1 - GOVERNING BODY

OMHA Sanctioned Tournament. OMHA RULES. Body Checking is NOT allowed.

2 - ROSTERS & TRAVEL PERMITS

PRIOR TO THE TOURNAMENT:

Approved Roster & Travel Permit must be EMAILED to starstournament@hotmail.com
Team will not be allowed to play if RHHA has not received both of the above documents.

3 - MATCH PENALTY / GROSS MISCONDUCT

Any player, coach, or coaching staff receiving a match penalty or a gross misconduct penalty will not be allowed to participate in any further tournament games.

4 - SUSPENSIONS

Served in next tournament game(s) - if any remaining.

A record of all suspensions will be submitted to the OMHA.

Any remaining games suspension will be carried forward to league games.

5 - GAME START TIMES

Teams MUST be prepared to start 15 MINUTES PRIOR TO SCHEDULED START TIME. Tournament Staff will decide.

6 - PRE-GAME

IF Tournament is running <u>behind schedule</u> - Clock is set at 13 minutes and starts running upon Zamboni doors close. At 11 minute mark Referee blows whistle to signal start the game. Clock will continue until first stoppage in play.

7 - GAME LENGTH

Round Robin Games

Finals

Championship

			<u> </u>
10	10	10	n/a
10	10	10	5 max
10	10	15	5 max

OT*

Shoot-out if still tied after OT

(see Overtime rules #13 below)

8 - TIME-OUT

Round Robin NO

Playoffs YES

1 30 second per team

Can be used in OT period if not used in first 3 periods

9 - MERCY RULE

Applies to ALL GAMES. At any time in the 3RD PERIOD, 5 GOAL SPREAD

clock will run. Score must return to 3 goal spread for clock to stop again.

PENALTIES: Running time during mercy rule.

ON-ICE INJURY: Clock is stopped during mercy rule.

10 - POINTS

WIN 2

TIE 1

LOSS 0

^{*}OT only if tied at end of 3rd period

11 - TIE BREAKERS - PLAYOFF RANKING

TEAMS TIED AT END OF ROUND ROBIN

Review in numerical sequence; revert back to 1 when multi-team tie is down to two teams

1) THREE or more teams: Skip to 2 below.

TWO teams ONLY: Winner of Head to Head play

2) MOST WINS

3) # OF GOALS FOR DIVIDED BY : TOTAL # OF GOALS FOR + GOALS AGAINST

TEAM 1

GOALS FOR (GF)

GOALS AGAINST (GA)

4

GF

GF

12

GF + GA

12 + 4 = 16

0.75

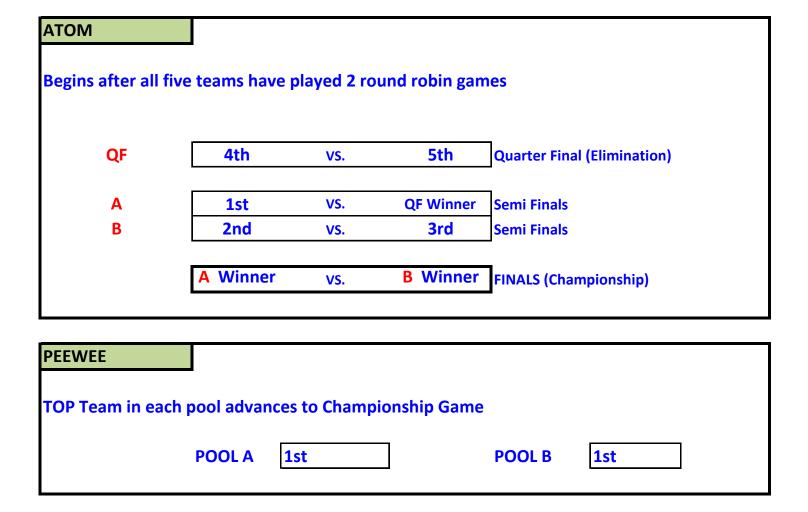
75%

TEAM 2		
GOALS FOR (GF)		10
GOALS AGAINST (GA)		5
GF		10
GF + GA	10 + 5 =	15
		0.67
		67%

In this example Team 1 advances

- 4) FEWEST GOALS AGAINST
- 5) TEAM THAT SCORED FIRST IN HEAD TO HEAD (2 TEAMS ONLY)
- 6) TEAM THAT SCORED THE EARLIEST (ON TIME SHEET) GOAL IN THE TOURNAMENT

12 PLAY-OFF ROUNDS



13 - OVERTIME

ROUND ROBIN NO

PLAYOFFS YES

1	5 MINUTE	SUDDEN	VICTORY
EACH TEAM		3 on 3	+ GOALIE

PENALTY 4 on 3 + GOALIE
PENALTY ENDS 4 on 4 + GOALIE
- UNTIL - NEXT STOPAGE 3 on 3 + GOALIE

TIED AFTER 5 MINUTE OVERTIME		
EACH TEAM	3 PLAYER SHOOTOUT	

Do not have to identify shooters prior to game.

TIED AFTER 3 PLAYER SHOOTOUT		
EACH TEAM	SUDDEN VICTORY	
4th shooter onward sudden victory		

(see Shootout rules #14 below)

14 - SHOOTOUT

- The GOALIE cannot be changed out unless injured
- TIMEOUTS cannot be used
- 3 player shootout: no repeat shooters
- OFFICIALS responsible for tracking players that have shot

SHOOTOUT PROCESS:

- The HOME team choses which team shoots first
- The COACH chooses players to take the shot
- GOALIES position themselves in goal cage closest to their team's bench
- TEAMS alternate shots on opposing team's goalie
- PLAYERS will start at centre ice similar to a penalty shot