regulation time will carry over into the overtime period. When penalties occur, non-penalized teams will add a player for each occurrence. Once there is a stoppage in play, it will return to 3-on-3 hockey. Non-elimination games on Friday and Saturday will end at the conclusion of overtime. Sunday games and Saturday elimination games tied after overtime will progress to a shootout. There will be no ice resurfacing at the start of overtime.
12. Shootouts – each coach will select 3 players at the end of overtime. The visiting team will always shoot 1st. If the game remains tied after 3 shooters, the shootout becomes sudden death. Shooters cannot repeat until all skaters have taken a shootout attempt. Any player serving a penalty that has not expired at the end of overtime may not participate in the shootout.
13. The overall standings will be determined by the following point system: 3 points for a win in regulation; 2 points for a win in overtime; 1 point for a tie or overtime loss; 0 points for a loss in regulation.
14. Ranking Criteria among tied teams:
  - a. Head-to-Head Points
  - b. Most wins (regulation or overtime)
  - c. Goal quotient (GF/(GF+GA) with the maximum goal differential in any game capped by at 5
  - d. Fewest GA
  - e. Quickest first goal

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### 12u/U13 Format:

The top 4 teams after 4 games will advance to the semi-final games Sunday morning. #1 seed will play #4 seed, and #2 seed will play the #3 seed with winners advancing to the championship game at 1:30pm. Teams outside of the top 4 will play a consolation game Sunday morning. All consolation matchups are at the discretion of the tournament committee.

### 14u/U15 Format:

Teams are separated into 6 pools. After 3 pool-play games, the top team from each pool along with 2 wildcards from any bracket (based on points/tiebreaker), will advance to the gold bracket quarterfinal. The #2 team in each pool along with 4 wildcards from any bracket (based on points/tiebreaker), will advance to the silver bracket quarterfinal. The remaining 8 teams will advance to the bronze bracket quarterfinal. Winners of the quarterfinal in each bracket will continue to play single elimination games until the championship. The losing team of the Saturday evening quarterfinal games will play a final consolation game Sunday morning. The losing team of the Sunday morning semifinal games will not play a consolation game. Championship games will begin at 1:30pm Sunday afternoon. All consolation matchups are at the discretion of the tournament committee.

### 16u/U18 Format:

The top 4 teams after 4 games will advance to the semifinal games Sunday morning. #1 seed will play #4 seed, and #2 seed will play the #3 seed with winners advancing to the championship game at 1:30pm. Teams outside of the top 4 will play a final consolation game Sunday morning against similar competition as determined by the tournament committee. All consolation matchups are at the discretion of the tournament committee.

### 19u/U22 Format:

The top 4 teams after 3 games will advance to the semifinal games Saturday afternoon. #1 seed will play #4 seed, and #2 seed will play the #3 seed with winners advancing to the championship Sunday morning. Teams outside of the top 4 will play consolation games Saturday evening and Sunday morning. The losing team of the semifinal games will also play a final consolation game Sunday morning. All consolation matchups are at the discretion of the tournament committee.

### Discipline:

1. Any players receiving a major penalty for fighting will be suspended for the remainder of the tournament. Any player or coach receiving a game misconduct penalty will be suspended for the next tournament game. Any player, coach or manager who receives a match penalty will be suspended for the remainder of the tournament. Players/coaches may be subject to additional suspension by their governing bodies. There will be no protests. All decisions made by on-ice officials or by the tournament officials are final.
2. Teams will be responsible for damage to dressing rooms or other arena facilities. It is the individual team's responsibility to ensure the dressing room doors are locked. The facility or tournament officials are not responsible for any loss or theft from the dressing rooms. It is the policy of USA Hockey that all teams have at least one responsible adult (head/assistant coach or other approved team personnel) directly monitoring the locker room during all tournament events to ensure that only participants (coaches and players), and other approved team personnel are permitted in the locker room to supervise the conduct in and around the locker rooms at all times while participants are present and also make sure the locker room is appropriately secured during times when minor participants are on the ice. All responsible adults serving as locker room monitors should be gender correct, and the co-ed locker room policy must be followed. Monitors must be screened per USA Hockey screening standards and USA Hockey SafeSport screened and certified. Cell phones and other mobile devices with recording capabilities, including voice recording, still cameras

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and video cameras, are not permitted to be used in the locker rooms. If phones or other mobile devices must be used, they should be taken outside of the locker room.