

2024 Boston Showdown Tournament Rules

1. There will be no timeouts during round-robin play. During playoff games, each team permitted one-thirty second time out.
2. All teams must be prepared to play their games fifteen minutes prior to the scheduled start time.
3. Tournament officials will consider any logical grievance or suggestion when presented calmly and professionally. Protests regarding officiating will not be heard.
4. Home team chooses jersey color if
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. Slap shots are allowed; tag up offsides allowed; can ice the puck shorthanded; checking Not allowed at any level.
7. Teams are responsible for bringing their own pucks for warm-ups. We recommend asking players on your team to put 2-3 pucks in their hockey bag, so the coach doesn't need to bring 20-30 on his/her own if traveling by plane.

Round Robin Game Format

- a. 3-minute warm-up
- b. 12-12-15 minute period lengths (same as Brick tournament)
- c. If tied at the end of regulation:
 - i. 3-minute 3 verse 3 sudden death
 - ii. If still tied, one player sudden death shootout
 - iii. No player can be used twice in a shootout till all players have gone once
- d. PP's carry over into OT
- i. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)
- e. 3 Point system used (same as Brick tournament)
 - i. 3 points for a regulation win
 - ii. 2 points for an OT/Shootout win
 - iii. 1 point for an OT/Shootout loss
 - iv. 0 points for a regulation loss
- f. If there is a 5-goal difference in the third period or at any time in a playoff/consolation game the clock will run. If the score reverts to a 4-goal difference, the clock will stop.

Playoff and Consolation Game Format

- A. Consolation games, Play-in games, Quarterfinals, and semi-finals
 - i. 3 Minute warm-up
 - ii. 30-minute game (one 30-minute period put on the clock)
 - iii. If tied at the end of regulation:
 1. 5-minute 3 verse 3 sudden death
 2. If still tied, Best of 3 shootout
 3. If still tied, sudden death shootout
 4. No player can be used twice in a shootout till all players have gone once
 - iv. PP's carry over into OT
 1. PP in 3v3 OT will be played 4v3 (two-man advantage is played 5-3)

Championship Game Format follows the above playoff and consolation game format EXCEPT for OT, which is as follows:

- i. If tied at the end of regulation:
 2. 5-minute 3 verse 3 sudden death
 3. If still tied, ten-minute 2 vs. 2 sudden death
 4. If still tied, continue to play 10-minute periods of 2 vs. 2 sudden death till a winner is determined
- ii. PP's carry over from regulation into OT as well as from 1st OT into 2nd & subsequent OTs
- iii. PP in 2v2 OT will be played 3v2 (two-man advantage is played 4-2)

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 with 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.
9. There will be a 7-goal differential for all games (for example, if Team A beats Team B 9-0, the website score and standings score will be 7-0).

