



OILYMPICS TOURNAMENT INFO - 2022

WARM-UP:

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

GAME FORMAT:

Round Robin Games: 3 x 15 Minute Periods (NHL Shootout if necessary)
Playoff Games: None

GAME PLAY – 10-POINT SCORING SYSTEM:

Each game is worth 10 points.
Points will be awarded as follows:

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

RULES:

- Red line will be considered for icing, but not be used when considering two-line passes.
- Body checking is not permitted
- Slap shots 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.

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



OILYMPICS TOURNAMENT INFO - 2022

TOURNAMENT FORMAT:

	GOLD	SILVER
TEAMS:	8	8
GAMES:	3-Game Guarantee	3-Game Guarantee
FORMAT:	ROUND ROBIN	ROUND ROBIN
PLACEMENT:	Random draw at Draft	Random Draw at draft
SUNDAY (Game 1)	All teams play (8)	All teams play (8)
MONDAY (Game 2)	4 teams play	4 teams play
TUESDAY (Game 2)	4 teams play	4 teams play
WED (Game 3)	All teams play (8)	All teams play (8)

Schedules can be found at www.oilympics.com

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.
