

RICHMOND HILL TOURNAMENT RULES

1. Teams must sign in at Elgin Barrow Arena 1 hour before their first game with their approved roster and travel permit. If teams e-mail or fax their rosters and travel permit prior to the tournament then teams do not have to register at Elgin Barrow Arena.
2. This is an OMHA sanctioned tournament. OMHA rules will apply.
3. **OVERTIME**
There will no OT in round robin play.
In the play-off rounds there will be 5 minute sudden victory period. Both teams will play 3 on 3 plus a goalie.
If a penalty occurs in OT, the non-offending team will add an extra player on the ice.
When the penalty ends the teams will play 4 on 4 till the next stoppage in play. At that time play will return to 3 on 3.
If still tied after the 5 minute OT, a shoot-out will decide the game. Each team will pick 3 players.
If after the 3 shooters the game is still tied, the following shooters will be sudden victory. 4th shooters and onward can be any player on the roster .
4. **LENGTH OF GAME**
All games will be 10x10x15 min periods
2pts for a win , 1pt for a tie, 0 pts for a loss.
1 time-out per team in play-off rounds only.
Teams must be ready to start 15 minutes before their scheduled start time
5. **TIE**
If teams are tied at the end of round robin play, the following format will decide what team will advance to the play-off round in sequence, no reverting back.
 1. Head to head play (2 teams only)
 2. Most Wins
 3. Goals for divided by (total # of goals for + goals against)
Higher percentage will advance. For example team A scores 10 goals and has 5 goals against $10 / 15 = 66\%$
 4. Fewest goals against
 5. Team that scored first goal in head to head play (2 teams only)
 6. Team that scored the earliest goal in the tournament (their game)
6. **MATCH PENALTY/GROSS MISCONDUCT**
Any player or coach receiving a match penalty or a gross misconduct penalty will not be able to participate in any further tournament games.
7. **SUSPENSIONS**
All suspensions will be served in the next tournament game (if any remaining)
8. **PRE-GAME**
All round robin games will start with 13 minutes on the clock, as soon as the zamboni doors close the clock will start running at 13 minutes. At the 11 minute mark the ref will blow the whistle to signal the players to get ready to start. The clock will not stop until the first stoppage in play. This is to ensure that the games start on time.
9. **MERCY RULE**
In All games the mercy rule will apply. At any time in the 3rd period a 5 goal spread will result in the running of the clock. The spread must be brought back to 3 goals For the clock to stop again. The clock will stop in the event of an on ice injury . Penalties during mercy time will be running time .
10. **Semi - Finals**

Novice and Minor Atom - Top four teams advance . 1st place plays 4th Place . 2nd place plays 3rd place

Atom , Minor Peewee , Peewee , Minor Bantam , Bantam , Minor Midget
The 1st place team in each Pool will advance plus the highest ranking 2nd place team (wild card)
The highest ranking 1st place team plays the wild card team . The remaining 2 teams play each other .

Midget – Top 2 teams in each pool advance . 1st place pool A plays 2nd place pool B . 1st place pool B plays 2nd place pool A .