

1 Governing Body

This is an OMHA Sanctioned Tournament. OMHA Rules apply, except for divisions with teams outside of the OMHA, in which case, OHF Rules apply.

2 Rosters and Travel Permits

Teams must e-mail Rosters and Travel Permits prior to the tournament. Please email to: starstournament@hotmail.com

3 Game Start Time

Teams **MUST** be prepared to start **15 minutes before their schedule start time.**

4 Pre-Game

If we are running behind schedule, the clock will be set at 13 minutes and will start running as soon as the Zamboni doors are closed. At the 11 minute mark the referee will blow the whistle to signal the players to get ready to start. The clock will not stop until the first stoppage in play.

5 Length of Games

Minor Atom to Minor Peewee: 10-10-15

Peewee to Midget: 10-15-15*

*Sunday games for any division with quarter finals will be 10-10-15 in accordance with OMHA rule 19.1(n).

6 Time-out

1 time-out per team **in play-off rounds only**

7 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. **Penalties** during mercy time will be running time. The clock will be stopped in the event of an **on-ice injury.**

8 Overtime

Round Robin Play

No overtime

Play-off Rounds

One 5-minute sudden victory period; both teams play 3 on 3 plus a goalie

If a penalty occurs in overtime, the non-offending team will add an extra player on the ice; when the penalty ends the teams will play 4 on 4 until the next stoppage in play, at which time play will return to 3 on 3

If still tied after the 5-minute OT, a best-of-3 shoot-out will decide the game; each team will pick 3 players.

If still tied after the shoot-out, the following shooters will be sudden victory. 4th shooter and onwards can be any player on the roster.

9 Points

Win = 2 points

Tie = 1 point

Loss = 0 points

10 Tie Breakers

If teams are tied at the end of round robin play, the following decision format will decide what team will advance to the play-off round; the decision format will be followed in sequence with no reverting back

- a) Two teams only: head to head play
- b) Most wins
- c) # of Goals For divided by the sum of Total # of Goals For and Against); i.e.: Goals For / (Goals For + Goals Against); higher percentage will advance. For example, team A scores 12 goals and has 4 against = $12/(12+4) = 12/16 = 0.75 = 75\%$
- d) Fewest Goals Against
- e) Team that scored first goal in head to head (2 teams only)
- f) Team that scored the earliest goal in the tournament (their game)

11 Match Penalty / Gross Misconduct

Any player or coach receiving a match penalty or a gross misconduct penalty will not be allowed to participate in any further tournament games.

12 Suspensions

Suspensions will be served in the next tournament game (if any remaining). A record of all suspensions will be submitted to the OMHA.

13 Play-off Rounds

Minor Atom / Minor Midget / Midget

Top two teams in EACH POOL advance to semi-finals

Pool A 1st plays Pool B 2nd and Pool B 1st plays Pool A 2nd

Atom / Minor Peewee / Peewee / Bantam

1st place in EACH POOL advances, plus 1 Wild Card Team

The three 1st place teams are ranked 1st through 3rd

The three 2nd place teams are ranked and the team and the highest is the Wild Card Team

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The top ranked team plays the Wild Card Team in Semi-Final

The 2nd and 3rd ranked Teams play in the other Semi-Final

Minor Bantam

1st and 2nd place in EACH POOL advances

The three 1st place teams are ranked 1st through 3rd

The three 2nd place teams are ranked 4th through 6th

Based on these new rankings, 1st and 2nd place get a bye to the Semi-Finals while 3rd through 6th play in Quarter Finals:

4th place vs 5th place

3rd place vs 6th place

Winner of 4th vs 5th plays 2nd in Semi-Finals

Winner of 3rd vs 6th plays 1st in Semi-Finals