



HENDERSON PHARMACY

TOURNAMENT RULES AND REGULATIONS

1. This is an OMHA sanctioned tournament, and thus all OMHA rules and regulations apply. All decisions made by on-ice officials are final, no appeals will be heard. All decisions made by off-ice officials are also final, no appeals will be heard.
2. The OMHA Code of Conduct will be in place throughout the tournament; this includes the parents in the stands. If parents cannot control themselves verbally, or worse yet physically, they will be removed from the arena. If they do not remove themselves the team they belong to will forfeit the game. This includes verbal attacks on the Officials.
3. Team officials must sign game sheets at the Tournament Registration desk. These must be completed 30 minutes prior to game time.
4. The use of illegal players will result in immediate expulsion and loss of all fees.
5. All round-robin games will consist of 10-10-10 stop time periods, with no time-outs and no overtime/shoot-out in the event of a tie. Straight-time will be used in the third period of a game in which a 5 goal lead is established. If the losing team reduces the deficit to 3 goals, the clock will revert back to stop-time. Teams are awarded 2 points for a win and 1 point for a tie.
6. All playoff/elimination games will consist of 10-10-15 stop time periods, with one 30-second timeout per game per team. No straight-time will not be used in playoff/elimination games. See overtime rules in the event of a tie at the end of regulation time.
7. Teams should be ready to begin their scheduled games a maximum of 15 minutes early. Failure to comply will result in a delay of game penalty once the game begins.
8. Any team failing to complete a tournament game shall result in that team being disqualified from advancing. All games played by the disqualified team shall be disregarded when determining a team that advances. Failure to complete may be a result of being absent, or as a result of a suspended game due to ejections, or as a result of a suspended game due to failure to start play. If a team cannot be present due to a weather related situation, the Tournament Committee will make their decision accordingly.
9. In the event that two competing teams have the same coloured jersey, the **visiting** team will be required to change their jersey to an alternate colour. Alternate jerseys will be available for those teams that do not have a second set.



TIE-BREAKING PROCEDURE

At the end of round-robin play, teams will be ranked for playoffs in the traditional total points format, where two points are awarded for a win and one point for a tie.

If two or more teams are tied in total points, the finishing order shall be determined:

1. Games played against each other.
2. By the highest number of wins;
3. If two or more teams still tied, by highest GF and GA Percentage
GF/GA % MAXIMUM +7
4. If two or more teams still tied, by fewest penalty minutes

5. If two or more teams still tied, the winner will be determined by a single coin toss.

NOTE:

If three or more teams are tied for two or more positions, the tie-break procedure will be used to determine the first position and then the remaining teams will restart the tie-break procedure for the remaining position(s).

OVERTIME RULES

There will not be overtime in round-robin games.

If a Quarter, Semi, or Finals game is tied after 3 regulation periods, the following rules will apply:

1. There will be a 10 minute sudden victory period.
2. If there is no score in overtime, a 5-player shoot-out will follow. NOTE: Teams must submit their shoot-out list (forms to be provided) with the gamesheet prior to each elimination game.
3. The visiting team shall shoot first, followed by the home team.
4. If the shoot-out is tied after 5 players attempt for each team, then each team will shoot once in sudden victory format, repeating as necessary until there is a winner. NOTE: A player may not have a second attempt in the shoot-out until all of their team's players (excluding goaltenders) on the shootout list AND gamesheet have made one attempt in the shootout.
5. Ejected players shall be removed from the shootout list



6. Injured players that leave the game without returning prior to the final buzzer of overtime shall be removed from the shootout list.
7. Players serving a misconduct penalty at the end of overtime shall be removed from the shootout list.
8. Players serving a minor penalty at the end of overtime are eligible for the shootout.

Fighting and Major Penalties

Any player that gets a second Fighting Major will be suspended for the remainder of the Tournament. Any player that gets a third Major Penalty of any kind will be suspended for the remainder of the Tournament.