

# FIRE ON ICE

## TOURNAMENT PLAY

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SQUIRT C - 8 TEAMS

BUD KING ICE ARENA

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**"POOL PLAY"**: EACH TEAM IN THE TOURNAMENT IS TO BE PLACED INTO A 4-TEAM POOL (POOL 1 AND POOL 2). EACH TEAM WILL PLAY THREE POOL GAMES, PLAYING ONE GAME AGAINST EACH OTHER TEAM IN THE RESPECTIVE POOL. EACH POOL WILL HAVE THEIR OWN STANDINGS AFTER ALL POOL GAMES HAVE BEEN PLAYED. ONLY THE TOP TWO TEAMS FROM EACH POOL WILL MOVE ONTO THE CHAMPIONSHIP PLAY (4TH GAME) AND ALL OTHER TEAMS WILL ONLY PLAY 3 GAMES.

**"CHAMPIONSHIP PLAY"**: AFTER POOL PLAY IS COMPLETED, THE TOP TWO TEAMS FROM EACH POOL WILL PLAY THE TOP TWO TEAMS FROM THE OTHER POOL. THE TOP TEAM FROM EACH "POOL PLAY" POOL WILL COMPETE FOR THE CHAMPIONSHIP & RUNNERUP AWARDS. THE SECOND PLACE TEAM FROM EACH "POOL PLAY" POOL WILL PLAY FOR 3RD PLACE. THE WINNER OF THE CHAMPIONSHIP GAME IS THE CHAMPION, THE LOSER OF THE CHAMPIONSHIP GAME IS RUNNER UP. THE WINNER OF THE 3RD PLACE GAME IS THE 3RD PLACE FINISHER FOR THE TOURNAMENT. NOTE, "POOL PLAY" GAMES ARE ONLY USED TO ORGANIZE THE CHAMPIONSHIP GAMES.



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## TOURNAMENT SCORING/POINTS

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POOL PLAY STANDINGS WILL BE DETERMINED BASED ON POINTS AWARDED ACCORDING TO IIHF'S RULES FOR POOL/ROUND ROBIN PLAY, WHICH ARE AS FOLLOWS:

- REGULATION WIN = 3 POINTS
- OT/SO WIN = 2 POINTS
- OT/SO LOSS = 1 POINT
- REGULATION LOSS = 0 POINTS

IN CASE TEAMS ARE EVEN ON POINTS, RANK IS DETERMINED ACCORDING TO FOLLOWING TIE BREAKING PROCEDURES (TIEBREAKER STATS ONLY COUNT FOR THE RESPECTIVE POOL PLAY GAMES, I.E. "POOL PLAY" OR "CHAMPIONSHIP POOL PLAY"):

- FEWEST PENALTY MINUTES
- FEWEST GOALS ALLOWED
- QUICKEST FIRST GOAL
- COIN TOSS

THE TOP THREE TEAMS FROM THE CHAMPIONSHIP GAMES WILL RECEIVE A TROPHY FOR THEIR RESULTS:

- CHAMPIONSHIP GAME WINNER = TOURNAMENT CHAMPION
- CHAMPIONSHIP GAME LOSER = TOURNAMENT RUNNER-UP
- 3RD PLACE GAME WINNER = THIRD PLACE

