



2011 CAPITAL CITY SHOWDOWN FOR THE GOVERNOR'S CUP Official Rules

REGISTRATION

- Team representative must register the team at the tournament registration center prior to the first game. Each rink will have its own registration site.
- Players are to sign in before the first games only. If a player is not at the first game they must check in before the first game they participate in.
- Team registration must be USA Hockey approved; Canadian teams must provide an approved CAHA/OMHA roster or Hockey Canada player registration certificates.
- All players should show proof of USA Hockey or CAHA/OMHA registration. They should be prepared to show this at any time during the tournament.
- Age requirements and classifications will be followed through USA Hockey and Michigan Amateur Hockey Association official regulations (unless prior permission has been received by the tournament director).
- A team representative must check in at the Tournament registration table prior to each game to approve and sign the score sheet.
- Each team is responsible for supplying their own penalty box attendant during their game.

RULES

- All USA Hockey/MAHA rules apply. Checking and slap shots are allowed for Pee Wee and Bantam divisions as outlined by USA Hockey/MAHA rules.
- NO PROTESTS allowed during the Capitol City Showdown.
- Tournament directors reserve the right to make final decisions regarding the interpretation of any rules and regulations.
- All teams are guaranteed four (4) games and must play all 4 games. Please see page 31 rule X section K in the Annual MAHA 20010/11 Guide.
- Teams will be awarded two (2) points for a win , one (1) point for a regulation tie, and zero (0) points for a regulation loss.

GAME FORMAT

- Have players ready fifteen (15) minutes prior to game time.
- All teams will have one (1) minute between periods.

- All face offs will have a five (5) second rule in effect.
- All levels will have a three (3) minute warm-up. Game time allotment is as follows:
 - Squirt B, A, AA level games will have three (3), eleven (11) minute stop time periods.
 - Pee Wee B, A, AA level games will have three (3), fifteen (15) minute stop time periods.
 - Bantam B, A, AA level games will have three (3), fifteen (15) minute stop time periods.

- Curfew clock WILL NOT be used during the tournament.

- Running time will occur any time in the third period once the score differential becomes five goals. Once the game has converted to running time it shall remain running time until the goal differential is within 2. Plus/Minus will max out at 5 goals regardless of the goal differential.
- No time outs are allowed during round-robin play or semi-finals. One (1) time out per team is allowed only during the championship game.
- Overtime will only be played in the championship and/or semi-finals games. Overtime will consist of a five (5) minute stop time sudden death overtime period, five (5) skaters per team. If the game remains tied, a three-player shoot-out will take place.
- Shoot-out rules: One player from each team will take a shot at the opposing goalie, one shooter at a time. **Visiting team shoots first.** At the end of the three shots, the team with the most goals wins the game. If the score remains tied, a sudden death shoot-out will follow. One additional shooter (must be a different shooter) from each team is picked and the same procedure is continued until a winner is determined. In each sudden death round both teams have a chance to shoot. No player can shoot twice unless the entire roster (excluding goaltenders that are dressed) has taken a shot. If one team has a smaller roster size than the other in terms of number of skaters, once the smaller team has used all of it's shooters, both teams can then begin using their entire roster again.

DIVISIONAL AND CHAMPIONSHIP GAMES

- In a six (6) team division, there will be 2 brackets of 3 teams. They will play both teams in their bracket and cross over and play one team from the other bracket for round robin games. The #1 seed in division A will play the #2 team in division B one semi-final. The #1 seed in division B will play the #2 seed in division A in the other semi-final. Division A and B seed #3 will play in the consolation. The two winners of the semi-finals will advance to the championship game.
- In an eight (8) team division there will be two (2) divisions (A & B) consisting of four teams. Each team will play three games against their division and the top two teams from each division will advance. Division A#1 seed will play division B#2 and division B#1 will play division A#2 in the semi-finals, with the winners advancing to the championship game. The remaining four (4) teams will play a consolation game decided by the Tournament Director.
- In a ten (10) team division there will be no divisions. The teams will play 3 games each in round robin play. The 4 teams advancing to the semi-finals will be the top four teams in the tournament during round robin play. In the semi-finals, the highest seeded team will play the lowest seed and the #2 seed will play the #3 seed. The two winners will advance to the championship game. The remaining six (6) teams will play a consolation game decided by the Tournament Director.

- In a sixteen (16) team division there will be four (4) divisions A, B, C & D. Each division has four teams who will play a three game round robin within their division. Each divisional winner will advance to the semi finals. Division A will play Division B and Division C will play Division D in the semi-finals. The other twelve (12) teams will play a consolation game decided by the Tournament Director. The winners of the semi-finals will advance to the final game.

- Placement in the divisions is determined by:
 1. Most points
 2. Most wins
 3. Head to head competition (If applicable) If 3 or more teams are tied, all teams must have played every team involved in the tie in order for this to apply.
 4. Scoring quotient.

(Maximum of +5 goal differential per game) The scoring quotient is calculated by taking an individual team's goals for divided by goals for plus goals against (GF/GF + GA=scoring quotient). When calculating the quotient, if the 5 goal differential is exceeded, the excess goals will be subtracted from the GF for purposes of calculating the quotient. For example, a 12-3 game will be scored 8-3. The team with the higher number advances. Team B advances in the example below:

Team A	15 Goals For	7 Goals Against	Quotient 15 / 15 + 7 = .681
Team B	14 Goals For	6 Goals Against	Quotient 14 / 14 + 6 = .700

5. Points per period in the round robin. Teams get 2 pts for winning a period, 1 pt for a tie, and 0 points for losing the period.
6. Coin Toss

Enjoy your weekend!

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Capitol City Showdown Rink Addresses....

Suburban Ice East Lansing
2810 Hannah Blvd.
East Lansing, Mi 48823
517-336-4272
www.suburbanice.com
 (Listed on Schedule as Sub 1 and Sub 2)

Summit at Capital Centre
9410 Davis Highway
Dimondale, Mi 48821
517-391-1000
www.capitalcentre.com
 (Listed on Schedule as Sum NHL and Sum OLY)

Munn Ice Arena
1407 South Harrison Road
East Lansing, Mi 48823
517-353-7263
 (Listed on Schedule as Munn)