Tournament Rules

**Points and Game Format**

* All games will be played in accordance with WHAM regular-season rules and bylaws.
* Each game will be 1-hour in length.
* There will be a **4-minute warm-up** (beginning at the start of the hour), two (2) **17-minute periods of running time**, one (1) **12-minute period of stop time**, and **1-minute rest between each period**.
* Each team is required to supply 1 person per game to help run the clock and keep

score. If a team representative is not in the box at the start of the game, the game clock will be started by the refs.  The team without a representative present in the box will need to put one of their players in the box to assist.

* **Round Robin** - All divisions will play 2 games against predetermined teams within their division - Two points for a win, one point for a tie, zero points for a loss. At the end of 2 games points will be tallied and placement games determined.   In the event of a tie after the first two games, the tie breakers are listed below.
* There will be **no timeouts** during round robin games (first 2 games).
* **Sunday Games**: A **1-minute timeout** will be allowed per team.
* If the score remains tied, a 3 player shootout will take place. If the score remains tied, it will be sudden death shoot out. No repeat shooters until all members have participated.
* **Sunday Games** (championship, 3rd, and 5th) ending in ties shall be broken in the following manner:
	+ The tied teams will play a four-minute, running-time, sudden-death overtime:  4 vs. 4 and a goalie.
	+ If neither team scores then, team's go to a 3-person shootout.  The designated visiting team will shoot first.
	+ If teams remain tied at the end of the 3-person shootout then; Teams will go to a sudden-death shootout; each team will pick different shooters (i.e. no repeat shooters until all skaters have participated) who will alternate shooting on the opposite goalie.

**Tie breaking** procedure for teams tied **after** round robin play:
                1. Head to head competition
                2. Point differential (goals scored minus goals allowed – 6 goal max per game).
                3. Least goals allowed.
                4. Most goals scored.
                5. Least penalty minutes.
                6. Coin toss.

**Injuries**

Injuries and their effect on game(s) and results will be handled on an individual basis. Ice schedule(s), and amount of game completed will be among the factors considered.

**Tournament Jurisdiction**

The WHAM Championship Tournament is conducted in accordance with the WHAM league. As such, the WHAM tournament director will have the final say in any dispute.

**Please contact Krissy ASAP with any weird stuff or questions!**

text/call **612-710-2242** or email @ refsupervisor@whamhockey.org