



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
- For the purpose of final standings, the maximum goal differential is 6 goals per game
- Tie Breakers will be decided using this format:
 - Points: 2 points for a win, 1 point for a tie, 0 points for a loss
 - 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.**