

2008 TOURNAMENT RULES AND REGULATIONS

Updated January 23, 2008

General Regulations will be those of the O.D.M.H.A., C.H.A and G.H.A. 2007 - 2008.

These rules and regulations may be amended by the Tournament Organizing Committee.

The City of Ottawa has determined that helmets must to be worn by all persons attending to an injured player on an ice surface in a City of Ottawa rink. This includes all visitors from outside of the ODMHA, whether participating in a tournament or taking part in a practice. This policy is effective immediately.

Any team withdrawing from the tournament after December 1, 2007 will not receive a refund of their tournament registration fee.

Procedures

Teams must report to the arena at least 45 minutes prior to the scheduled start time of their game and must be ready to step onto the ice fifteen minutes prior to scheduled game time. Should a team not be ready, that team will be assessed a minor penalty for delay of game.

Player Eligibility

All player cards or official team lists, affiliate lists and travel permits must be produced before the start of Tournament play, and must be “on hand” at all times. No changes to the roster are allowed after official registration of teams. All US teams must produce their approved and signed USA Hockey Roster.

No player may play on more than one team at anytime during the tournament except in case of goalkeepers and then only with the approval of the tournament discipline committee. If a team has only one goalkeeper and he/she is injured during the game requiring him/her to leave the game, that team will play with six players until a substitute goalkeeper is dressed and ready for play.

Any team that plays an ineligible player will be disqualified from the remainder of tournament play and all games played or scheduled will be counted as a two-zero game (2-0) regardless of the scores attained, pending discipline committee approval. This also applies to players ineligible to play due to disciplinary actions (i.e. suspensions).

Mandatory Equipment

- A BNQ approved neck protector must be worn by all players and goaltenders. (except US teams who must wear neck guards meeting USA Hockey standards)
- A C.S.A. approved throat guard must be worn by all goaltenders wearing a non-molded helmet.
- A C.S.A. approved helmet and full face mask are mandatory.
- Players are required to wear mouth guards for all tournament games should their associations make mouth guards mandatory. ODMHA teams are required to wear mouth guards.

Game Regulations

Each team is guaranteed a minimum of 3 games in the round robin play. A team can earn a maximum of 2 points per game. Points are awarded as follows:

- Two (2) points for a win
- One (1) point for a tie game
- Zero (0) points for a loss

Mercy Rule

The Mercy Rule will be in effect for all games including round-robin, semi-final and Championship games. This rule states that if at the beginning of the third period or at any time during the third period, a team is ahead by five or more goals, the full third period or remainder of the third period will be played with running time with no return to stop play.

Game Length

All Round Robin and semi-final games will consist of the following:

Major Atom / Minor and Major Pee wee:

- First period: 12 min. stop-time or 23 min. total game time whichever comes first.
- Second period: 12 min. stop-time or 39 minutes total game time whichever comes first.
- Third period: 12 min. stop-time.

- Semi Final and Finals: Playing time for the first and second periods will remain the same as in round robin play. Playing time for the third period will increase to 15 min. stop-time.
- A three min. on ice warm up will be allowed per game and this is not part of the running time. This commences when the officials step on the ice.

Minor Bantam / Major Bantam / Minor Midget

- First period: 12 min. stop-time or 23 min. total game time whichever comes first.
- Second period: 12 min. stop-time or 43 min. total game time whichever comes first.
- Third period: 15 min. stop-time.
- Semi Final and Finals – Minor/Major Bantam: Playing time for the first and second periods will increase to 15 min. Playing time for the third period will increase to 18 min. stop-time.
- **Semi Finals and Finals – Minor Midget - Playing time for the first and second periods will increase to 15 min. stop-time. Playing time for the third period will increase to 20 min. stop-time.**
- A three minute on ice warm up will be allowed per game and this is not part of the running time. This commences when the officials step on the ice.

