

# 2018 VFDHC King of the Rink

## 4 on 4 Format & Rules:

### Format:

1. Game format is 4 on 4 plus one goalie for full ice games
2. All teams must have one goalie and a minimum 6 skaters and should be a maximum 12 skaters with exceptions
3. All teams will be guaranteed a minimum of three games if there are 4 teams in each division.
4. There will be a 5 min warm-up (time permitting)
5. The games will consist of one 35 minute periods (running time)

### Rules:

1. First team on schedule picks colours
2. Regular icing rules apply
3. Changes will only be allowed on the fly or after a goal.
4. All penalties will result in a penalty shot. Three penalties against the same player in one game will result in an ejection.
5. Penalties will be issued to teams that deliberately shoot the puck over the boards to delay the game.
6. **During a penalty shot** the following format will be used:

The **player who the penalty was infringed by** will **perform the penalty shot**.

If the goalie stops the penalty shot or the shooter shoots wide or a goal is scored, the play is whistled dead and a face off will ensue. NO CHANGES ON A WHISTLED DAED FACEOFF.

7. Points will be earned as follows: **2 points = Win, 1 point = Tie, 0 points = Loss**
8. **Round Robin** game ties are to remain as a tie and 1 point will be awarded to each team
9. **Tie Breaking Sequence**

### Two Teams Tied

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the final games are played.

In the event that teams are tied for a playoff position, the following procedure will apply:

1. If two teams are tied:
  - 1.1 The winner of the round robin game between the two tied teams gains the higher position.
  - 1.2 The team with the most wins in the round robin gains the higher position.
  - 1.3 If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:  
Total number of goals for divided by the total number of goals for and against.

**NOTE:** All round robin games are included.

Example: For = 10 goals Against = 4 goals

Percentage  $\frac{10}{10+4} = .714$

**NOTE:** The higher percentage gains the higher position

1.4 If the two teams are still tied after 1.1, 1.2, 1.3 1.4, and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

### Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

2. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
  - 2.1 The team with the most wins, in games among the three teams, would gain the highest position.
  - 2.2 If teams are still tied after 2.1 has been applied, then the team with the best goal average, in games among the three teams, gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against:

**NOTE:** All round robin games are included

Example: For = 10 goals Against = 4 goals

Percentage  $\frac{10}{10+4}$

$$10+4 = .714$$

NOTE: The highest percentage gains the highest position(s).

**Final game A DIV ties** will be broken by a **Shoot-out** consisting of 3 players per team. If still tied, then repeat as necessary. Players may shoot again only after all active players on roster have had a shot first.

10. Times subject to availability and changes.
11. Game times may be moved up to speed up games.
12. Please be ready to play at scheduled game times.
13. Protests will not be accepted and ALL DECISIONS OF THE TOURNAMENT COMMITTEE ARE FINAL.