

2016 Tournament Rules

Registration: All teams are required to have all their players signed up to the online waver prior to the tournament.

Game Length: Periods will be 15/20/20 stop time. If a difference of 5 goals or more exists at any time during the third period, running time will commence. If the difference becomes 4 goals or less, stop time will commence.

Warmup: Warmups will be 3 minutes. Timeouts: Each team is permitted one timeout per game.

Body Contact: This tournament is body contact. Equipment: Full facial protection MUST be worn.

Overtime for Round Robin AND Playoffs: If no winner is determined during regulation time a 3-man per team shootout will determine the winner. If still tied after the 3-man per team shootout a sudden-death shootout will determine the winner. All skaters must be used before the first shooter may shoot again. Sudden-death round will be completed simultaneously.

Gross Misconducts or Match Penalties: Any player or team official that receives a gross misconduct or match penalty before, during or after the game will be immediately suspended for their next game and will automatically under review by the Director.

Fighting Major: Any player assessed a fighting major will be ejected.

Referees: Tournament directors will NOT overrule a referee's decision. No protests will be accepted.

STANDINGS: (after round robin)

2 points for a win. 1 point for an shootout loss. 0 points for a loss.

If 2 teams are tied in the standings the following tie break steps will be taken in this order:

1. Most wins
2. Head to head record
3. Goals for / (totals goals for / goals against). The higher percentage advances.
4. Least goals against.
5. Most goals for.
6. Least penalty minutes.
7. Coin toss between tied teams.

If 3 teams or more are tied in the standings the following tie break steps will be taken in this order:

1. Goals for / (totals goals for / goals against). The higher percentage advances.
2. Least goals against.
3. Most goals for.
4. Least penalty minutes.
5. Coin toss between tied teams.

** The maximum goal differential that will be recorded in a game is 5 goals.