



**HESPELER SHAMROCKS HOUSE LEAGUE CLASSIC HOCKEY TOURNAMENT
OMHA SANCTION #5273
DECEMBER 3-6, 2015**

TOURNAMENT RULES & REGULATIONS

REGISTRATION

1. Coaching staff must report to the arena where their first game is scheduled one (1) hour prior to the start of their first game in order to sign in. **All members of bench staff must report to the Tournament Office prior to every game to sign the game sheet.** No one is permitted to remove the game sheet from the tournament office.
2. Teams must carry with them at all times their player cards or approved official Team Roster. If applicable, teams must also carry with them approved official Affiliated Players (AP) roster. **A copy of your official approved Team Roster and Travel Permit must be presented to the Tournament Office prior to the team's first game (regardless if previously sent).**

TOURNAMENT RULES

Tournament playing rules and tournament regulations are those of the OMHA, the OHF and Hockey Canada, along with the following additions:

1. The referees are sole judges of all game. **The Tournament Convenors will not discuss referee decisions.**
2. Only team officials are permitted in the Tournament Offices. Absolutely no team official receiving a GM or GRM penalty shall be permitted to enter the Tournament Offices until the GM or GRM penalty and/or any suspensions incurred as a result of the infraction have been served in their entirety. **Failure to follow this rule will lead to an automatic suspension for the remainder of the Tournament.**
3. **Game Length:** All Round Robin games in all age groups will be 10-10-10.
 - Atom – The Championship Game will be 10-10-12
 - Pee wee – All Quarter Final, Semi Final and Championship Games will be 10-10-15
 - Bantam – All Semi Final and Championship Games 10-10-15
 - Midjet – The Championship Game will be 10-15-15
4. **Mercy Rule:** When any team is ahead by five or more goals in the third period, the game will proceed under straight (running) time unless the gap is reduced to three (3) goals, at which point the clock will revert back to stop time. The only time the clock will be



stopped during straight (running) time is if an on-ice injury should occur which requires the trainer to attend to the player. All penalties called when the Mercy Rule is in effect are at time and half (OMHA Regulation 19.1m).

Example:

2 minute penalty in stop time equals 3 minutes in straight time

4 minute penalty in stop time equals 6 minutes in straight time

5 minute penalty in stop time equals 7 minutes, 30 seconds in straight time

5. There will be no overtime during Round Robin play. Overtime will be played in the Quarter Finals, Semi Finals and Final Games only (see QUARTER FINALS, SEMI FINALS AND FINALS).
6. **NO** time-outs during Round Robin play (see QUARTER FINALS, SEMI FINALS AND FINALS).
7. A player will be allowed to play for only one team during the tournament.
8. Scheduled game starting times are approximate. The ice may not be resurfaced if games are running behind schedule. **Teams must be ready to play fifteen (15) minutes prior to their scheduled game time, without exception.**
9. **Teams are not permitted to enter the ice surface prior to at least one on ice official being on the ice.** The only exception to this rule is when a Tournament Convenor directs the two teams to warm up due to the late arrival of the game officials. **A minor penalty may result for an infraction of this rule.**
10. Teams must bring two set of sweaters. The home team will wear light coloured jerseys.
11. Teams will be responsible for any damage to the dressing rooms and other arena facilities. Report any damage to the Tournament Convenors before using assigned dressing rooms. It is an individual team's responsibility for loss or theft in the dressing rooms. Dressing room keys will be available from the Tournament Office (**a set of car keys must be left as a deposit**).
12. All players must use approved equipment only as set out by your Governing Body (OMHA; Alliance; GTHL, etc.). This includes mouth guards which are recommended but are only mandatory for teams whose sanctioning body requires that they be worn (e.g. mandatory for OMHA teams).



STANDINGS/ADVANCING

All teams are guaranteed three (3) games.

Group standings will be determined by two (2) points per win and one (1) point per tie game.

TIEBREAKERS: In the case of a tie between two or more teams after Round Robin play, the higher position will be determined by the following rules, applied in order, moving on to the next rule only once a rule does not apply.

1. **Head to Head Competition:** The winner of the Round Robin game between the teams would assume the higher position.
2. **Goal Average:** The goal average is determined by dividing the total number of goals for by the total number of goals for and against, with the team having the highest percentage (closest to 1) assuming the higher position. (In case of a 3 way tie and 2 teams are still tied after goal average is calculated go back to Rule 1 – Head to Head Competition)

Example of calculation for Rule #2 GF / (GF + GA)

Team A – 16 goals for and 4 goals against = $16 / (16+4) = 16/20 = .800$

Team B – 12 goals for and 2 goals against = $12 / (12+2) = 12/14 = .857$

Team B would assume the higher position

3. **Fewest Goals Against:** The team with the fewest goals against totaled from all of the Round Robin games will assume the higher position.
4. **Least Penalties:** The team with the least penalty minutes totaled from all of their Round Robin games (not including 10-minute misconducts) will assume the higher position.
5. **First Goal:** The team to assume the higher position will be the team that scored the first goal in the game between the two teams.
6. **Coin Toss:** If the teams are still tied, the higher position will be determined by a coin toss. The team farthest away calls the toss.



QUARTER FINALS, SEMI FINALS AND FINALS

Time-out for Quarter Finals, Semi Finals and Finals: Each team may call One (1) 30-second time-out in “Regulation Time” only. There is **NO TIME-OUT IN OVERTIME.**

Overtime for Quarter Finals, Semi Finals and Finals: If, at the end of Regulation Time, the game is a tied, there will be a five (5) minute sudden victory overtime period. If a tie still exists after the sudden victory overtime period, a shootout will decide the winner. Each team names three shooters with the home team having the option of shooting first. If the game remains tied after the first three shooters, the teams will participate in a sudden victory shootout (both teams shoot once in each round) using a new player from the game sheet each time. Players may not repeat until all players have had an opportunity to shoot. Any player who has been ejected from the game is not permitted to participate in the shootout.

Home and Away Teams for Quarter Finals, Semi Finals and Finals: The highest seeded team will be the Home Team for all Quarter Final, Semi Final and Final games.

Quarter Finals to Semi Finals: The winning team from the Quarter Final game will play against the highest seeded team in the Semi Finals.

The Tournament Committee reserves the right to make all decisions regarding the interpretation of the Tournament Rules and Regulations.

All Decisions are Final and No Appeals are Permitted

The Tournament Committee will not under any circumstances speak to anyone other than a team Manager or Head Coach. Please communicate this rule with other members of the coaching staff and team parents as abuse of this rule may result in your team’s expulsion from the tournament.

GOOD LUCK TO ALL AND LET’S HAVE FUN!!!