

Tournament Rules

This is an OMHA sanctioned tournament and will be played under OMHA rules.

Note: this is a mixed aged tournament. There are no minor or major only divisions.

- All teams must be registered 30 minutes prior to the start of their first game
- Only one member of the team staff is required to register the team
- Each team must provide at time of registering prior to the start of the first game
- A copy of their approved roster
 - A Travel Permit, or letter of permission to travel, from their home centre
- All teams participating shall be responsible for their own insurance coverage
- All referees and tournament director or delegate decisions are final (No protests allowed)
- The tournament committee reserves the right to:
 - Make decisions that are perceived to be in the best interests of the tournament
 - To stop any game at any time if deemed necessary
- Any game suspensions received in the tournament will be served in the tournament
- OMHA rules apply and all referees decisions are final (i.e. any game suspensions must be fully served through all subsequent games including next league games and league or OMHA playoff games)
- All fighting major penalties will result in expulsion from the tournament
- All teams will shake hands before the start of each game
- All teams must be prepared to start their games 15 minutes earlier than their scheduled start time. Failure to comply will result in the delay of game penalty
- Each team must bring two (2) sets of jerseys of contrasting colours. Home team will be designated to wear light coloured sweaters. The home team is listed first on the game schedule.
- Flooding will be at the end of each game of the tournament
- There will be a 3 minute warm up allowed prior to each game. Warm up will start when the 1st player of either team is on the ice
- Novice and Atom games will be three 10 minute periods (10-10-10) stop time, unless Mercy Rule applies. PeeWee and Bantam games will be two 10 minute and one 15 minute periods (10-10-15), unless Mercy Rule applies
- One 30 second Time Out allowed on Sunday only during Championship Final Games
- Teams will be responsible for any damage to the dressing rooms and other arena facilities.

Please report any damage to the Tournament Officials before using the dressing room.

MERCY RULE

At any time after two periods of play if a team is leading by 5 goals the remaining time shall be straight running time. Should the lead be reduced to less than 5 goals after the mercy rule has been called the clock will remain in straight running time during all Round Robin games.

In the Championship Game if the lead is reduced to less than 5 goals the clock will go back to stop time until the lead has reached 5 goals again.

TIE BREAKING FORMAT

Tournament Round Robin tie break format:

- Tie-breaking format
- Total Points
- Head to Head
- Goals For Divided by (Goals For plus Goals against)
- Goals against
- Coin Flip

Elimination Game tie break format:

Teams are allowed 1 timeout for the game in regulation or overtime.

If the game is tied at the end of regulation time:

1. the teams will play a five (5) minute Sudden Victory Overtime Period. Play will be 5 on 5 with any penalties carried over from regulation time being accounted for accordingly.

If still tied at the end of the Overtime Period:

2. an NHL style shootout will take place

Each team will have 3 players shoot

Teams will alternate shooters with the Home team having the choice of whether to shoot first

The team with the most goals will be declared the winner

Players in the penalty box at the end of overtime are not eligible to participate in the shoot out.

If still tied after the initial 3 shooters then a sudden victory shootout will take place no shooter may shoot twice until the entire roster has been used.