#### **1 GOVERNING BODY**

OMHA Sanctioned Tournament. Body checking is NOT allowed. 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 and Teams' Affiliate Association 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 when to start the game.

## **6 DECISION to FORFEIT / CANCEL GAME**

Teams are required to play all scheduled games. A team may not decide unilaterally to forfeit / cancel a game. IF a team identifies a reason they are unable to play a game they MUST contact the Tournament Director as soon as possible <u>prior to the game</u>. Team must abide by decisions of the Tournament Director. A game may ONLY be formally cancelled by the Tournament Director. A Game Forfeit in the round robin will result in a 3-0 win for the opposing team.

#### 7 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

## **8 GAME LENGTH**

						OT*
Round Robin Gar	nes	U10 to U18	10	10	15	n/a
Finals		U10 to U18	10	10	15	5 max
			*OT only if tied at end of 3rd period			
			Shoot-out	if still tied afte	r OT	
			(see OVERTII	ME Rule <mark>#</mark> 14 belo	w)	
9 TIME-OUT						
<b>Round Robin</b>	NO					
Finals	YES		1	30 seconds	per team	
	Can be u	sed in OT perio	d if not used	l in first 3 perio	ds	-

#### **10 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 POINTS**

Example:

Win: 2 points Tie: 1 point Loss: 0 points

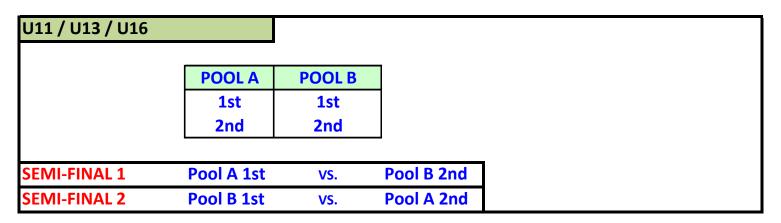
### **12 TIE BREAKERS - PLAYOFF RANKING**

Review in numerical sequence; no reverting back:

1) Points 2) THREE or more teams: Skip to 3 below **TWO teams ONLY:** Winner of Head to Head 3) Highest Goal Percentage (GOALS FOR divided by: GOALS FOR + GOALS AGAINST) **GOALS FOR (GF)** 12 **GOALS AGAINST (GA)** GF 12 GF + GA 16 - DIVIDED BY -12 + 4 =0.75 4) Fewest Goals Against 5) Most Wins 6) Team that scored earliest goal in the tournament (determined by game sheet of team's first game)

#### **13 PLAY-OFF ROUNDS**

U10			
TOP 2 TEAMS ADV	ANCE TO CH	AMPIONSHIP	GAME
FINAL	1st	VS.	2nd



U12 / U14			
TOP 4 TEAMS AD	VANCE TO SEN	/II-FINALS	
SEMI-FINAL 1	2nd	VS.	3rd
SEMI-FINAL 2	1st	VS.	4th

U15 / U18				
	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

#### **14 OVERTIME**

ROUND ROBIN	NO
PLAYOFFS	YES

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

TIED AFTER 5 N	INUTE OVERTIME
EACH TEAM	<b>3 PLAYER SHOOTOUT</b>

Do not have to identify shooters prior to game.

TIED AFTER 3 F	PLAYER SHOOTOUT
EACH TEAM	SUDDEN VICTORY
4th shooter on	ward sudden victory

(see SHOOTOUT rules # 15 below)

## **15 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

#### **16 JERSEY COLOURS**

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

#### **17 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.