

TOURNAMENT RULES (NHL'94)

1. In-Game Settings

King of 94 Tournament: 5-minute periods, No offsides, Penalties on, No line changes, **Manual Goalie**.

Auto Goalie Tournament: 5-minute periods, No offsides, Penalties on, No line changes, **Auto Goalie**.

2. Selecting Teams:

Round Robin: The Away team will call two teams that will play in the game and the home team will select their choice of those two teams Example: The visitor calls CHI vs DET. The Home player decides they will select CHI, and the visitor uses DET.

You must call all unique matchups for your Away games (i.e. you may not repeat team selections). Example: If you call CHI vs. DET in your first game, you may not call CHI OR DET in any of your remaining away games.

As the home team, you can pick any team from the called matchup regardless if you've used that team in a prior game.

Playoff Bracket:

The higher-seeded player is the home team for the first game and third game in a Best of 3 series. The only time this does not apply is for the Championship Final. The winner's side finalist will choose whether they want to be home or away for the first game, regardless of their seeding, and home/away will then alternate each game.

For all series: Different teams must be used in each game for the entire series regardless of who is calling them.

Example: The AWAY player calls NYR/BOS for game 1. For game 2, the players switch and the AWAY player must call two other teams (they can't pick NYR OR BOS). They call CHI/DET. If there's a game 3, the AWAY player can call any matchup that doesn't include NYR, BOS, CHI or DET.

3. If there is a system malfunction, the players will restart the game and agree to play the remaining amount of time left in the game. The score of the game at the time of malfunction carries over to the reset game. Penalties and player Injuries do not carry over to the reset game.

4. **No ties!** If a game finishes tied after overtime, the players will start a new game where the next goal wins (i.e. continue OT). Penalties and player injuries will not carry over.

5. Pulling The Goalie:

The goalie can be pulled while obeying the following situations:

- If the puck is in your **defensive** zone, you must have control of the puck to pull the goalie. (Ex. if the other player is on a breakaway, you can't pause the game and pull your goalie, because it can mess up the other player's timing which is not allowed)
- If the puck is in the **offensive** zone and you have the puck, you need to give the defending player enough time to re-set. (Ex. pausing the game, pulling the goalie, then unpausing and scoring a quick one-timer is not allowed). Exiting the zone with the puck is considered a reasonable amount of time for the defence to re-set.
- If the puck is in the **neutral** zone, you can pull the goalie.
- Once the goalie is pulled, you can only put the goalie back in after a whistle (before a faceoff).
- A violation of any of the above may result in an awarded penalty shot post game.
- The spirit of the rule is to not use pausing the game to gain an advantage by disrupting the opponent's coordination on attack or defence.

6. You can borrow a controller from us to use for the day however you are subject to the condition of that controller. We **STRONGLY RECOMMEND** that you bring your own controller. You can buy one on Ebay or at your local retro game store. It should be the original Sega or SNES controller. Third party lookalikes are acceptable. **No turbo options.**

7. Editing lines: Player changes are allowed before the game and during stoppages. Please be respectful and fast when making changes.

8. 6-goal mercy rule: **All round-robin and playoff games** will end immediately once there is a 6 goal differential.

9. All types of goals and scoring methods are valid.

10. We encourage players to resolve any disputes amongst themselves. Halifax and Smozoma will resolve any disputes if the players cannot come to an agreement.