

**RICHMOND HILL HOCKEY ASSOCIATION - TOURNAMENT RULES and REGULATIONS**  
**RICHMOND HILL JAGUARS A TOURNAMENT - APRIL 11-14, 2024**

**1 GOVERNING BODY**

OMHA Sanctioned Tournament.

NO Body Checking

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 [rha.tournaments@gmail.com](mailto:rha.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 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 prior to the game .

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 the Tournament is running behind schedule\* - Clock is set at 12 minutes and starts running upon Zamboni doors close. At 10 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 Games	U9	10	10	10	n/a
Round Robin Games	U10 to U13	10	10	15	n/a
Round Robin Games	U14 to U18	10	15	15	n/a
Finals	U9	10	10	10	5 max
Finals	U10 to U13	10	10	15	5 max
Finals	U14 to U18	10	15	15	5 max

\*OT only if tied at end of 3rd period

Shoot-out if still tied after OT

(see OVERTIME Rule # 15 below)

**9 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

**10 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.

**11 POINTS**

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

**12 GOAL DIFFERENTIAL**

**13 TIE BREAKERS - PLAYOFF RANKING**

**Review in numerical sequence; no reverting back:**

**Only review when teams are tied in points**

- 1) THREE or more teams: Skip to 2 below**  
**TWO teams ONLY: Winner of Head to Head**
- 2) Highest Goal For Percentage (GF%)**  
**= GOALS FOR divided by: GOALS FOR + GOALS AGAINST)**

Example:

- DIVIDED BY -

GOALS FOR (GF)	12
GOALS AGAINST (GA)	4
GF	12
GF + GA	12 + 4 = 16
	0.75

- 3) Most Wins (W)**
- 4) Fewest Goals Against (GA)**
- 5) Most Goals For (GF)**
- 6) Least penalty minutes during the tournament (PIM)**
- 7) Fastest goal at the beginning of your first game in the preliminary round**  
**(determined by game sheet of team's first game)**
- 8) Flip of a coin by the Tournament Director**

**14 PLAY-OFF ROUNDS**

<b>ALL DIVISIONS</b>			
<b>TOP FOUR TEAMS IN DIVISION AUTOMATICALLY ADVANCE TO THE SEMI-FINALS</b>			
<b>WINNERS OF THE RESPECTIVE SEMI-FINALS ADVANCE TO FINALS</b>			
<b>SEMI-FINAL 1</b>	<b>2nd</b>	<b>vs.</b>	<b>3rd</b>
<b>SEMI-FINAL 2</b>	<b>1st</b>	<b>vs.</b>	<b>4th</b>
<b>FINAL</b>	<b>WINNER OF SF 1</b>	<b>VS.</b>	<b>WINNER OF SF 2</b>

**15 OVERTIME**

**ROUND ROBIN      NO**

**PLAYOFFS          YES**

	<b>1 PERIOD</b>	<b>5 MINUTES</b>	<b>SUDDEN VICTORY</b>
	<b>EACH TEAM</b>		<b>3 on 3 + GOALIE</b>
	<b>PENALTY</b>		<b>4 on 3 + GOALIE</b>
	<b>PENALTY ENDS</b>		<b>4 on 4 + GOALIE</b>
<b>- UNTIL -</b>	<b>NEXT STOPPAGE</b>		<b>3 on 3 + GOALIE</b>

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

**Do not have to identify shooters prior to game.**

<b>TIED AFTER 3 PLAYER SHOOTOUT</b>	
<b>EACH TEAM</b>	<b>SUDDEN VICTORY</b>
<b>4th shooter onward sudden victory</b>	

(see SHOOTOUT rules # 16 below)

## 16 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 chooses 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

## 17 JERSEY COLOURS

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

## 18 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**.