

22st Annual Walter F. Ehrnfelt Tournament Rules

12-13-2024

First 3 games for each team

Each team will be scheduled to play 3 round-robin games.

Round-robin games may end in a tie.

Team points will be awarded as follows:

1 point for winning a period (One-half point to each team if period scoring is tied.)

2 points for winning a game (One point each for a tie.)

A total of 5 points is awarded in each game.

4th game: A championship game and a Consolation game in each Division:

'Championship game' teams will be determined as follows:

1. The two teams with the highest point totals.

2. Tiebreakers:

- a. head-to-head competition (final score only)
- b. most goals 'for' minus goals 'against' in 3 games (CAP OF +5 or -5 IN ANY 1 GAME)
- c. least penalty minutes in 3 games
- d. coin toss or blind draw by Tournament Director

The Consolation games in each division will be the 2 remaining teams.

The consolation game for the BLACK Division will be played on Sunday evening and the Championship game will be played on Monday morning.

The Championship game and the Consolation game for the RED Division will be played on Monday morning.

Home team in 4th games:

1. Team that had less home games in the round-robin.
2. Team with higher point total.
3. See Additional Tiebreakers above.

Overtime will be used in the Championship games only.

If a contest is tied after regulation play, there shall be one(1) 5-minute overtime, with any goal resulting in sudden victory for the team that scores. The overtime shall consist of three(3) skaters per team. Should the contest remain tied after the overtime period, a shootout will take place to determine a winning team (see detailed overtime rules/procedures).

General Tournament Rules:

Teams must be prepared to start each game 15 minutes before the scheduled time.

Teams to abide to OHSAA Rules regarding dressed players (18 skaters, 2 goalies per game).

Each team must provide a penalty box attendant throughout each of their four games.

The posted time on the schedule is the start of the warm-up period. Here is a sample using the first game, which is scheduled for Saturday at 9:00 AM:

9:00 AM	Referees to ice, 8-minute countdown begins, teams may warm-up.
9:06 AM	Two-minute warning buzzer.
9:08 AM	Puck drop.

There will be no ice cut between the 1st and 2nd Periods. The time between the 2nd and 3rd period for the ice cut is scheduled for 5-8 minutes and BAM Arena may use two machines from time to time. This intermission is expected to end as follows:

Two-minute warning buzzer	Referees to ice.
One-minute warning buzzer	Teams to ice.

One 60-second time-out per team, per game. Unused time-outs do not carry over to the next game.

Schedule adjustments: While 1 hr, 40 Min, of ice have been scheduled per game, the **Tournament Director reserves the right to adjust start times, eliminate ice cuts, implement a running clock, reschedule game times, dates, and opponents, and make other adjustments as needed to effectively run the tournament.**

A running clock will be used when there is a 10+ goal differential in periods 1 or 2, and/or a 6+ goal differential in period 3. During play in running time, if the goal differential is reduced to two(2) goals, at that time the game shall return to stop-time.

Any player, coach, manager, or other team personnel who receives a game disqualification will be ejected from the tournament.

Other rules not covered above: National Federation of State High School Associations rules will apply to all games.

OHSAA teams will be governed in accordance with the Ohio state guidelines.

Recognition in each division:

Championship team trophy
2nd place team trophy