



OILYMPICS TOURNAMENT INFO - 2017

WARM-UP:

Each team will be allowed a 5-minute warm-up prior to each game.

GAME FORMAT:

Round Robin Games: 3 x 13 Minute Periods

Playoff Games: 2 x 20 Minute Straight time Periods (OT & Shootout if necessary)

Game clock will drop to 2-minutes with 5 minutes remaining on the permit.

GAME PLAY – POINTS SYSTEM: (PRELIMINARY ROUND ONLY)

Each game is worth 10 points.

Points will be awarded as follows:

	WIN	TIE	LOSS
1st PERIOD	2 PTS	1 PT	0 PTS
2nd PERIOD	2 PTS	1 PT	0 PTS
3rd PERIOD	2 PTS	1 PT	0 PTS
OVERALL GAME	4 PTS	2 PTS	0 PTS

PRELIMINARY ROUND - FORMAT:

GOLD	
Division 1	Division 2
Team 1	Team 5
Team 2	Team 6
Team 3	Team 7
Team 4	Team 8

SILVER			
Division 1	Division 2	Division 3	Division 4
1 = Team 9	5 = Team 13	9 = Team 17	13 = Team 21
2 = Team 10	6 = Team 14	10 = Team 18	14 = Team 22
3 = Team 11	7 = Team 15	11 = Team 19	15 = Team 23
4 = Team 12	8 = Team 16	12 = Team 20	16 = Team 24

GOLD CONFERENCE

8 teams are split into 2 divisions consisting of 4 teams each.

Teams are selected by a random draw to determine placement.

Each group plays 4-team a round robin. Each team plays every other team once.

SILVER CONFERENCE

16 teams are split into 4 divisions consisting of 4 teams each.

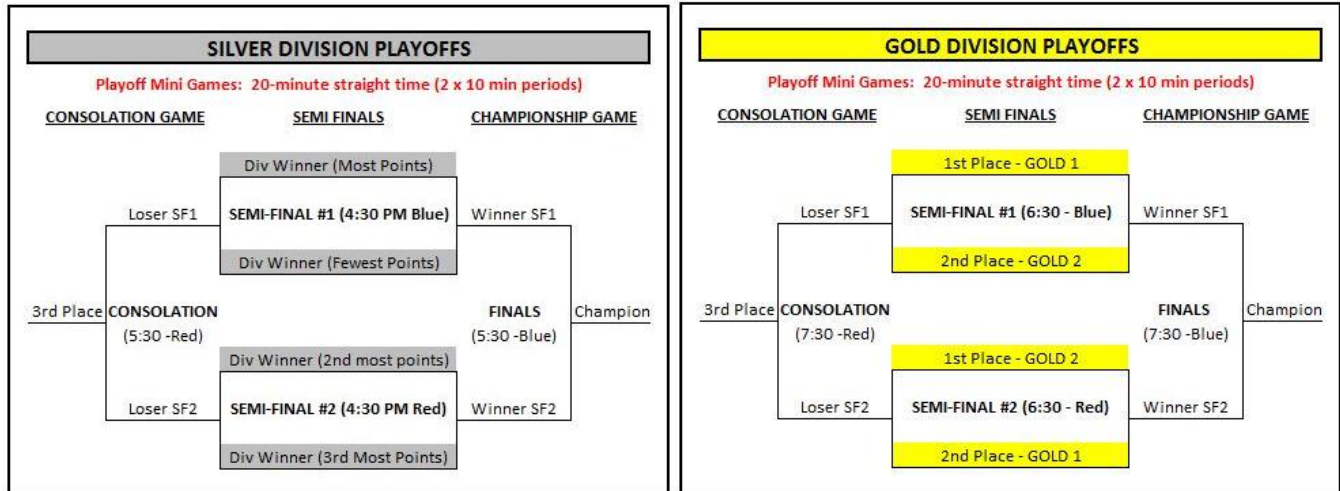
Teams are selected by a random draw to determine placement.

