

# TOURNAMENT RULES

1. Playing rules and tournament regulations are those of the OHF, including all suspensions for Major Misconduct and Match penalties. Special tournament rules are listed below.
2. Team officials must present all their approved H.C roster sheets to the registrar one hour before the scheduled face-off time of their **first game**. All players affiliated or otherwise, may register with only one team and must complete the tournament with that team. Team officials must produce their approved H.C. roster sheet before being allowed on the team bench.
3. The tournament committee reserves the right to make any or all decisions regarding:
  - (a) interpretation of the rules.
  - (b) objections or protests involving disputes or conduct of the tournament.
4.
  - (a) A total of not more than 19 players may dress for any game. A team dressing only 1 player in goalkeeper equipment must designate another player on their roster that will dress as a goalie if the goalkeeper is injured and unable to continue playing. The designated player will be given a reasonable amount of time to change equipment.
  - (b) Team officials must produce their approved H.C. roster sheet before being allowed on the team bench.
5. Any player who incurs a major penalty for fighting will be suspended for the remainder of the tournament.
6. **All teams must be prepared to go on the ice 15 minutes before scheduled game time.**
7. All Minor atom, Minor Pee Wee and Minor Bantam games will consist of three periods of stop time (two ten minute periods & one fifteen minute period). The Minor Midget games will consist of three periods of stop time (one ten minute period and two fifteen minute periods). The ice will be flooded between the 2nd and 3rd period of each game (Atom and Pee Wee Divisions) or after every two periods of play (Bantam and Midget Divisions). There will be a three minute warm-up before each game.
8. When colours of competing teams' sweaters conflict, the home team will change. The tournament committee will supply another set of sweaters when necessary. The home team wears the dark jersey.
9. All teams will be guaranteed **three games**.
  - (a) Each Division (Minor Atom, Minor Pee Wee, Minor Bantam, Minor Midget) will be run on a pool format with two pools of four teams in each Division.
  - (b) There will be a three game round robin for each pool.
  - (c) The first and second place finishers in each pool will advance to the Division Semi- final. The team finishing in the first place in one pool will play the team finishing in second place in the other pool
  - (d) The winners of each semi-final game will play for the Division Championship.
  - (e) If teams are tied for play-off position at end of round robin play the final pool standings will be determined in the following manner:
    - i) If two teams are tied, the tie will be broken using the results of the round robin game involving the same two teams - the winner of the game to be awarded the higher standing for pool play
    - ii) If three teams are tied, the tie will be broken applying the following criteria in the order listed. At no time

will teams using this formula bo back to the two team tie breaker.

1. Rank all three teams in order of best goal average. Team with best goal average gets the highest position. The goal average of a team is to be determined in the following manner. Total number of goals for divided by the total number of goals (for and against). The higher percentage gains the higher position.
  2. If any teams are still tied, rank them in order of the fewest goals against.
  3. If any teams are still tied Rank them in order of most goals scored.
  4. If any teams are still tied, Rank them in order of the fewest penalty minutes
  5. If all the above fail, flip a coin.
10. In the case of a tie in any game, except the semi-finals and finals, a sudden death overtime period of five (5) minutes stop time will be played. First goal scored to determine the winner. If the score remains tied at the end of the five (5) minute overtime period, the following penalty shot procedure will be used to determine the winner:
- (a) each team will select three (3) players who will each take one penalty shot unless the outcome is determined earlier in the shoot out.
  - (b) one selected player at a time from each team will line up at centre ice facing the opposing team's goalkeeper. On signal from the referee, both players will proceed to take a penalty shot on the opposing team's goal.
  - (c) all players are eligible to participate in the shootout unless they are serving a ten minute misconduct or have been assessed a game misconduct, gross misconduct or match penalty.
  - (d) if no winner is declared after three shooters the shootout will proceed to sudden victory format. No player can shoot twice until all players on the team have taked a shot. This penalty shot procedure will continue until a winner is determined
  - (e) the final score at the end of any such shoot out shall be recorded as one goal greater than the score at the end of regulation time.
11. In the case of a tie in semi-final and final games, sudden victory overtime periods of ten (10) minutes stop time will be played. First goal scored to determine the winner. Teams will not change ends for first overtime period. Teams are to change ends after each overtime period.
12. All penalties will be served in stop time (2-5-10).
13. The Woodstock Branch 55 Canadian Legion Hockey Tournament and Tournament Committee will not be responsible for any injuries incurred during the duration of the tournament. All precautions will be taken to protect participants.
14. Any of the rules and regulations may be altered or changed at the discretion of the Committee.