

Timber Buzzsaw

Game Rules

- 1) Teams should be ready 15 minutes before the scheduled start time. We will not start more than 10 minutes before the scheduled start time.
- 2) 3:00 minute Warm-up
- 3) U14 – 2 20 minute halves, 2015 – 3 15 minute periods
- 4) 1:30 Minute Penalties
- 5) 4:00 Major Penalties
- 6) No OT in pool play or consolation games.
- 7) No Timeouts in pool play or consolation games, 1 time out per team in semifinals and finals.
- 8) Sudden death OT for playoffs. 5 minutes 3 v 3. If no winner is decided it will go to another 5 minutes of sudden death 3v3. If no winner is decided it will go to a 3 player shoot out. If tied after 3 shooters it will go to a sudden death shootout. 10 different players must shoot once before any player can be used a second time. In the 3v3 OT no team may have less than 3 skaters on the ice. Any Penalty in OT that would put a team at less than 3 skaters will result in that offending player serving the penalty and other team will get an extra skater. Penalties during regulation will carry over into OT until the time is served. No player in the Penalty box at the end of OT may be used in the shootout.
- 9) 2 points for a win, 1 point for a tie and 0 for a loss.
- 10) Max goal differential will be 6 goals for any game.
- 11) Tag up offsides and icing on the penalty kill will be allowed. Everything else is USA hockey.
- 12) Neck guards are required and strictly enforced

Body Checking U14

The Buzzsaw is using modified checking for the 14U age division. It is a popular format at the 14U/M15 in Canada. Open ice hits where players are coming from opposite directions (or blind side) are prohibited. All other body checks and body contact that is allowed by USA Hockey at the 14U age division is permitted.

Playoff Rankings

U14 will be ranked 1-4 following pool play. The losing teams in the semifinal will move into a consolation bracket with the winning teams moving to the championship.

2015s will be ranked 1-6 following pool play. Seeds 1-4 will continue on to a semi-final with the winners advancing to the finals. Seed 5 & 6 will play in a consolation game.

Tie Breakers

In the event of ties for teams after pool play- teams will be seeded based on the following order

- 1) Most Points (Wins, Ties, and Losses)
- 2) Most Wins
- 3) Head to Head - for 2 team tie only.
- 4) Goal differential-games results will have max differential of 6 goals.
- 5) Goals Allowed
- 6) Avg. Differential
- 7) Total Goals Scored
- 8) Least Penalty minutes
- 9) Coin flip

Players of the Game

Coaches will select players of the game at the conclusion of each match and notify the referee. The player of the game will be recognized before teams leave the ice and both teams are encouraged to congratulate that player.

Player of the game is only during the round robin and championship games.

Game Procedure

Handshake lines will be after warmups before the puck is dropped. The losing team in the championship game can leave the ice after the player of the game announcements.