



2018 Bauer Shootout Tournament Rules

Approved by Pro Hockey Development Group
24 Bluff Trail, Nobleton, Ontario L7B 0A1
1.866.850.8063, www.ProHoc.com



TEAM REGISTRATION. Coach/Manager must register 60 minutes prior to first game by filling out game sheet and handing in the 2018 Waiver Form (write in bold age/division and team name at top of form. Also provide coach/manager contact info.). **PLAYERS CANNOT PLAY WITHOUT WAIVER...** with each player clearly listed and signed by each respective parent/guardian.

JERSEY CONFLICTS. Prior to each game, you must mark your jersey colour on the game sheet. In the case of colour conflicts, the visiting team must switch jersey colours. Pinnies may be provided by Pro Hockey Development. The numbers on the pinnies must be recorded on the game sheet before commencement of puck drop. All pinnies must be returned to league office after completion of game.

EARLY START (15 minutes). All teams must be prepared to play their games 15 minutes prior to scheduled start time in the event the tournament is ahead of schedule.

GAME TIMES & FLOOD SEQUENCE (3x15 stop time). All age groups will play 3x15 minute stop time periods with a 3-minute warm-up. Rink will be flooded after each game. Pro Hockey Development Group reserves the right to flood after 2 periods, if needed, and only if time permits.

MERCY RULE (5 goal). At the beginning of the 3rd period, or at any time thereafter, if a team is ahead by five or more goals, the clock will revert to running time. If subsequently the difference is reduced to less than three goals, the clock will revert back to stop time.

NO TIMEOUTS ROUND ROBIN. There will be no time outs during Round Robin play. During playoff games, each team will be permitted one 30-second time out.

SUSPENSIONS. A hit from behind results in an automatic ejection and at minimum, a 2-minute penalty. A 5-minute major penalty results in an automatic ejection and at minimum, a 2-game suspension. Any player that receives a second major penalty will result in a tournament ejection. Any player and/or team official who receives a match penalty or gross misconduct will be suspended for the remainder of the tournament.

BODY CONTACT. Body contact is limited to the 2004 age group divisions and older ONLY.

PLAYERS, COACHES & MANAGERS. All players must play a minimum of 2 Round Robin Games to qualify for playoffs. No player may play for more than one team within same age group. Mouth guards are not required but recommended. **Teams must make their own arrangements to secure belongings in dressing rooms.**

PLAYERS PLAYING ON MULTIPLE TEAMS IS NOT ALLOWED. No player is allowed to play on another team, whether in the same division, another division, or another age group. A player is allowed to play on one team only.

FAIRNESS PROVISIONS FOR "CROSSOVER" DIVISIONS. For "Crossover" divisions of 8 (eg. "Pool A" plays "Pool B" teams), provisions ensure fairness when advancing to playoff rounds. **FIRST...** Top seeds advance regardless of pool. However, an exception exists when divisions are unbalanced. **EXAMPLE...** a team went "2-2" in one pool playing against teams that went "3-1" in the other pool, but those teams played very easy teams. If the team that went "2-2" beat those "3-1" teams in the round robin then the 2-2 team advances, at the discretion of Pro Hockey.

PROTESTS. No protests will be allowed. Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner. Protests regarding officiating will not be heard.



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TIE BREAKING SEQUENCE – CONCLUSION OF ROUND ROBIN SERIES

Round robin standing will be based on points. 2 points for a win, 1 point for a tie. If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the semi-final and final games are played.

TWO TEAMS TIED...

- 1.1 HEAD-TO-HEAD.** The winner of the round robin game between the two tied teams gains the higher position.
- 1.2 MOST WINS.** The team with the most wins in the round robin gains the higher position.
- 1.3 BEST GOAL QUOTIENT.** If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal quotient (higher number) gains the higher position.

DETERMINING GOAL QUOTIENT

From round robin, total # of (goals for) divided by total # of (goals for + goals against).

Example... “For” = 10 goals. “Against” = 4 goals. Ratio = $10/(10+4) = 0.714$.

