



Tournament Game Information

- Five minute warm up (time clock will run – 30 seconds remaining buzzer will sound)
- It is the responsibility of team coaches to supply their own pucks for warm up
- Two, 18 minute stop time halves or 22 minute run time halves
- Two minute half time rest
- Round robin play will award two points for a win, one point for a tie and zero points for a loss
- Teams should be prepared to go on the surface 15 minutes prior to their scheduled game time
- Games will not start earlier than 15 minutes to scheduled game times
- There will not be a mercy rule in effect in regular divisional play (the goal differential on the score board will never exceed 5 goals. However all goals will count on teams final score)
 - ❖ Mixed divisions and mixed age groups will play with a partial mercy rule, when the game is finished and recorded. Total goals scored will never exceed a differential of 8
- In an 18 minute stop time setting, at the ten minute mark of the second half only if goal differential is five or greater, the clock will be running time as long as differential remains five or greater
- In a 22 minute run time setting, if the score differential is two or less, stop time will be implemented for the last three minutes. Unless the score differential returns to three or greater in which case running time will resume when play resumes
- All games will be played with a Provincial Governing Body approved puck
- All semi final and final games will be played with overtime if tied after regulation time has expired (ten minute sudden victory periods will be played until a winner is determined. Teams will not change ends and will defend the goal nearest to their player bench). There will be a one minute rest after regulation time and between each overtime period.
- Coaches will be granted 1 time out per game