

# David Duncan Invitational Tournament

- **WARM UP** For hockey games the warm-up will be 2 minutes.
- **GAME FORMAT** – Teams will play three 12-minute stop time periods.
- **ICE RESURFACING** - Ice resurfacing will be done after each game.
- Round robin games can end in a tie.
- Teams will play 3 round robin games.
- 2 points will be allocated for a win, 1 point for a tie.
- After the round robin the top two teams will playoff for the championship in their prospective divisions.
- **TIE BREAKER** - If two or more teams are tied after round robin, placement will be determined by the following tie breakers:
  - 1. Winner of the game between the two teams
  - 2. Most wins in round robin play
  - 3. The team with the best goals average gains the higher position. The goals average is to be determined in the following manner: Take # of goals for divided by the against EXAMPLE: **Goals For - 10, Goals Against – 4,  $10/4 = 2.5$**
  - 4. Best Plus / Minus during all games in round robin play (goals for minus goals against) EXAMPLE: **Goals For - 10, Goals Against – 4,  $10-4 = +6$**
  - 5. Goals for during round robin play
  - 6. Goals against during round robin play
  - 7. Least amount of penalty minutes
  - 8. Coin flip
- **Championship OVERTIME FORMAT** - (5 minutes, clock will be stop time)
- 3 skaters + 1 goalie per side until the winning goal is scored. Goalies can be pulled for extra skater. If a penalty is called during OT, the team receiving the power play will add one player. The penalized team will not remove a player. Upon serving their penalty, the player will return to the ice. Teams will play with additional players until a stoppage in play. Teams will remove one player each at resumption of play. Example: Penalty called while teams are playing 3 on 3: It would become a 4 on 3 Power Play.
- **SHOOTOUT** - If the game is still tied after 5-minute overtime, then there will be a shoot out. 3 players for each team.
- If still tied, then one player per team until a winner is declared. All players must shoot before a player shoots twice.