KING OF THE ICE HOCKEY TOURNAMENT 96 TEAMS = 5 BOROUGHS = 1 WINNER

PLAYOFF SEMI-FINAL ROUND

SEEDING

65 / 42

90 / 41

FINAL 6 TEAMS WILL BE SEEDED FROM 1-6 ACCORDING TO THE FOLLOWING POINT SYSTEM FROM THEIR SECOND PLAYOFF GAME:

282 / 148 #1

- 2 POINTS FOR WIN

276 / 156 #2

- 1 POINT FOR EVERY PERIOD WON

- HALF POINT FOR PERIOD TIED **TIE BREAKERS:**

EVERY GAME IS WORTH 5 POINTS

279 / 131 #3

1. MOST POINTS

2. LEAST GOALS ALLOWED

3. MOST NUMBER OF SHUT - OUT PERIODS

4. MOST NUMBER OF WINNING PERIODS

5. +/- (NOT TO EXCEED 5 PER GAME)

6. LEAST NUMBER OF PENALTY MINUTES

7. IF NECESSARY, A COIN TOSS.

257 / 170 #5

#4

#6

TOP TWO SEEDS WILL RECEIVE A BYE.

- #3 SEED WILL PLAY #6 SEED.

- #4 SEED WILL PLAY THE #5 SEED.

- #1 SEED WILL PLAY THE LOWER OF THE REMAINING TEAMS.

- #2 SEED WILL PLAY THE HIGHER OF THE REMAINING TEAMS.

TEAM	SEED	TOTAL POINTS	GOALS ALLOWED	SHUT OUT PERIODS	WINNING PERIODS	+/- 5 MAX	PENALTIES
282 / 148	1	5	1	2	3	5	
276 / 156	2	4.5	2	1	2	4	
279 / 131	3	4	1	2	2	1	
65 / 42	4	4	3	1	2	1	
257 / 170	5	4	4	0	1	1	
90 / 41	6	3.5	3	1	1	1	

START	FINISH	AWAY TEAM	SCORE ROOM	HOME TEAM		OCKER ROOM
11:00	11:50	#3 279 / 131		90 / 41 #6		
11:50	12:00					
12:00	12:50	#4 65 / 42		257 / 170 #5		
12:50	1:00					
1:00	1:50	#1 282 / 148		LOWER SEED #		
1:50	2:00					
2:00	2:50	#2 276 / 156		HIGHER SEED #		
2:50	3:00					
3:00	3:50	FINALIST		FINALIS	Т	