

RICHMOND HILL HOCKEY ASSOCIATION - TOURNAMENT RULES

RICHMOND HILL KINGS LOCAL LEAGUE TOURNAMENT - JANUARY 10 TO 12, 2020

1 - GOVERNING BODY

OMHA Sanctioned Tournament. OMHA RULES. Body Checking is NOT allowed.

2 - ROSTERS & TRAVEL PERMITS

PRIOR TO THE TOURNAMENT:

Approved Roster & Travel Permit must be EMAILED to starstournament@hotmail.com

Team 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 *behind schedule* - 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.

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7 - GAME LENGTH

Round Robin Games	10	10	10	OT* n/a
Finals	10	10	10	5 max
Championship	10	10	15	5 max

***OT only if tied at end of 3rd period**
Shoot-out if still tied after OT
(see Overtime rules #13 below)

8 - TIME-OUT

Round Robin	NO	
Playoffs	YES	1 30 second 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.

10 - POINTS

WIN	2
TIE	1
LOSS	0

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11 - 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) **# OF GOALS FOR DIVIDED BY : TOTAL # OF GOALS FOR + GOALS AGAINST**

	TEAM 1			
	GOALS FOR (GF)			12
	GOALS AGAINST (GA)			4
	GF			12
- DIVIDED BY -	GF + GA	12 + 4 =		16
				0.75
				75%
	TEAM 2			
	GOALS FOR (GF)			10
	GOALS AGAINST (GA)			5
	GF			10
	GF + GA	10 + 5 =		15
				0.67
				67%

In this example Team 1 advances

- 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**

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12 PLAY-OFF ROUNDS

ATOM

Begins after all five teams have played 2 round robin games

QF	4th	vs.	5th	Quarter Final (Elimination)
A	1st	vs.	QF Winner	Semi Finals
B	2nd	vs.	3rd	Semi Finals
A Winner vs. B Winner				FINALS (Championship)

PEEWEE

TOP Team in each pool advances to Championship Game

POOL A	1st	POOL B	1st
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13 - OVERTIME

ROUND ROBIN NO

PLAYOFFS YES

1	5 MINUTE	SUDDEN VICTORY
EACH TEAM		3 on 3 + GOALIE

PENALTY	4 on 3 + GOALIE
PENALTY ENDS	4 on 4 + GOALIE
- UNTIL -	3 on 3 + GOALIE
NEXT STOPPAGE	

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 #14 below)

14 - SHOOTOUT

- **The GOALIE cannot be changed out unless injured**
- **TIMEOUTS cannot be used**
- **3 player shootout: 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**