

2018



Tournament Rules

1. Teams or management must verify roster stickers prior to their team's first game. Each team will provide a contact person and phone number for which they can be reached during the tournament.
2. There will be no time outs during round robin play. During playoff games each team will be permitted one-thirty second time out.
3. All teams must be prepared to play their games fifteen minutes prior to scheduled start time in the event the tournament is ahead of schedule.
4. Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner. Protests regarding officiating will not be heard.
5. All Tournament rules will be interpreted in a manner consistent with the objectives of the tournament; A decision by the Tournament Director(s), whether specifically addressed by these rules, shall be binding upon all tournament participants. The Tournament Director(s) shall have the authority to grant exemptions from or make modifications to any of the rules when he considers it fair and appropriate to do so in any specific situation. All decisions by the Tournament Director(s) are final.

6. Teams are responsible to bring their own pucks for warm-ups.

Round Robin Game Format:

- a. 4 minute warm-up
- b. 15-15-15 minute period lengths
- c. Three minute 3v3 sudden death OT
 - i. PP's carry over into OT
 - ii. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)
- d. Still no winner, sudden death shootout
 - i. No player can be used twice in shootout till all players have gone once
- e. 3 points for a regulation win
- f. 2 points for an OT win
- g. 1 point for an OT loss
- h. 0 points for a regulation loss

Playoff format (quarterfinals & semifinals)

- a. 4 Minute warm-up
- b. 15-15-15 minute period lengths
- c. Three minute 3v3 sudden death OT
 - i. PP's carry over into OT
 - ii. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)
- d. Three minute 2v2 sudden death OT
 - i. PP's carry over from 1st OT into 2nd OT
 - ii. PP in 2v2 OT will be played 3v2 (two-man advantage is played 4-2)
- e. Continue playing 2v2 format till a winner is determined

Championship Game Format

- a. Same as Quarters and Semi-finals EXCEPT overtime is played 3v3 till a winner is determined.

Playoff Seeding & Tie Breaking Sequence – conclusion of round robin series

1. Most points in Round Robin;
2. In case of a tie between two teams, the team having won the game between each other will advance;
3. If still tied or not applicable, then the team with the best quotient gains the higher seed.

The quotient is to be determined in the following manner:

Goals for + Goals against divided by Goals against

$10+4/4 = 3.5$ (NOTE: The higher number gains the higher position)

4. If still tied, the team with the fewest goals against during full round robin play will advance;
5. If still tied, the team with the most goals during full round robin play with advance;
6. If still tied, coin flip
7. In the event of three or more teams tied, head to head among the tied teams shall determine placement. If still tied, apply steps 3-6.
8. There will be a 5-goal differential for all games (example, Team A beats Team B 8-0, the score on the website and standings will be reflected as 5-0).
9. Playoff format/seeding: Top five teams from the Wigston Division advance to the quarterfinals; top three teams from the Styles Division advance to the quarterfinals. Quarterfinal seeding will be Wigston 1-5 and Styles 1-3 will be 6,7,8 seeds in quarterfinals

