



## **GAME STRUCTURE**

No team or player will be allowed to play more than three (3) games in any one day.

Where possible, a minimum of three (3) hours rest will be allowed between finish and scheduled start times of any team's games.

Length of Games:

Tyke through Midget will be three – 15 minute periods of straight time. (MR7.07(a))

Tyke and Novice stop time will be the last 2 minutes of the 3rd period.

Peewee through Intermediate stop time will be the last 5 minutes of the 3rd period

There will be a three minute rest between all periods.

Each team will be allowed one 60-second time out per game.

## **COURTESY BETWEEN COMPETITORS**

Team management will not permit any of their players to enter the playing surface while any players from the previous game remain on the floor.

Any players entering the playing surface between scheduled games shall wear CSA approved helmets and facemask.

## TIE BREAKER FORMULA

This sheet is formulated; simply REPLACE the values below with the game involved in a tie

GF-14	0.5600	14	0.5600	13	0.5909		
GF-14	GA-11	Goal Avg		14	11	13	9

Reference to MR7.08

In the event of a tie in points between teams, the final standings shall be determined in the following order:

1. If two teams are tied in points and one team defeated the other in the round-robin, then that team shall be placed in the higher position.
2. If three or more teams are tied the team with the most points in all of the games played by the tied teams between each other, shall be declared the winner of the higher position.
3. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games played, between the teams tied, during the competition shall be used in the goal average computation.

GF = GOAL AVERAGE

GF + GA

The team with goal average closest to 1.0 shall be declared the winner

4. If tie still exists the Goal Average Formula will be used to break the tie. All goals scored in all games played in that grouping of teams, during the competition shall be used in the goal average computation.

GF = GOAL AVERAGE

GF + GA

The team with goal average closest to 1.0 shall be declared the winner

5. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.
6. If a tie still exists then a coin toss will decide the winner.

In qualifying games, (exception round robin format) if teams are tied at the end of regulation time, there will be a 3 minute rest, change of ends, followed by ten (10) minute periods of stop time with victory being declared upon the scoring of the first goal. (Sudden victory)

In championship games, if teams are tied at the end of regulations time, there will be a three (3) minute rest, change of ends, followed by a full ten (10) minute period of stop time. If score remains tied at the end of the first overtime period, teams will have three (3) minutes rest, change ends, followed by ten (10) minute periods of stop time with victory being declared upon the scoring of the first goal. (Sudden victory)