

HOME TEAM, Clock Assignment, Squirt B and Squirt C

Time Segment	Duration	Comments
Warm-Up	3:00	"...warm-up begins on your ice hour (i.e. your ice is 6:00PM - 7:00PM clock needs to run at 6:00PM)..."
1st Period	17:00	"...the first period is running time..."
1st intermission	1:00	"...intermission begins ASAP, please set clock and push start as quickly as possible..."
2nd Period	17:00	"...the second period is running time..."
2nd intermission	1:00	"...intermission begins ASAP, please set clock and push start as quickly as possible..."
3rd Period	17:00	"...the third period is running time until the final minute / <i>final minute is stop time...</i> "
Shoot-Out	no clock	"...SHOOT-OUT <i>ONLY</i> TAKES PLACE IF THE GAME ENDS IN A TIE..."
Shoot-Out	no clock	"...3-player shoot-out, cannot have same player shoot twice, home team decides first shooter..."
Sudden Death	no clock	"...sudden death shoot-out if still tied, new shooters, game ends in a tie if still tied after 3rd round of sudden death..."
Playoffs	no clock	"...sudden death shoot-out will continue until a winner is decided..."

Playoff Points

Regulation Win = 3 points - Shoot-Out Win = 2 points - Shoot-Out Loss = 1 point - Regulation Loss = 0 points

Playoff Points Tie-Breaker (during pool play)

1st Tiebreaker = Head-to-Head Between Tied Teams

2nd Tiebreaker = Fewest Total Goals Against in Pool Play

3rd Tiebreaker = Best Goal Differential in Pool Play

4th Tiebreaker = Most Goals For in Pool Play

5th Tiebreaker = Most Shut-Outs in Pool Play

6th Tiebreaker = Fewest Penalty Minutes in Pool Play

Final Tiebreaker = Coin Flip / or if possible schedule another game to break the tie