

TOURNAMENT RULES 2011

Tie Breaking Rules for Teams Tied after Round Robin:

A) Best win record in games played between tied teams;

B) If still tied, best win record;

C) If still tied the team with the best goal average would qualify. The goal average of a team is determined by dividing the total number of goals for by the total number of goals for and against. The goal ratio will be for games between the tied teams only;

Example: Total Goals For: 10

Total Goals Against: 4

Percentage: $10 \div 4 = .714$

10+4 14

D) If still tied, the team to qualify would be the team which scored the first goal in the game between the two teams;

E) If still tied, the team to qualify would be the team that received the least minutes in penalties; and

F) If still tied after all previous methods have been applied, the winner will be decided by a single toss of a coin.

Note: In the event that more than two teams are tied, once the tie breaking rules have been used to eliminate one team, the procedure to break the remaining tie will be to revert back to the beginning criteria.

Novice Division:

Two round robin games will be played after which teams will be placed within their division. Teams finishing 1st or 2nd in their division will be guaranteed two more games. Teams finishing 3rd and 4th will play crossovers for the chance to play in the 5th place game on Sunday. Teams finishing 5th will play a consolation game for their third game. Games 20-23, & 28-29, if tied after regulation will be decided based on a three player elimination shoot-out, followed by a sudden death shoot out. Championship game will be decided by 5 minute sudden death overtime and then shoot-out if tied after regulation.

Atom Division:

Games 30-31 will be decided by shoot-out if tied. Championship game will be decided by 5 minute sudden death overtime followed by a shoot out if tied after regulation.

*** ONLY TEAM ROSTERED PLAYERS ARE ELEGIBLE TO PLAY IN THIS TOURNAMENT ***