Major Midget:

- First period: 15 min. stop-time or 28 min. total game time whichever comes first.
- Second period: 15 min. stop-time or 53 minutes total game time whichever comes first.
- Third period: 18 min. stop-time.
- Semi Final and Finals: Playing time for the first and second periods will be the same as in round robin play. Playing time for the third period will increase to 20 min.
- The ice will be flooded between the second and third periods
- A three min. on ice warm up will be allowed per game and this is not part of the running time. This commences when the officials step on the ice.

THERE WILL BE NO OVERTIME OR TIMEOUTS IN ROUND ROBIN PLAY

Advancement to Semi-finals and Finals will be determined as follows:

Major Atom and Major Bantam Divisions:

Because the Major Atom and Major Bantam game schedule is a four game round-robin, the team with the most points will be awarded 1st place the team with the 2nd most points will be awarded 2nd place therefore the Finals will be as follows:

- 1st Place will play 2nd Place

4 Team, 6 Team and 9 Team Divisions, after round robin:

- 1st Place will play 4th
- 2nd Place will play 3rd Place

8 Team Divisions, after round robin:

- 1st Pool A will play 2nd Pool B
- 1st Pool B will play 2nd Pool A

Note: If there is a tie among teams, the tie will be broken as determined by the tie-breaking procedures listed within the rules.

Tie Breakers

In the event of a tie in division standings after the completion of round robin play, the following rules will be used to identify the highest ranked teams (in order of priority):

1. the team with the most wins
2. the winner of the head to head contest (can not be applied to a three way tie)
3. the team with the best goal differential (ratio) (i.e. goals for divided by (goals for plus goals against))
4. least goals against
5. least penalized team
6. coin toss

NOTE: Should there be a forfeiture because one team is unable to play, the team not forfeiting shall be declared the winner by a score of five goals to zero and a point advantage of two (2). If a team withdraws before completion of Round Robin play, all games played or scheduled will be counted as a two-zero game (2-0) regardless of the scores attained, pending discipline committee approval.

Overtime (when the game is tied after 3 complete periods)

Round Robin games: No overtime.

Semi-Final and Championship games:

The following regulations apply:

- First overtime period shall be played four on four plus a goalie - 5 min. stop-time.
- Second and third overtime periods shall be played three on three plus a goalie - 5 min. running time. Where a penalty would result in one team having less than 3 skaters, the penalized team shall play with 3 skaters and the other team shall add one (or two) player(s) for the duration of the penalty.
- After the third scoreless overtime period the teams will proceed to a shoot out – 3 players per team will participate in the order the coach selects. Each team takes three shots and the team with the most goals after the six shots will be declared the winner. If the score remains tied, the shootout will proceed to a “sudden death” format until a winner is declared. A shooter may only be used once.
- Each Team shall be allowed one time out per game.

Coaches

Team officials must have their C.H.A. or A.H.A.U.S. player and staff registration cards available at all times and be prepared to present them to tournament officials as requested. A maximum of four team officials shall be allowed behind the bench during games. A maximum of five adults, including the team officials/trainer shall be allowed in the dressing room.

NOTE: ODMHA Code of Discipline is in force.

Team Colours

When it is determined that there is insufficient contrast between competing teams sweater colours, the team designated as the HOME team will change to a more contrasting colour. (Home team wears light and the Visitors dark).

Game Protest

Team protests must be registered, in writing, to the Tournament Headquarters (Fred G. Barrett Arena) accompanied by \$200.00 cash, within sixty (60) minutes after the completion of a game. The \$200.00 is refundable if the protest is decided in the payee's favour.

Any disputes concerning the application or interpretation of the tournament rules will be resolved by the Tournament Discipline and Appeal Committee, keeping in mind that the first priority is the integrity and success of the Tournament. All decisions taken in that respect will be final and binding and not subject to an appeal.

Insurance

The Tournament organizing committee and the Gloucester Hockey Association will not be responsible for injuries incurred by any player, team officials, or spectators. Organizations and teams are responsible for their own insurance.

The Tournament Committee wishes all coaches, players, and families success and enjoyment at our Tournament!