

## TITAN INVITATIONAL RULES

The tournament will adhere to Ohio High School Athletic Association rules unless otherwise specified below:

### Preliminary Round

- The tournament format consists of **eight** teams split into two brackets.
- Each team will play the three teams in the **same** bracket.
- Teams will accumulate 2pts for a win and 1pt for a tie.
- Teams will accumulate 1pt for each period won, ½ point for each period tied. Period points will only be used as a tie breaker.
- There will be no overtime or shootout for games tied after regulation.
- If there is a 6 goal differential at any time in the 3rd period, the clock will go to running clock. Running clock will cease if the goal differential is less than 6 goals.

### Championship and Consolation Games

- After preliminary round, teams will be ranked 1 (team with the most points) through 4 (team with the least points) **within their bracket**.
- Championship Game will be played between **each bracket's 1<sup>st</sup>** ranked teams.
- Consolation Game 1 will be played between **each bracket's 2<sup>nd</sup>** ranked teams.
- Consolation Game 2 will be played between **each bracket's 3<sup>rd</sup>** ranked teams.
- Consolation Game 3 will be played between **each bracket's 4<sup>th</sup>** ranked teams.
- Consolation Games will be decided by shootout\* if tied after regulation.
- Championship Game will be decided by a 5 minute overtime if tied after regulation. If still tied after one overtime, game will be decided by a shootout\*.

### Tiebreakers

Teams that end the preliminary round with the same number of points will be ranked by the following tiebreakers in order:

- Head to head (skip this tiebreaker if more than 2 teams have the same points)
- Most points won by period
- Goal differential
- Least amount of penalty minutes
- Coin flip

### Shootout

- Shootout will consist of a group of 5 shooters from each team.
- If tied after first group of shooters, there will be a second group of 5 shooters from each team which have not yet participated in the shootout.
- If tied after second group of shooters, each team will send a single shooter, which has not already participated in the shootout, for a "sudden death" shootout until a winner is decided. If the team that shoots 1st scores, the other teams shooter will have the opportunity to tie the game.
- You must use a new shooter every time unless there are an uneven number of skaters. For example, if one team has 18 skaters, and the other team has 17, the team with 18 skaters only has to use 17 before a shooter is used a second time.

## TITAN INVITATIONAL RULES – JV BRACKET

The tournament will adhere to Ohio High School Athletic Association rules unless otherwise specified below:

### Preliminary Round

- The tournament format consists of four teams split into two brackets.
- Each team will play the three teams in the same bracket.
- Teams will accumulate 2pts for a win and 1pt for a tie.
- Teams will accumulate 1pt for each period won, ½ point for each period tied. Period points will only be used as a tie breaker.
- There will be no overtime or shootout for games tied after regulation.
- If there is a 6 goal differential at any time in the 3rd period, the clock will go to running clock. Running clock will cease if the goal differential is less than 6 goals.

### Championship and Consolation Games

- After preliminary round, teams will be ranked 1 (team with the most points) through 4 (team with the least points) within their bracket.
- Championship Game will be played between the 1<sup>st</sup> and 2<sup>nd</sup> ranked teams.
- Consolation Game 1 will be played between the 3<sup>rd</sup> and 4<sup>th</sup> ranked teams.
- Consolation Games will be decided by shootout\* if tied after regulation.
- Championship Game will be decided by a 5 minute overtime if tied after regulation. If still tied after one overtime, game will be decided by a shootout\*.

### Tiebreakers

Teams that end the preliminary round with the same number of points will be ranked by the following tiebreakers in order:

- Head to head (skip this tiebreaker if more than 2 teams have the same points)
- Most points won by period
- Goal differential
- Least amount of penalty minutes
- Coin flip

### Shootout

- Shootout will consist of a group of 5 shooters from each team.
- If tied after first group of shooters, there will be a second group of 5 shooters from each team which have not yet participated in the shootout.
- If tied after second group of shooters, each team will send a single shooter, which has not already participated in the shootout, for a “sudden death” shootout until a winner is decided. If the team that shoots 1st scores, the other teams shooter will have the opportunity to tie the game.
- You must use a new shooter every time unless there are an uneven number of skaters. For example, if one team has 18 skaters, and the other team has 17, the team with 18 skaters only has to use 17 before a shooter is used a second time.