

KING OF THE ICE HOCKEY TOURNAMENT

96 TEAMS • 5 BOROUGHES • 1 WINNER



PLAYOFF SEMI-FINAL ROUND

SEEDING

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

#1

#2

#3

#4

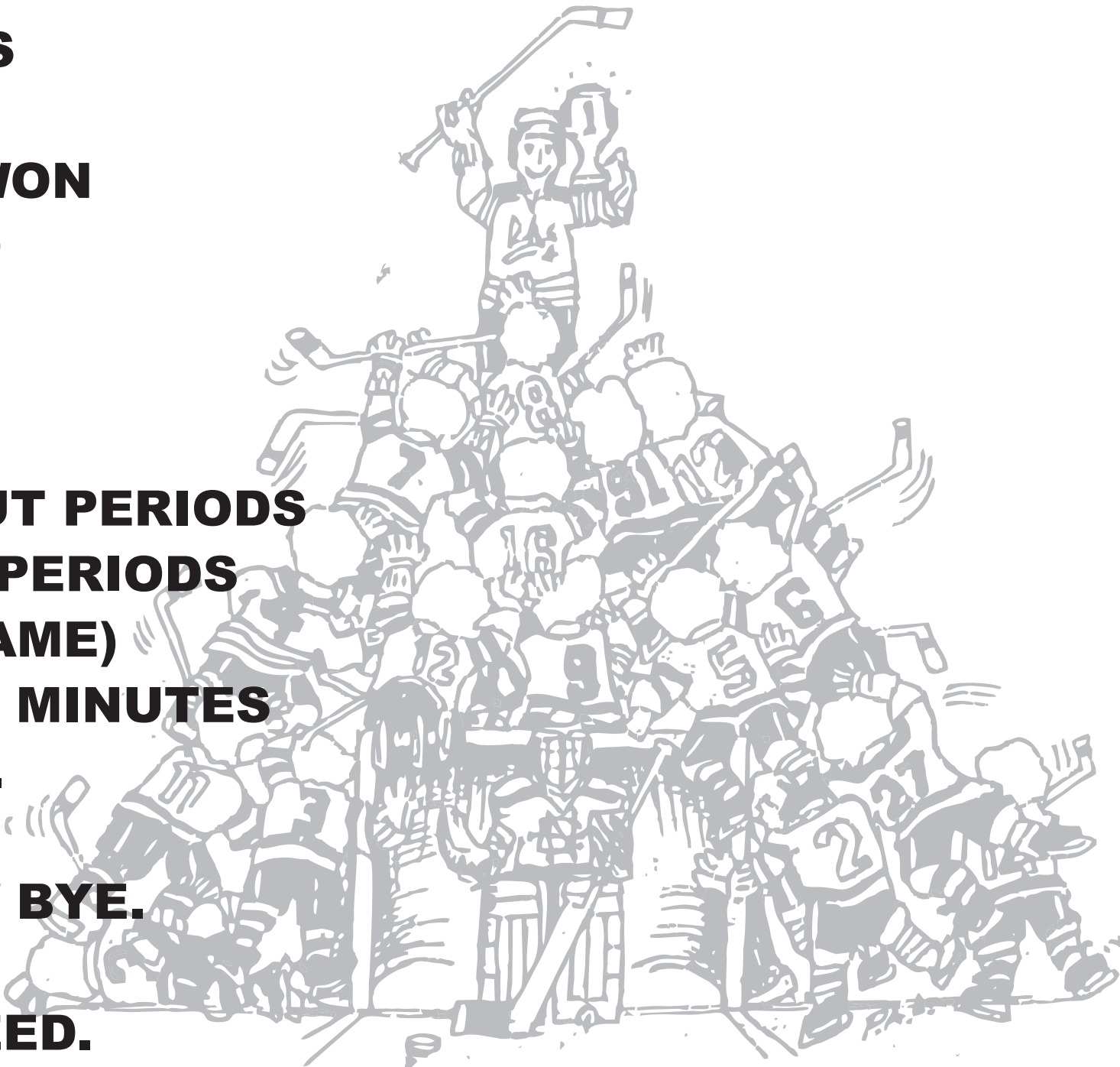
#5

#6

- EVERY GAME IS WORTH 5 POINTS
- 2 POINTS FOR WIN
 - 1 POINT FOR EVERY PERIOD WON
 - HALF POINT FOR PERIOD TIED

- TIE BREAKERS:
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.

- 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

START	FINISH	AWAY TEAM		SCORE	LOCKER ROOM	HOME TEAM		SCORE	LOCKER ROOM
11:00	11:50		#3				#6		
11:50	12:00								
12:00	12:50		#4				#5		
12:50	1:00								
1:00	1:50		#1			LOWER SEED	#		
1:50	2:00								
2:00	2:50		#2			HIGHER SEED	#		
2:50	3:00								
3:00	3:50		FINALIST				FINALIST		