2026 GATOR CLASSIC TOURNAMENT RULES

- Teams should be prepared to play 30 minutes in advance as games can start early if we are ahead of schedule.
- A team that does not show up for a game on time will default the game by a score of 5-0
- All games will consist of three 15-minute stop time periods with a flood every two periods.
- There will be a 5-minute warm-up before each game. Pucks will be provided.
- Anytime during the 3rd period of play, when there is a 5 or more goal differential, the clock will run straight time for the remainder of the period. It will not revert back to stop time if the goal differential goes below 5 goals. Minor penalties will be three minutes and major penalties seven minutes in duration during straight time.
- Hybrid icing rule will be in effect for the entire tournament
- Each team will be permitted a 30 second time out.
- SSNS Rules will be observed and tournament rules will be in addition to these.
- Any player receiving a Match Penalty, Gross Misconduct, or a Five-Minute Fighting Major penalty will be suspended from rest of tournament.
- Any coach or team official who, in the opinion of the tournament committee, displays poor sportsmanship shall be suspended from the tournament.
- No Protests will be entertained, Referee decisions are final.
- Teams will vacate the dressing rooms 20 minutes after the game, leaving them in a clean state. Dressing rooms must be left clean.
- During Round Robin Play. A team will earn 2 points for a Win; 1 Point for a Tie; and Zero points for a loss. In addition, each team will earn 1 point if they win a period; .5 points if they tie a period. The total number of points to be earned per game is 5 points.
- The 4 Playoff teams will be made up of the top 4 teams with the highest number of points based on the scoring system. O N E E X C E P T I O N : (In the event that any team has a point total higher than a team that goes 3 wins and no losses; the 3-0 team will be ranked higher in the standings. (for example: a 3 win and 0 loss team with a 10 point total; would seed higher than a 2 win and 1 loss team with 11 points; or a 2 win and 1 tie team with 12.5 points.
- The #1, #2, #3 and #4 Seeds will advance to the Semi-finals and will be ranked by points. (or; as per above, a 3 win and 0 loss team will be ranked higher than a team with 2 wins and 1 loss, or 2 wins and 1 tie; regardless of point total)

Tie Breaking Formula:

- At the end of Round Robin Play, if teams are tied for a playoff position, the tie will be broken as follows:

1. If a two-way tie between teams, the team which won the head-to-head game is the first tie breaker. (if game resulted in tie, or teams did not play each other, proceed to next tie breaker)
2. If still tied, the team with the least goals against in the round robin games.
3. If still tied, the team with the most goals scored in the round robin games.
4. If still tied, the team with the least amount of penalty minutes in the round robin games.
5. If still tied, a coin flip will determine the winner.

In the case where there are 3 teams tied, or the teams did not play each other in the Round Robin, we skip #1 above and go directly to #2; then #3, #4, and #5 as per above.

Semi Final and Championship Games

- If a Semi Final Game ends in a tie, there will be a 3-minute break followed by the teams playing a 5 minute 3 on 3 sudden death overtime period. Teams will not change ends before the start of overtime.
- If a penalty occurs, the non-penalized team will add a player and teams will play 4 on 3; if the penalized team receives another penalty, the non-penalized team will add another player and it will be 5 on 3. At the end of the penalties, teams will play 4 on 4; or 5 on 5 until the next whistle. The game will then resume 3 on 3.
- If teams are still tied after overtime, the game will proceed to a shootout.
- Any player in the penalty box at the end of overtime is ineligible for the shootout.
- Goalies will remain in the same end, and each team will select 3 shooters. All 3 shooters will shoot for each team. If still tied after 3 shooters for each team, the coaches will select 3 OTHER shooters, and from this point onward it will be sudden death for each pair of shooters. A shooter cannot shoot twice, until all eligible players have shot once.

Championship Game: (penalties treated the same as above)

- If game is tied after regulation, teams will play a 5 minute sudden death 3 on 3 overtime with goalies staying in their same ends.
- If game is still tied, goalies will change ends, and a second 5-minute sudden death 3 on 3 overtime will be played.
- If still tied, goalies will change ends again, and teams will play a third 5-minute overtime of 2 on 2 sudden death overtime.
- If still tied, teams will proceed to a shootout using above rules.

All Tournament Committee decisions
are FINAL