



HESPELER SHAMROCKS HOUSE LEAUGE TOURNAMENT



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 Registration Office prior to the team's first game (whether or not sent previously).**

RULES

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 lengths:**
Atom – All games will be 10-10-10 in RR, Semis and Championship Games 10-10-12
Peewee – All games will be 10-10-10 in RR, Quarters, Semis and Championship Games 10-10-15
Bantam – All games will be 10-10-10 in RR, Quarters and Semis. Championship Game 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 would 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 mercy rule is in effect are time and half (Example: 2 minutes is 3; 4 minutes is 6; 5 minutes is 7:30). (OMHA Regulation 19.1m)
5. There will be no overtime during round robin play. Overtime will be played in the quarter-finals, semi-finals and finals only (se 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 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 the scheduled game time, without exception.
9. Teams are not permitted to enter the ice surface prior to at least one of the on ice officials being on the ice. The only exception to this would be when an official from the tournament committee 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 Tournament Officials 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 (**must leave a set of car keys**).
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.

Final Tournament Groupings and Format will be determined as the number of participating teams is confirmed.

TIEBREAKERS: In the case of a tie between two or more teams after RR 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 RR 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 and against into the number of goals for, 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)

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

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

Team B – Goals for = 12 and goals against = 2 > $12 / (12+2) = 12/14 = .857$ (HIGHER POSITION)
3. **Fewest Goals Against:** If the teams are still tied, the team with the fewest goals against totaled from all of the RR games will assume the higher position.
4. **Least Penalties:** If the teams are still tied, the team with the least penalty minutes totaled from all of their RR games (not including 10-minute misconducts) will assume the higher position.
5. **First Goal:** If the teams are still tied, 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 & FINALS

Time-out for Quarter-finals, Semi-Finals and Finals

Each team may call ONE (1) 30-second time-out in “regulation time” only. **NO TIME-OUT OVERTIME**

Overtime for Quarter-finals, Semi-finals and Finals: If, at the end of regulation time, the game is a tie, 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 – the home team has 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 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.

Quarter-Finals to Semi-Finals: The lower ranked winning team from the Quarter-Final Games will play against the 1st Ranked 1st Place team and the higher ranked winning team from the Quarter-Final Games will play against the 2nd Ranked 1st Place team.

The tournament committee reserves the right to make all decisions regarding the interpretation of the rules and regulations and all decisions are final. No appeals are allowed. We will not under any circumstances speak to anyone other than the Manager or Head Coach. Please communicate this rule with other members of 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!!!