

2021 beantown BASH Tournament Rules

1. Teams or management must verify rosters 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. Slap shots allowed; tag up offsides allowed; can ice the puck shorthanded; checking allowed at all divisions except 2008

7. Teams are responsible to bring their own pucks for warm-ups. We recommend asking player on your team to put 3-4 pucks in their hockey bag so coach doesn't need to bring 20-30 on his/her own if traveling by plane.

Round Robin/Play-in/Quarterfinal and Semi-final Format

1. 3-minute warm-up
2. Two 20-minute halves
3. Two-minute 3v3 sudden death OT
 - a. PP's carry over into OT
 - b. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)
 - c. Still no winner, sudden death shootout (Not best of 3 or best of 5/first team to score wins with each team getting one try till a winner)
 - d. No player can be used twice in shootout till all players have gone once
4. Point System
 - a. 3 points for a regulation win/2 points for an OT win/1 point for an OT loss/0 points for a regulation loss

Playoff and Consolation Game Format

- A. Consolation games, Play-in games, Quarterfinals and semi finals
 - i. 3 Minute warm-up
 - ii. 30-minute game (one 30-minute period put on the clock)
 - 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)

Championship Game Format follows above playoff and consolation game format EXCEPT for OT which is as follows:

- i. If tied at the end of regulation:
 2. 5-minute 3 verse 3 sudden death
 3. If still tied, 5-minute 2 vs 2 sudden death
 4. If still tied, continue to play 5-minute periods of 2 vs 2 sudden death till a winner is determined
- ii. PP's carry over from regulation into OT as well as from 1st OT into 2nd & subsequent OT's
- iii. PP in 2v2 OT will be played 3v2 (two-man advantage is played 4-2)

Playoff Seeding & Tie Breaking Sequence – Conclusion of Round Robin Series

1. **Points.** The team with the most points in the Round Robin will advance in seeding.
2. **Head-To-Head.** In the case of a tie between two teams, the team having won the game between each other will advance.
3. **Goal Quotient.** If still tied or not applicable, then the team with the best quotient gains the higher seed.

Goal quotient is to be determined in the following manner:

Goals for divided by Goals For + Goals Against

Example... "For" = 10 goals. "Against" = 4 goals. Ratio = $10/(10+4) = .714$

NOTE: The higher number gains the higher position

4. **Wins.** If still tied, the team with the most wins during full round robin play will advance;
5. **Goal Differential.** If still tied, the team with the best goal differential (goals for – goals against) during full round robin play
6. **Coin Flip.** If still tied, there will be a coin flip to determine which team advances in seeding.
7. **3+ Teams Tied.** 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. **7-Goal Max.** There will be a 7-goal maximum differential for all games (example, Team A defeats Team B 9-0, the score on the website and standings will be reflected as 7-0.