

2023 Low Country Classic Tournament Rules

1. A team that plays an ineligible player in a game(s) will forfeit that game(s), 5-0.
2. There will be no time outs during round robin play. During playoff games each team will be permitted one-thirty second time out.
3. All teams must be prepared to play their games fifteen minutes prior to scheduled start time in the event the tournament is ahead of schedule. Games will not start earlier than 15 minutes ahead of time unless agreed to by both teams and assuring that referee's and timekeeper are ready to go early as well.
4. Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner. Protests regarding officiating will not be heard.
5. All Tournament rules will be interpreted in a manner consistent with the objectives of the tournament; A decision by the Tournament Director(s), whether specifically addressed by these rules, shall be binding upon all tournament participants. The Tournament Director(s) shall have the authority to grant exemptions from or make modifications to any of the rules when he considers it fair and appropriate to do so in any specific situation. All decisions by the Tournament Director(s) are final.
6. Teams need to bring their own pucks for games. The rinks will not provide pucks. We recommend each player putting 1-2 in their bag so a coach doesn't have to transport all of them.
7. During Round-robin play there will be running time if there is a five-goal differential in the 3rd period only. If the score reverts to a four-goal differential the game is back to stop time.
8. There will be a 5-goal differential for all games (example, Team A beats Team B 7-0, the score on the website and standings will be reflected as 5-0). Player stats are NOT affected by goal differential max.
9. Home team wears dark color jerseys/visitors wear light color jerseys. If there is a conflict, the home team decides on jersey color.

Round Robin and consolation Game Format:

- a. 3-minute warm-up/15-15-15-minute period lengths
- b. Three-minute 3v3 sudden death OT
 - i. PP's carry over into OT.
 - ii. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)
- c. Still no winner, sudden death shootout/first team to score wins.
 - i. No player can be used twice in shootout till all players have gone once.
- d. 3 points for a regulation win
- e. 2 points for an OT win
- f. 1 point for an OT loss
- g. 0 points for a regulation loss

Play-in, Quarter-final & Semifinal Game Format

- a. 3 Minute warm-up/15-15-15-minute period lengths
- b. Three-minute 3v3 sudden death OT
 - i. PP's carry over into OT.
 - ii. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)
- c. Three-minute 2v2 sudden death OT
 - i. PP's carry over from 1st OT into 2nd OT.
 - ii. PP in 2v2 OT will be played 3v2 (two-man advantage is played 4-2)
- d. Continue playing 2v2 format till a winner is determined.

Championship Game Format

- a. Same as Play-in, Quarters and Semi-finals EXCEPT overtime is played 3v3 till a winner is determined.

Playoff Seeding & Tie Breaking Sequence – conclusion of round robin games.

1. Most points in Round Robin.
2. In case of a tie between two teams, the team having won the game between each other will advance.
3. If still tied or not applicable, then the team with the best quotient gains the higher seed.

The quotient is to be determined in the following manner:

Goals for divided by Goals For + Goals Against

Example... "For" = 10 goals. "Against" = 4 goals. Ratio = $10/(10+4) = .714$

NOTE: The higher number gains the higher position

4. If still tied, the team with the fewest goals against during full round robin play will advance.
5. If still tied, the team with the most goals during full round robin play will advance.
6. If still tied, coin flip.
7. In the event of three or more teams tied, head-to-head among the tied teams shall determine placement (only if all three teams played each other and placement is determined by wins/not points amongst the teams tied). If still tied, apply steps 3-6.
8. Note: once a tie is broken, we revert to step 1 to break further ties.

****Players CAN ice the puck while SH. Tag-up offsides allowed. Slapshots allowed.****

-Penalties for all games are 2 min for minor // 4 minutes for a double minor and 5 minutes for a major-