



**Tournament Procedure/Game Structure:**

- Guaranteed 5 games
- All Games are played Half-Ice
  - 4 on 4 Gameplay with Goalie
  - 3 minute warm-up
  - 2 Periods x 22 Minutes running time
  - Face-offs only at the start of each period
  - Buzzer every two minutes to indicate a change
    - There will not be a face-off after each buzzer
    - Referee will start (toss) new puck into a neutral area
  - If ALL coaches elect to not use buzzers, teams may change on the fly
  - Blue Pucks will be used \*Not provided
    - Black pucks may be used if both coaches agree
  - Intermediate sized nets will be used
- Awards will be given to every participant with championship and finalist awards for the Championship games.

**Officiating:**

- There will be one referee per game
- No Penalties will be called (Continue with game play)
  - If a penalty is blatant, the player will be forced to change for the remainder of the shift, in exchange for another player. No power play will come from the change.
- Upon a goal or Freeze in play, Referees will give a new puck to be played by the team that froze it/got scored on. Opposing team will back up to their own goal.

**Seeding & Team Ranking for Finals:**

- Teams will play preliminary round games and then ranked according to their record in the standings
- Scores/ Standings will be provided at the tournament table once calculated
- Total Points: 2 points for a win, 1 point for a tie, 0 points for a loss
- For the purpose of final standings, the maximum goal differential is 6 goals per game
- Tie Breakers will be decided using this format:
  - Head to head (In the event more than two teams are tied, one team must have beaten all the other teams they are tied with to advance)
  - Least goals allowed
  - Most goals for
  - Coin toss

**\*Please note that after each individual tie is broken the process will revert back to step two.**