

# Official Tournament Rules

## Tournament Format

- 4 teams
- Round robin with 3 games per team
- Top 2 teams advance to the Championship
- Total games: 7

## Game Rules

- 3 x 15-minute periods (running time)
- 1-minute intermission
- No overtime
- Shootout if tied in both round robin and championship games
- Warmup: 5 minutes maximum

## Points System

Result	Points
Regulation Win	3
Shootout Win	2
Shootout Loss	1
Loss	0

## Shootout Format

- 3 shooters per team
- If still tied, continue to sudden death
- Any player must shoot once before a player can shoot again

## Penalties

- Minor penalty: penalty shot
- Major penalty: 2-minute running time penalty
- Concurrent penalties: both players leave for 2 minutes, and teams return to full strength at the next stoppage
- Fighting: ejection

## **Standings Tiebreakers**

For a 2-team tie in standings:

- Head-to-head points
- Regulation wins
- Goal differential with a +5 cap per game
- Goals scored
- Goals against
- Head-to-head shootout result if their round-robin game ended in a shootout
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For a 3-team tie in standings:

- Mini-table points among tied teams only
- Mini-table regulation wins
- Mini-table goal differential with a +5 cap per game
- Mini-table goals scored
- Mini-table goals against
- Full tournament regulation wins
- Full tournament goal differential
- Full tournament goals scored
- Full tournament goals against
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## **Game Flow and Contingencies**

- Clock runs the entire game unless the tournament director announces a timing adjustment
- If the schedule is running behind, warmups may be reduced to 3 minutes
- Buzzer ends regulation immediately
- If tied, go straight to the shootout with no delay
- 10-minute grace period for late teams; after that, the game is recorded as a 5-0 forfeit
- Tournament director has final authority on all schedule, discipline, and rule interpretations