## **Tournament Rules**

- 1. Only Hockey Canada (HC) carded or affiliated players will be allowed to participate. Approved HC Player documentation shall be presented to the tournament chairperson one-hour prior to your first game. Staff must present and hold appropriate and current certifications as required. Teams outside the O.M.H.A. jurisdiction must provide a letter of permission from their respective association. Please do not forget your approved Documentation as your team will not be allowed to participate. If you have questions about the required documentation please call the tournament convener.
- 2. All minor and major penalties shall be in accordance with OMHA rules. Copies of all game sheets will be sent to the Regional Representative of the OMHA.
- 3. Suspensions received during the tournament will be served in the tournament as follows:
  - a. Any fighting, major or match penalty results in expulsion from the tournament. In addition, a copy of the game sheet will be sent to the team's minor hockey organization for further action.
  - b. Any penalties or suspensions will be served in the tournament.
  - c. The Tournament Conveners ruling on any issue arising from the tournament concerning suspensions is final.
- 4. This tournament, with each division, will be made up of a maximum of 10 teams. Each team is guaranteed three games.
- 5. Team rosters will be limited to 19 players (includes goalies). Players can only play for one team.
- 6. Team officials are responsible for their player's conduct both on and off the ice.
- 7. All teams are required to report to the tournament office one hour prior to each game so that game sheets can be completed. Teams must be ready to play 15 minutes prior to their scheduled game time.

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The Parry Sound Hockey Club is committed to respecting and protecting the privacy of our Member Partners, their associations, individual members, their families and our employees. The personal information collected in our course of administering our hockey programs will be used and disclosed for the sole purpose of administering the Rules,

Teams must be ready to proceed to the ice immediately after the previous game. However no staff or player is allowed on the ice surface until the Zamboni has left the ice and the resurfacer door is closed. Team staff is not permitted to walk across the ice to access the benches.

- 8. Ice resurfacing will take place at the end of each game.
- 9. There will be groups of teams in each of the Pee Wee and Bantam divisions.
- 10. The format may vary depending on the number of teams enrolled or available ice time. There will be a three-minute warm up period before each game (time permitting). The clock will commence as soon as the referees step on the ice.
- 11. All games in the preliminary round robin will be three 10-minute periods, stop time. There will be no overtime in the preliminary round. The standings in a group shall be decided on the point system.
  - a. Two points for a win.
  - b. One point for each team in the event of a tie.
- 12. In the event of a tie at the conclusion of the divisional round robin play:
  - a. The result of the game between the two teams when they played each other (head to head) will determine the winner. If the result of the head to head game was a tie, the team with the most wins will move on.
  - b. If wins and losses at this time are the same then preference will be determined by this formula:
    - Total number of goals for (TGF) divided by Total number of goals for + Total number of Goals against (TGA) ie. TGF / (TGF + TGA)
    - ii. The highest value from the formula above will advance.
  - c. If still tied the winner will be determined by the following criteria.
    - i. The team who received the fewest number of penalties during the round robin.

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- ii. The team that scored the first goal in the game between the two teams.
- iii. The team that scored the most goals for in the first periods of the round robin games.
- iv. Lastly the tournament convener will hold a coin toss to determine the winner.
- 13. Semi Final & Championship games will be 10 10 12, stop time (time permitting including ice time availability). In the event of a tie in the semi-final or championship games the tie will be broken using the player reduction system as follows:
  - a. Overtime will be one 5 minute **over time**, stop time, sudden victory.
  - b. Each team will have 3 skaters + 1 goalie. If a penalty occurs, the non-offending team will add a skater to make it 4 on 3. No team will have less than 3 skaters on the ice.
  - c. Player substitutions will be permitted
  - d. Goalies will switch ends so teams will have the "long change".
  - e. Teams will NOT be able to pull their goalies during overtime except during a delayed penalty situation.
  - f. If still tied after 5 minutes, a sudden death shootout will occur
    i. Home team decides who will shoot first.
  - g. If the team shooting first scores, the team shooting second must score to continue the shootout. If one team scores and the other team doesn't not, the game is over.
- 14. Mercy rule when any team is ahead by 5 (five) or more goals in the third period the tournament will *have the option* of utilizing 'straight time'. In this situation, the game will proceed under 'straight time' unless the gap is reduced to 3 (three) goals, at which point the clock will revert back to stop time. The only time the clock will be stopped during time is if an on-ice injury should occur. All penalties are running time.
- 15. If a team plays a fourth game in the round robin, the outcome of the game will mean nothing for this team in terms of moving on into the semi finals.

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- Time outs One 30 second timeout per team in the semi finals and finals only.
- 17. All teams will bring two sets of sweaters (Home and Away). The Tournament Convenor will designate the home team. The home team will wear dark colored sweaters. Visitors will wear light colored sweaters. If in the referee's opinion there is a conflict with the sweaters, the home team will change.
- 18. Players who receive any 3 minor penalties in one game shall be ejected for the remainder of that game. Players will be ejected from the tournament if assessed ANY major penalties, game misconducts, gross misconducts, or match penalties. Individual(s) or team suspensions shall be enforced as per the OMHA manual of operations.
- 19. The tournament convenor(s) will have the final say in all questions or disputes arising from the tournament.
- 20. The sponsors of this tournament, its officials, arena manager and all persons concerned with the tournament will not be held liable for any injury or accident which may be incurred by any player or team official while participating in, coming to or going from the tournament.
- 21. **Attention**: The Tournament Committee reserves the right to revoke any Abusive individual's privilege to be present at the arena. By paying the entry fee which includes the Gate Fee, all players, staff, parents, and spectators are subject to this rule.

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