

2018 Gipp Tournament Rules

Game Setup

- All games will be played at the Gipp Arena
- Small nets will be used
- Games will utilize bumpers across the blue line.
- Coaches are responsible for their own warm up pucks

Game Play

- All play will be 5 on 5
- Blue Pucks will be used (supplied by Tournament)
- There will be no offsides or icing
- Teams will not change ends during regulation
- No overtime until Sunday finals games
- Following line changes, face-off at center ice
- Following goals, face-off at center ice
- Following goaltender freezing puck (**clock does NOT stop**):
 - Referee will place puck behind net
 - Offensive team back up until defensive team crosses goal-line with puck
 - Coaches, please talk to your teams about this.

Game Timing

- Games will consist of (3) 10 minute periods
- Clock will stop every 2 minutes for player line changes.
- Clock will also stop for any irregular interruption of play (injury, intentional or excessive delays, etc.)
- If games are running excessively long due to interruptions, the clock will use run-time and will not stop for line changes.

Penalties

- All minor penalties will result in the player going to the bench and sitting out the remainder of the shift while their team finishes the shift short-handed. **We aim for a clean tournament.**
- Any major penalties will be at the discretion of the referee.

Tournament

- Each team will play 3 round robin games within their division, which will end at the end of regulation
- Teams will receive 2 points for a win and 1 for a tie during round robin.
- At the end of the Round robin, the team with the highest points in each division will be the division champion.
- The fourth team to advance to the playoffs will be a Wild Card.
- The Wild Card team will be the non-division winner with the highest points.
- In the case of a tie, the tie breakers will determine the Wild Card. Depending on the number of teams participating, the round-robin structure may change slightly.
- In the semifinals, the Highest rated division winner, according to points and tie breakers, will play against the Wild Card, and the second and third division winners will play against each other.
- All other teams will then be seeded by total points and placed accordingly for playoffs
- Semifinal, 3rd place, and championship games that are tied at the end of regulation will go to a 6-minute sudden death overtime. If still tied, teams will change ends, and go to another 6-minute overtime until there is a winner

Tie Breakers

1. Head to Head
2. Fewest Goals Allowed
3. Goal Differential (up to 6 per game)
4. Most Goals Scored (you will only be given credit
5. for up to 6 more than your opponent per game)
6. Greatest Quotient (GF/GA) (6 above your opponent per game/GA)
7. Coin Flip

All Rules are subject to change

Any dispute will be dealt with by the Gipp Tournament Board