1 - GOVERNING BODY

OMHA Sanctioned Tournament.

NO Body Checking in U9 to U13; Body Checking in U14 and up

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

PRIOR TO THE TOURNAMENT:

Approved Roster & Travel Permit must be EMAILED to rhha.tournaments@gmail.com
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.

7 - GAME LENGTH

					UI.
Round Robin Games	U9	10	10	15	n/a
	U10 to U18	10	15	15	n/a
Finals	U9	10	10	15	5 max
	U10 to U18	10	15	15	5 max

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

OT*

Shoot-out if still tied after OT

(see OVERTIME Rule # 14 below)

8 - TIME-OUT

Round Robin NO Finals YES

1 30 seconds 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.

^{*}As determined by the Tournament Director or designated representative

10 - POINTS

WIN 2
TIE 1
LOSS 0

11 - RANKING RULES

Points

Most Wins

Goal Percentage (GOALS FOR divided by: GOALS FOR + GOALS AGAINST)

12 - TIE BREAKERS - PLAYOFF RANKING

TEAMS TIED AT END OF ROUND ROBIN

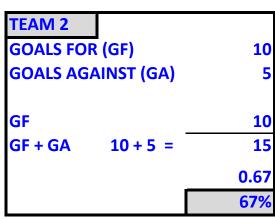
Review in numerical sequence; revert back to 1 when multi-team tie is down to two teams

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

TWO teams ONLY: Winner of Head to Head play

- 2) MOST WINS
- 3) GOALS FOR Divided by: GOALS FOR + GOALS AGAINST

TEAM 1		
GOALS FOR	12	
GOALS AG	AINST (GA)	4
GF		12
GF + GA	12 + 4 =	16
		0.75
		75%



- DIVIDED BY -

- 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

13 PLAY-OFF ROUNDS

U9 / U10 / U11				
	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

			_	
	POOL A	POOL B	POOL C	
	1st	1st	1st	1ST PLACE RANKED: 1st, 2nd, & 3rd
	2nd	2nd	2nd	2ND PLACE RANKED: 4th, 5th, & 6th
	2110			
1st and 2nd PLACE	<u> </u>			

	WINNERS O	F QUARTER FI	NALS ADVAN
	Ranked 3rd,	and 4th base	d on all four r
SEMI-FINAL 1	2nd	VS.	3rd
SEMI-FINAL 2	1st	VS.	4th

U14				
TOP 2 TEAMS	ADVANCE TO FIN	AL		
FINAL	1st	VS.	2nd	

U13 / U15 / U16 ,	/ U18			
TOP 4 TEAMS AD	VANCE TO SEN	/II-FINALS		
SEMI-FINAL 1	2nd	VS.	3rd	
SEMI-FINAL 2	1st	VS.	4th	

- UNTIL -

14 - OVERTIME

ROUND ROBIN NO

PLAYOFFS YES

1 PERIOD	5 MINUTES	SUDD	EN VICTORY
EACH T	EAM	3 on 3	3 + GOALIE
PENALTY		4 on 3	3 + GOALIE
PENALTY END	S	4 on 4	4 + GOALIE
NEXT STOPAG	i E	3 on 3	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 onward sudden victory				

(see Shootout rules #14 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

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.

16 GAME FORFEIT

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