

# **KING OF '94 TOURNAMENT RULES**

**Last Updated August 25, 2016**

1. In Game Settings: 5 minute periods, no offsides, penalties on, no line changes, manual goalie
2. Selecting Teams: A coin flip will take place. The coin flip 'loser' must select two different teams that will play. The coin flip 'winner' picks their team from the choices provided and is the home team for that game. All Star teams are ineligible.
3. The coin flip 'loser' cannot call that same matchup of teams for the rest of the tournament regardless of whom they are playing. (The other player could still select that matchup for a future game.) Ex. Player A loses the coin toss and selects Detroit vs Boston, Player A can't select that matchup again, Player B could still pick Detroit vs Boston later on in the tournament.
4. If the same two players meet later in the tournament, then no coin flip would take place. They would automatically reverse the previous coin flip results, so the previous coin flip winner is now coin flip loser. If they meet for a third time then they reverse 'coin flip results' again, and so on.
5. If there's a system malfunction, then the game will restart with that score and play the number of periods that were remaining (a partial period would count as a full period).
6. If a game is still tied after overtime is completed, then the game will be reset, and play will continue until someone scores. (player injuries, penalties won't carry over from the previous game).
7. Changing goalies: Goalies may be changed before the opening face-off and during play stoppages. You cannot change goalies during a face-off, or when a penalty shot is called.
8. Substituting for an Extra Attacker: This is the only time pausing is allowed during game play. You must have control of the puck if you are pulling him when the puck is in your own zone, otherwise any where else is acceptable. You can only put the goalie back in immediately after a whistle (before a faceoff).
9. A 'referee' will be designated to resolve any 'disputes' not covered under the rules.
10. Controllers will be provided however you may bring your own controller provided it's an original game pad controller (no third

party controllers etc.) Please notify us upon registering that you are bringing a controller.

11. Editing lines: Lineup changes will be allowed at the beginning of the game, when there is an injury to a player, during intermissions and when a time out is called (by either team). If you would like to make a change at intermission, please notify your opponent that you wish to do, so they can allow you the time before the start of the next period.

1. At the beginning of the game:

- Both players can change their lines.
- The Home team gets the last change.
- If someone starts the game before the other player has changed their lines, the game can be restarted if the puck has not been dropped yet; just declare that you would like to restart before the puck drops.
- Please be fast when picking your starting line up. One minute should be more than enough time

2. During period intermissions

- We prefer you change your lines before the intermission, but you are allowed to change them during the intermissions. However, if your opponent starts the next period before you got the chance to change your lines, the game continues, and you can't change your line before the puck drops.

3. Other than before the game, line changes should not take more than 10 seconds. Please be respectful and keep it short.

4. If you forget and try to change your lines at an unapproved time, you must change your line back.

For Sega Players, Please Note: Due to a bug in the game, the exact attribute values reported in the Edit Lines and Team Roster screens are not accurate, they are only in the range of possible values for that player (other than weight, which is the correct value). So please do not spend lots of time looking for who is playing better that game based on those values, consider them only ballpark numbers.