



Tournament Rules/Details

- The Tournament will supply pucks for Warm-Ups.
 - A player may not be rostered on more than one team.
 - All Parents are required to fill out the online waiver for each of their skaters, or they will not be allowed to participate.
 - "Legacy" icing rule will apply and teams are allowed to ice the puck while shorthanded
 - Tag-up offside will be used at all levels.
 - Checking is allowed for boys levels 2012, 2011, U16 Boys, U18 Boys
 - Fighting will not be tolerated and result in removal from the Tournament
 - Any player who receives their 4th penalty of the game will need to sit out for the remainder of the game (Can stay on bench)
 - Home team on the schedule will wear their LIGHT colored jersey
 - Games can start a maximum of 15 minutes early. Teams should be ready to go if we are ahead of schedule.
 - Banners will be awarded to 1st & 2nd place and to 3rd place teams when a 3rd place game is played
 - Games will be 15-minute stop time periods for Boys U18 thru 2015 and Girls 14U & 12U and 12-minute stop time for boys 2016-2018 and Girls 8U & 10U
 - Running time will commence in the 3rd Period when a 5-goal or more differential has been achieved (Clock only Stops during Injuries). If the score changes back to a 4-goal differential, the clock will change back to stop time
 - **Timeouts (Sunday only)** – A One 1 minute timeout is allowed for Sunday Games Only
 - Minor Penalty will be assessed at **2 minutes** and Major penalties will be assessed at 5 minutes
 - For Displayed Scores on the online schedule - A 5 goal max will be displayed (teams cannot win by more than 5 goals)
 - There is no overtime in pool play
 - In Pool Play, teams will earn 3pts=Win, 1pt=Tie, 0pt=Loss,
- Pool Tie Breaking format
 1. Head-to-Head (not used when 3 teams are involved. After the first team advances out of a 3-way tie, head-to-head comes back in as first tiebreaker).
 2. Fewest goals allowed (amongst tied teams)
 3. Goal differential (We use ACTUAL Score of Games and the 5-Goal Max is not observed)
 4. Most goals scored (entire tournament)
 5. Fewest penalty minutes (entire tournament)
 6. Coin Toss

If there are 3 teams tied, the tiebreaker format will be used to determine highest seed and then the tiebreaker format will start over to determine the seedings of the remaining two teams

- On Sunday, for any Non-Trophy games, The Westwood Classic reserves the right to adjust seedings and opponents
- Overtime Rules (SUNDAY ONLY)
 - Overtime will be a 5 minute **RUN TIME** 3v3, any penalties from regulation will carryover
 - Teams will not change ends after the 3rd period
 - If tied after 5 minutes, a 3 player shootout will be conducted
 - Any player in the penalty box at the end of Overtime is ineligible for the entire shootout
 - If tied after 3 shooters, 1 additional round will continue to be added until a winner is declared. The coach may select any eligible player to shoot after the initial 3 players were selected