

PETERBOROUGH LIFTLOCK ATOM TOURNAMENT RULES

Method to be used in determining standings and winners:

Note: When three or more teams are tied in points at the completion of Round Robin play, once one team's standing is determined, revert back to Rule No. 1 to determine next best team.

A) GROUP STANDINGS IN ROUND ROBIN PLAY

1. Each group will play a point series: 2 points for a win, 1 for a tie.
2. If only two teams are tied in points, whichever team won the game played against the team in which it is tied, places higher.
3. If two or more teams are tied, the team with the fewest goals against* places higher.
* When calculating goals against, the **maximum** goals against per game is 7.
4. If two or more teams are still tied, the team with the greatest goal spread* places higher. * When calculating goal spread, the **maximum** goal spread per game is 7.
5. If only two teams are still tied, the team that scored the first goal in the game against the team in which it is tied places higher.
6. If two or more teams are still tied, the team with the fewest penalty minutes* places higher and vice versa.
* For purposes of calculating penalty minutes, 2min minor, 5min major, and 10min misconduct penalties will be used.
7. If two or more teams are still tied, the tournament committee shall determine the standings by ordering a PLAY-OFF SCHEDULE (refer to Part C below).

B) DETERMINING WILD CARD STANDINGS

Only Rules No. 1, No. 3, No. 4 and No. 6 above will apply.

C) PLAY-OFF SCHEDULE

The tournament committee shall determine the schedule. Games will consist of one 10-minute (stop-time) period. If still tied, 10-minute sudden victory overtime periods will be played until a winner is determined.

- D) **TIE GAMES** - In event overtime becomes necessary to determine a winner, sudden victory overtime will be played until a winner is declared.