Each group plays 4-team a round robin. Each team plays every other team once.



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PLAYOFF ROUND - FORMAT:



**Semi-finals & Finals Games are 45 minute mini-games. (2 x 20 min straight time periods)
Winners move to Blue Rink. Losers move to Red Rink.**

GOLD CONFERENCE

Top 2 Teams in each division (based on points) qualify for playoffs.
(If teams are tied in points – see Tie-Breaking Procedures below)

Semi-finals: 1st Gold 1 vs 2nd Gold 2
1st Gold 2 vs 2nd Gold 1
Winners move to Blue rink and begin new game immediately. (Finals)
Losers move to Red Rink and begin new game immediately. (Consolation)
(If teams are tied in points – See Tie-Breaking Procedures below)

SILVER CONFERENCE

Division Winners are seeded based on points & advance to Semi-Finals.
(If teams are tied in points – see Tie-Breaking Procedures below)

Semi finals: 1 vs 4
2 vs 3
Winners move to Blue rink and begin new game immediately. (Finals)
Losers move to Red Rink and begin new game immediately. (Consolation)



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RULES:

- Red line will be considered for icing, but not be used when considering two-line passes.
- No hits are allowed
- Slapshots are only permitted in the Gold Division.
(Slap shot is considered to be a shot with stick 6" or more off the ice & followed through)
- Game ejections will occur for the following:
 - 3 minor penalties (Double minor = 2 penalties)
 - Major Penalty or Misconduct
- Tournament Expulsion will occur for the following:
 - Intent to injure Major Penalty
 - Fighting Major Penalty
 - Gross Misconduct

The Oilympics Committee reserves the right to enforce a Zero Tolerance with respect to Verbal Abuse of game officials.

TIE-BREAKING PROCEDURES:

In the event of a tie in standings **AFTER** Round Robin play, the standings will be determined as follows:

(Note: In the event of a 3 or 4 way tie - Use this same process until one team can be promoted. Then start the process again with the remaining teams.)

a) MOST POINTS:

The team with the most points in Round Robin play advances first.

b) HEAD-TO-HEAD:

In case of a tie between two teams, the team having more points the game between each other will advance.

c) PLUS/MINUS (GOALS FOR MINUS GOALS AGAINST):

If still tied, the team with the best plus minus (GF-GA) during Full Round Robin play will advance.

d) FEWEST GOALS AGAINST:

If still tied, the team with the fewest goals against during Full Round Robin play will advance.

e) MOST GOALS FOR:

If still tied, the team with the most goals during Full Round Robin play will advance.

f) FEWEST PIM:

If still tied, the team with the fewest penalty minutes during Full Round Robin play will advance.

g) FASTEST GOAL SCORED:

If still tied, then the team that scored quickest from the start of the game in their first game will advance.

h) COIN TOSS:

If still tied, then a single flip of a coin by the Tournament Director will determine the team to advance.



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TIE-BREAKING PROCEDURES FOR PLAYOFF GAMES:

a) 5-MINUTE OVERTIME (TIME PERMITTING):

In the event of a tie after the end of regulation play, one 5-minute stop time 3-on-3 sudden-victory overtime period will be played. Play will end as soon as one of the teams scores and will be declared the winner.

b) NHL-STYLE SHOOTOUT:

In the event of a tie after the end of the overtime period, each team will select three shooters and each player will take one shot alternating from team to team.

Upon completion of the three-player shootout, the team with the most goals wins.

If still tied, the shootout will continue with an additional shooter per team until a winner is declared. No player shall come around a second time for a penalty shot until the complete team roster excluding goal tenders has been used.

When 5-minutes remain on the ice permit, the clock will drop to 2-minutes. If tied when time expires – Overtime will be skipped & shootout begins immediately.

**Have a great tournament!
&
Have fun!**

