

2024



## Tournament Rules

1. Team coach or manager must register 30 minutes prior to their team's first games to verify roster stickers. 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. Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner. Protests regarding officiating will not be heard.
4. 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.
5. All players must play a minimum of 2 Round Robin Games to qualify for playoff rounds.
6. No player may play for more than one team within same age group.
7. Goal differential is maxed out at 6 (see tie-breaker seeding) for unbalanced divisions.
8. Teams are responsible to bring their own pucks for warm-ups.
9. Slapshots allowed at all levels.
10. Checking NOT allowed at all levels.
11. Minor penalties are 2 minutes; double minor are 4 minutes and majors are 5 minutes
12. Tag-Up Offsides.

### **2015 Division Format (9 teams):**

1. All teams play 4 round robin games within division.
2. 4<sup>th</sup> vs 5<sup>th</sup> place have mini play-in game to Semis (2-15 min Periods). 1<sup>st</sup> vs winner of 4/5. 2<sup>nd</sup> vs 3<sup>rd</sup>.
3. Consolation Games: 6<sup>th</sup> vs 7<sup>th</sup>, 8<sup>th</sup> vs 9<sup>th</sup>.

### **2016 Division Format (5 Teams):**

1. All teams play 4 round robin games.
2. Top 4 seeds will reach semis.

### Round Robin Game Format:

- A. All divisions
  - i. 3-minute warm-up
  - ii. 15-15-15 minute period lengths.
  - iii. If tied at the end of regulation:
    - 1. 3-minute 3 verse 3 sudden death
    - 2. If still tied, one player sudden death shootout
    - 3. No player can be used twice in shootout till all players have gone once
  - iv. PP's carry over into OT
    - 1. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)
  - v. 3 Point system used (same as Brick tournament)
    - 1. 3 points for a regulation win
    - 2. 2 points for an OT/Shootout win
    - 3. 1 point for an OT/Shootout loss
    - 4. 0 points for a regulation loss

### Playoff & Consolation format:

- A. All Divisions:
- B. Consolation games, Play-in games, Quarterfinals, Semi finals, and Finals
  - i. 3 Minute warm-up
  - ii. 15-15-15 minute period lengths.
  - iii. If tied at the end of regulation:
    - 1. 5-minute 3 verse 3 sudden death
    - 2. If still tied, Best of 3 shootout
    - 3. If still tied, sudden death shootout
    - 4. No player can be used twice in shootout till all players have gone once
  - iv. PP's carry over into OT
    - 1. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)

### Tie Breaking Sequence – conclusion of round robin series

1. If two or more teams are tied with the same amount of points after the round robin series, then the following procedure will be used to determine the final ranking before playoff games are played.

#### If two teams are tied:

1.1 The winner of the round robin game between the two tied teams gains the higher position.

1.2 If the teams did not play, then the team with the best quotient gains the higher seed.

The quotient is to be determined in the following manner:

Goals for divided by Goals for + goals against  
 $10/10+2 = .833$  NOTE: The higher number gains the higher position

**Goal differential will be maxed at 6 goals for tie-breakers, meaning an 8-1 win will be recorded for tie breaking purposes as a 7-1 win.**

1.3 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.

1.4 If teams are still tied after 1.1, 1.2, 1.3, the team with the most goals for (all round robin games played) will gain the highest position.

1.5 If the two teams are still tied after 1.1, 1.2, 1.3, 1.4, have been applied, a single coin toss will determine which team gains the higher position.

#### Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. 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 If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

2.2 If teams are still tied after 2.1 has been applied, then the team with the best quotient gains the higher seed. The quotient is to be determined in the following manner:

Goals for divided by Goals for + Goals against

$10/10+2= .833$  NOTE: The higher number gains the higher position

The exercise of 2.2 establishes the team or teams with the highest position(s) quotient. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

Example A:

- A. Team A: .833 quotient = 1 seed-Advances
- B. Team B: .666 quotient = **3 seed – Does not advance**
- C. Team C : .725 quotient = 2 seed – Advances

Example B:

- A. Team A: .833 quotient = 1 seed-Advances
- B. Team B: .666 quotient = Tied with Team C/go to 2.3
- C. Team C: .666 quotient = Tied with Team B/go to 2.3

2.3 If teams are still tied after 2.1 and 2.2. The team with the fewest goals against (all round robin games played) will gain the highest position.

2.4 If teams are still tied after 2.1, 2.2 and 2.3. The team with the most goals for (all round robin games played) will gain the highest position.

2.5 If teams are still tied after 2.1, 2.2, 2.3, and 2.4 have been applied, a coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest position.