1 - GOVERNING BODY

OMHA Sanctioned Tournament. Body checking in all divisions. OMHA Rules Apply to Divisions with only OMHA Teams. OHF Rules Apply to Divisions that include Teams outside of the OMHA.

2 - ROSTERS & TRAVEL PERMITS

<u>PRIOR</u> TO THE TOURNAMENT: Approved Roster & Travel Permit must be EMAILED to <u>rhha.tournaments@gmail.com</u> Teams 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

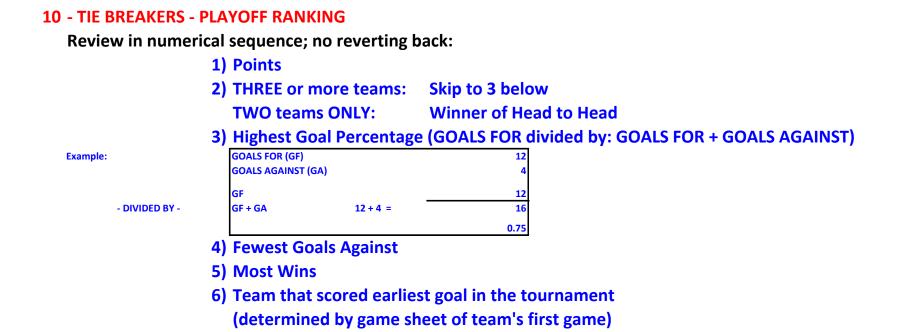
If Tournament is running <u>behind schedule</u>* - Clock is set at 13 minutes and starts running upon Zamboni doors close. At 11 minute mark Referee blows whistle to signal start the game. Clock will continue until first stoppage in play. *As determined by the Tournament Director or designated representative

7 - GAME LENGTH

Finals	YES Can be used in OT perio	1	30 seconds		
8 - TIME-OUT Round Robin	NO				
		(see OVERTI	ME Rule # 12 belo	vw)	
		-	f tied at end of if still tied afte	•	
	U10 to U18	10	15	15	5 max
Finals	U9	10	10	15	5 max
	U10 to U18	10	15	15	n/a
Round Robin Gar	nes U9	10	10	15	n/a

9 - MERCY RULE

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

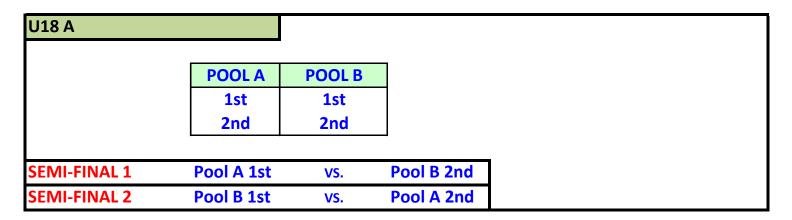


11 PLAY-OFF ROUNDS

U14 A / U14 AA /	U16 AA			
	POOL A	POOL B	POOL C	
	1st	1st	1st	1ST PLACE RANKED: 1st, 2nd, & 3rd
	2nd	2nd	2nd	2ND PLACE RANKED: 4th, 5th, & 6th
SEMI-FINAL 1	2nd	VS.	3rd	7
SEMI-FINAL 2	1st	VS.	4th	1

U15 A / U16 A / U	J18 AA		
TOP 4 TEAMS AD	VANCE TO SEM	1I-FINALS	
SEMI-FINAL 1	2nd	VS.	3rd
SEMI-FINAL 2	1st	VS.	4th

U15 AA				
	POOL A 1st 2nd	POOL B 1st 2nd	POOL C 1st 2nd	1ST PLACE RANKED: 1st, 2nd, & 3rd 2ND PLACE RANKED: 4th, 5th, & 6th
1st and 2nd PLACE	TEAMS ADVA	VS.	Y TO SEMI-FI	NALS
QUARTER-FINAL 2	4th	VS.	5th	
			ALS ADVANCE T on all four roun	O SEMI-FINALS d robin games played
SEMI-FINAL 1	2nd	VS.	3rd	7
SEMI-FINAL 2	1st	VS.	4th	7



12 - OVERTIME

ROUND ROBIN	NO
PLAYOFFS	YES

	1 PERIOD	5 MINUTES	SUDDEN	VICTORY
	EACH TEAM		3 on 3	+ GOALIE
	PENALTY		4 on 3	+ GOALIE
	PENALTY EN	DS	4 on 4	+ GOALIE
- UNTIL -	NEXT STOPA	GE	3 on 3	+ GOALIE

TIED AFTER 5 N	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 onw	vard sudden victory			

(see SHOOTOUT rules # 13 below)

13 - SHOOTOUT

- The GOALIE cannot be changed out unless injured
- TIMEOUTS cannot be used
- 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

14 JERSEY COLOURS

If teams have same or similar colour jerseys than Home will wear white / light coloured jerseys and Visitor will wear dark jerseys.

15 GAME FORFEIT

If a team is unable to play a game in the round robin due to any reason (including Covid) the team will forfeit the game resulting in a 3-0 win for the opposing team.

15 DISPUTES

The decision of the referee and all other game officials is final. All other disputes are decided by the Tournament Director whose decision is final.