

## Tournament Format

Sixteen teams will compete in the PBIHT. Teams will be divided into four divisions, with each division containing four teams. These four teams will compete in pool play. Following the completion of pool play, teams will be ranked and placed into brackets according to rank. The top team in each division shall advance to the Championship Bracket to compete for the PBIHT Championship. The second, third, and fourth ranked teams shall be placed in the Lumberjack, Blue Ox, and Headwaters Brackets respectively. All teams are guaranteed five games.

### Pool Play:

Games will be played in three 17 minute stop time periods, with a five minute warm-up. There will be no overtime in pool play. Ties will be allowed. The ice shall be resurfaced every two periods with an on-ice period intermission lasting two minutes. Each team will be allowed one (one minute) time-out per game.

Teams shall be ranked according to points earned. Points shall be awarded as follows: 2 points for a win, 1 point for a tie, and 0 points for a loss. The team with the most points shall advance to the Championship Bracket. Second place teams shall advance to the Lumberjack Bracket, third place teams to the Blue Ox Bracket, fourth place teams to the Headwaters Bracket. In the case of a tie in points, the following shall determine which team has the higher ranking:

- a) Winner in head to head competition when two teams are tied. If more than two teams are tied, proceed to next step.
- b) If still tied, then the team with the highest goal differential in pool play (total goals scored minus total goals allowed)
- c) If still tied, the total goals shall be divided by total goals allowed in pool play and the team with the highest quotient shall advance.
- d) If still tied, a coin toss shall determine the high ranking.

### Bracket Play:

In bracket play, the game winners will advance to the first place games and the losing teams will play for the third place. Games will be played in three 17 minute stop time periods, with a five minute warm-up. Tied games shall be followed by an eight minute sudden death overtime period, a two minute break, another eight minute sudden death overtime period, and finally a shootout. Each team will be allowed one (one minute) time-out per game.

### Mercy Rule:

A "mercy rule" will be applied in all games (pool and bracket play) as follows: If six or more goals separate the teams at the end of the second period, or at any time in the third period, running time will commence and will revert back to stop time if goal differential falls below six.

### Shootouts:

Each team shall select a goalie and five players. The visiting team shall go first, followed by the home team, and shall continue to alternate until all ten players have attempted to score. The team with the most goals shall be the winner. If a tie should result after all ten selected players have shot, then each team will continue to select a new player from the roster and continue to alternate shots until one team scores unanswered. If every player on the team has shot and no winner is determined, players may go a second time. If a goalie is injured during the shootout, a replacement goalie may be selected, but must remain for the duration of the shootout.