

45<sup>th</sup> Annual Auld Reid Oldtimers Hockey Tournament  
Niagara Falls, Ontario  
January 11-14, 2024  
Tie Breakers

**Group Standings in Round Robin Play**

1. Each group will play a round robin series. 2 points for a win: 1 point for a tie.
2. If 2 teams are tied, whichever team **won the game played between the two teams**, places higher. (not applicable for a 3 team tie- see #3)
3. If two or more teams are still tied, the team with the greatest goal spread places higher. The goal spread is defined as the difference between goals scored by a team against all other teams and goals scored against that team by other teams.

Note; To discourage blow outs, the maximum goal difference for a game is 5 goals.

4. If 2 or more teams are still tied, whichever team(s) have the fewest penalty minutes over 18 minutes during the preliminary round will advance. Each team will be permitted an 18 minute Freebee. That averages to 6 minutes a game. This will give your team "0" minutes for the purpose of breaking a tie.
5. Highest Quotient: If two or more teams are still tied, it is goals for divided by goals against. The team with the highest quotient advances.

Note: Teams with a zero goals against use a divider of 1. The Formula is " GF / GA"

**Examples:** If a team has 6 goals against and 11 goals for, quotient is  $11/6 = 1.83$ . A team with 6 against and 10 for, will have a quotient of  $10/6 = 1.666$

6. If 2 teams still tied, the team who scored the first goal in the game between the 2 teams places higher.  
If **3 teams or more are tied**, then rule 6 does not apply.
7. If still tied, the Tournament Committee shall determine standings. If it comes down to a coin toss between 2 teams then the winner of the coin toss places higher. In a coin toss for 3 tied teams= If the toss is for 1<sup>st</sup> place, the odd team is **OUT**. The other 2 teams then toss for 1<sup>st</sup> & 2<sup>nd</sup> place. If the coin toss is for 2<sup>nd</sup> place, the team getting odds is **IN**

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**Championship Game Tie Breaker Method**

The following format will be used for sudden death overtime.

- There will be a series of 1-minute stop time segments of decreasing player power.
- Each minute starts with a face-off and ends with a timekeeper's signal.
- Face-offs occur where the play stopped.
- There will be unlimited substitution (including goalies).  
Player changes may be made at any time including 'On the Fly', at 'Referee Stoppages' and at the end of each minute segment.

**Format:**

- There will be three segments in the overtime format:
  - 1<sup>st</sup> minute: 3 on 3 plus the goalie or substitute
  - 2<sup>nd</sup> minute: 2 on 2 plus the goalie or substitute
  - 3<sup>rd</sup> segment: 1 on 1 plus the goalie or substitute
- The third segment will continue until a goal is scored with no further stoppage in play by the timekeeper.

**Overtime Penalties:**

- If a Minor penalty has been called with less than 2 minutes left in regulation time and the score is tied, the minor penalty will carry over into the overtime and will be served to a maximum of 1 minute (stop time) So at the start of overtime the penalized team starts with 2 skaters.
- If a Major penalty is called with less than 5 minutes left in regulation time and the score is tied it will also carry over into the overtime to a maximum of 2 minutes (stop time). So at the start of overtime the penalized team starts with 2 skaters.
- If a Penalty is called at any point during "player reduction" overtime, a penalty shot will be awarded to the non-offending team even if that team is already short handed. If no goal is scored, the overtime will continue with the above format.
- In overtime when a penalty (shot) is called, if the goalie is on the bench he shall be allowed to return to the ice to defend the penalty shot but then immediately returns to the bench if **NO** goal is scored.