

BioSteel Next Gen Series-Rose Series 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 timeouts 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 before the scheduled start time if 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 referees and timekeepers are ready to go early as well.
4. Tournament officials will consider any logical grievance or suggestion when presented calmly and professionally. 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 addressed explicitly by these rules, shall be binding upon all tournament participants. The Tournament Director(s) shall have the authority to grant exemptions from or modify 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 pucks for games. The rinks will not provide pucks. We recommend each player puts 1-2 in their bag, so a coach doesn't must 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 (for example, if Team A beats Team B 7-0, the website and standings scores will be reflected as 5-0). Player stats are NOT affected by goal differential max.
9. Home team wears dark-colored jerseys/visitors wear light-colored 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
 - PP's carry over into OT.
 - PP in 3v3 OT will be played 4v3 (two-person advantage is played 5-3)
- c. Still, no winner, sudden death shootout/the first team to score wins.
 - Each team gets at least one attempt; Team A scores on their first attempt, and Team B does not score, Team A wins
 - No player can be used twice in a 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-person advantage is played 5-3)
- c. Five-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-person advantage is played 4-2)
- d. Continue playing the 2v2 format till a winner is determined.

Championship Game Format

- a. Same as Play-in, Quarters, and Semifinals, EXCEPT overtime is played 3v3 till a winner is determined.
- b. Five-minute OT periods.

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 the two teams did not play, the team with the most wins, the two-tied teams, is placed highest.
 - a. Team A has a 3-1 record (two regulation wins and an OT win), earning them 8 points.
 - b. Team B is 2-0-2 (two regulation wins and two OT losses), with 8 points.
 - c. Team A is placed higher because they won more games despite the same number of points.
 - d. If Team B has a better quotient, it does not matter since Team A has three wins compared to Team B two wins.
4. If still tied or not applicable, 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

5. If still tied, the team with the fewest goals against during full round-robin play will advance.
6. If still tied, the team with the most goals during full round-robin play with advance.
7. If still tied, coin flip.
8. In the event of three or more teams tied, head-to-head among the tied teams shall determine placement (only if all three or more teams played each other)
9. If still tied, the team with the most wins among three or more tied teams is placed highest.
 - a. Team A has a 3-1 record (two regulation wins and an OT win), earning 8 points.
 - b. Team B is 2-0-2 (two regulation wins and two OT losses), earning 8 points.
 - c. Team C is 2-0-2 (two regulation wins and two OT losses), earning 8 points.
 - d. Team A is placed higher because they won more games despite the same number of points.
 - e. If Team B or Team C has a better quotient, it does not matter since Team A has three wins compared to Team B and Team C two wins.
 10. If still tied or not applicable, the team with the best quotient gains the higher seed.
 11. If all teams If still tied, apply steps 3-6.
 12. Note: once a tie is broken, revert to step 1 to break further ties.

Events with divisions and balanced schedules exception to the above seeding:

Example:

Division A plays teams in Division B and vice-versa in round-robin, and there are teams in either division that do not win a game; they do not advance ahead of a team in the other division that did win a game. A team that is 0-4 will not advance over a team in the other division that is 1-3 (or has points in the standings).

Rules Modifications

1. Players CAN ice the puck while SH.
2. Tag-up offsides allowed.
3. Slapshots allowed.
4. Teams do not change ends in OT.
5. Penalties:
 - a. Minor Penalty: 2 minutes
 - b. Double Minor Penalty: 4 minutes
 - c. Major Penalty: 5-minutes
 - d. Misconducts: 7-minutes