

RICHMOND HILL HOCKEY ASSOCIATION - TOURNAMENT RULES and REGULATIONS
RICHMOND HILL JAGUARS SELECT TOURNAMENT - FEBRUARY 1 -4, 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 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 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

Round Robin Games	U10 to U13	10	10	15	OT*
Round Robin Games	U14 to U18	10	10	15	n/a
Finals	U10 to U13	10	10	15	5 max
Finals	U14 to U18	10	10	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.

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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:

- 1) Points**
- 2) THREE or more teams: Skip to 3 below**
TWO teams ONLY: Winner of Head to Head
- 3) 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	16
	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)

14 PLAY-OFF ROUNDS

U12 and U16			
TOP TWO TEAMS IN EACH DIVISION AUTOMATICALLY ADVANCE TO THE FINALS			
FINAL	1st	vs.	2nd

U15			
TOP FOUR TEAMS IN DIVISION AUTOMATICALLY ADVANCE TO THE SEMI-FINALS			
WINNERS OF THE RESPECTIVE SEMI-FINALS ADVANCE TO FINALS			
SEMI-FINAL 1	2nd	vs.	3rd
SEMI-FINAL 2	1st	vs.	4th
FINAL	WINNER OF SF 1	VS.	WINNER OF SF 2

U13 / U14 / U18			
TOP 1 TEAM IN EACH DIVISION ADVANCE TO SEMI-FINALS TO PLAY IN A CROSSOVER GAME			
BEST 2ND PLACE TEAM (BASED ON GF%) OF THE 3 DIVISIONS ADVANCE TO SEMI-FINALS			
THE BEST 2ND PLACE TEAM WILL PLAY THE BEST DIVISION WINNER BASED ON GF%			
SEMI-FINAL 1	1st	vs.	2nd
SEMI-FINAL 2	1st	vs.	1st
FINAL	WINNER OF SF 1	VS.	WINNER OF SF 2

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15 OVERTIME

ROUND ROBIN NO

PLAYOFFS YES

	1 PERIOD	5 MINUTES	SUDDEN VICTORY
	EACH TEAM		3 on 3 + GOALIE
	PENALTY		4 on 3 + GOALIE
	PENALTY ENDS		4 on 4 + GOALIE
- UNTIL -	NEXT STOPPAGE		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 # 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**.