The higher percentage gains the higher position

DETERMINING GOAL DIFFERENTIAL FOR “MIXED DIVISIONS”

(A mixed division is one whereby not every team plays same teams in a pool or crossover)

In mixed divisions only, goal differential is maxed out at 5 goals for tie-breakers.

Example... “8-1 win” is recorded for tie breaking purposes as a “6-1 win”.

Then the goal quotient is determined, as above, on that basis.

- 1.4 FEWEST GOALS AGAINST...** If teams are still tied after 1.1 and 1.2, the team with the fewest goals against (all round robin games played) will gain the highest position.
- 1.5 MOST GOALS FOR.** If teams are still tied after 1.1, 1.2 and 1.3. The team with the most goals for (all round robin games played) will gain the highest position.
- 1.6 LEAST PENALTY MINUTES.** If the two teams are still tied after 1.1, 1.2, 1.3, 1.4 and 1.5 have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.
- 1.7 1ST GOAL SCORED HEAD-TO-HEAD.** If the two teams are still tied after 1.1, 1.2, 1.3, 1.4, 1.5 and 1.6 have been applied, the team which scored the first goal in the game between the tied teams gains the higher position.
- 1.8 COIN TOSS.** If the two teams are still tied after 1.1, 1.2, 1.3, 1.4, 1.5, 1.6 and 1.7 have been applied, a single coin toss will determine which team gains the higher position.



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THREE OR MORE TEAMS TIED... The three-team tiebreaker is used to determine seed order. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker

2.1 MOST WINS. The team with the most wins in the round robin gains the higher position.

2.2 BEST GOAL QUOTIENT. If teams are still tied after 2.1 has been applied, then the teams will be seeded by the best goal quotient.

2.3 FEWEST GOALS AGAINST. If teams are still tied after 2.1 and 2.2, then teams with the fewest goals against (all round robin games played) will gain the highest seeds.

2.4 MOST GOALS FOR. If teams are still tied after 2.1, 2.2 and 2.3, then teams with the most goals for (all round robin games played) will gain the highest seeds.

2.5 LEAST PENALTY MINUTES. If teams are still tied after 2.1, 2.2, 2.3, 2.4, then teams with the least number of minutes in penalties will gain the highest seeds.

2.6 COIN TOSS. If teams are still tied after 2.1, 2.2, 2.3, 2.4, 2.5, 2.6 and 2.7, a coin toss will determine which team gains the higher seed.

WILD CARD (Advancing to Playoff Round)... In some divisions, Wild Card teams will be determined to advance from the Round Robin to the Playoffs. The team(s) with most points in round robin play advance. If teams are tied then the appropriate tie breaker sequence described above will be applied.

FAIRNESS PROVISIONS FOR "CROSSOVER" DIVISIONS OF 8... See 1st page of these rules for details. HEAD-TO-HEAD prevails.

PLAYOFF OVERTIME... In the event of a tie in playoff rounds a *5-minute sudden death 3-on-3 period* will take place to determine winner. If still tied, there will be a *Best of 3 Shoot-Out*. Coaches must pick their first 3 shooters before shoot-out begins. If still tied, there will be a sudden death shootout. The first team to win in the 1-on-1 shoot out will win the game. Every player on each team must shoot before the same player can shoot twice.

CONSOLATION GAMES... In some divisions, there will be consolation games. They are scheduled as "highest seed v. next highest seed", and so on. However, when possible, matchups may change to enable teams to play others they didn't meet in their division round robin.

ALL DECISIONS MADE BY PHDG ARE FINAL... All Tournament rules will be interpreted in a manner consistent with the objectives of the Tournament; namely, fairness, safety, and the enjoyment of the players. A decision by the Tournament Director and/or President/Vice President, whether or not specifically addressed by these rules, shall be binding upon all Tournament participants. The Tournament Director and/or President/Vice President shall have the authority to grant exemptions from, or make modifications to, any of the rules when considered by that person to be fair and appropriate to do so in any specific situation. All decisions by the Tournament Director and/or President/Vice President are final.

GOOD LUCK AND HAVE FUN!!!