



Tournament Game Information

- Five minute warm up (time clock will run – 30 seconds remaining buzzer will sound)
- Two, 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 (a goal differential five or greater should not be displayed on the score board)
 - ❖ The final recorded game score will never exceed a differential of eight (8) goals. This will deter teams from running up the score on a weaker opponent.
 - ❖ Individual players will be limited to three (3) goals per game to help curb excessive scoring. The goals will all be recorded on the game sheet but they will subtract at the end of the game, so as to not exceed three (3) goals per player and a total differential of eight (8) goals
- In the last three (3) minutes if the score differential is three (3) or less, stop time will be implemented. If/when the score differential returns to greater than three (3), running time will resume when play resumes
- Any situations where the game could run into the next time slot the 5 & 2 rule will be implemented. Meaning with five (5) minutes to go in the time slot the game clock will be dropped down to two (2) minutes. This will be the process for all games except playoff games going into overtime.
- Semi-final and final games that are tied after regulation time has expired; will play one, 10-minute overtime period until a winner is determined. Teams will not change ends and will defend the goal nearest to their player bench.
- If no team has won after the 10-minute overtime period. There will be a three-player shootout to determine the winner of the game
- Coaches will be granted one time out per game. There will not be a new timeout awarded in OT
- All games will be played with AMRHA approved puck