



## BARRIE MINOR HOCKEY TOURNAMENT RULES AND REGULATIONS



### Eligibility

- 1.1: All players eligible to play in this tournament must be on an approved roster list or approved affiliate list, there will be no exceptions.
- 1.2: All games will be played under OMHA rules.
- 1.3: The tournament Director and/or Committee have final say on rules and regulations and/or their interpretation. The referee's decision is final, and NO protests will be heard on a referee's decision.

### Administration

- 2.1: Game will be paperless. Invitation Codes will be sent out by GSI a minimum of 1 week in advance. **The iPad cannot be removed from the Control Room until game time. All Bench staff must attend the Control Room, a minimum of 30 mins before EACH game, to sign the game sheet.**
- 2.2: A maximum of 19 players will be allowed on the game sheet.
- 2.3: **All teams MUST be prepared to start 15 minutes prior to the scheduled time. If a team is not prepared, they will be assessed a 2 min delay of game penalty to start their game.**
- 2.4: Home team will wear their light jerseys. Away team will wear their dark jerseys.
- 2.5: Dressing rooms will be inspected prior to and at the completion of each game, any damage could result in a \$200 Cash Bond prior to a team receiving a room for subsequent games. Damage claims from the city of Barrie will be forwarded to the association and they will be responsible for payment.
- 2.6 No camera's, cell phones or electronic devices will be allowed behind the bench, except for the tournament photographer.
- 2.7 Only arena personnel, referees, tournament officials and timekeepers will be allowed in the timekeeper's box.
- 2.8 Teams may be ejected from the tournament if they are found to be responsible for damage to tournament facilities **(including host hotels)**
- 2.9 **The tournament committee reserves the right to change or alter tournament rules at any time, without prior notice, to act in the best interest of the tournament.**

### Group Play

- 3.1: **There will be a 3-minute warmup for all games**
- 3.2: U10, U11 will consist of (3) 10-minute periods, stop time.
- 3.3: U12,13,14,15 will consist of (3) periods 10,10,15, stop time
- 3.4: U16, U18 will consist of 3 periods 10,15,15 stop time

Running time will occur after a team takes a 5-goal lead in the 3<sup>rd</sup> period and applies to **ALL** games, including semi-finals and finals. The clock will stop running when the deficit is reduced to 3 goals.

Penalties that occur during running time will be served during running time, a player can only leave the penalty box while play is happening. **No player can leave the penalty box during a stoppage of play.**

3.5: **Coaches are reminded that they must hold their bench at the end of each period until instructed by the official.**

3.6: Upon the completion of group play, in the event of a tie, the posted tie breaking format will be used to determine which team will advance.

3.7: In the event of a forfeit, the opposing team will be awarded a 5-0 victory.



## SEMI FINALS AND CHAMPIONSHIPS



4.1: U10, U11 will consist of (3) periods 10,10,15, stop time.

4.2: U12,13,14,15 will consist of (3) periods 10,15,15, stop time

4.3: U16, U18 will consist of 3 periods 15,15, flood, 15 stop time

4.4: Divisions with odd number of pools, the Wild Card team advancing to Semi Finals will be the next highest seeded team within the division. Should teams be tied, the Tie Breaking rules below will be followed

### **Semi-final and Championship Tie Breakers**

5.1: In the event of a tie at the end of regulation, a 10-minute sudden victory, stop time will be played. If still tied, teams will play a 3 min run time sudden victory period, starting with 4 on 4.

After each 3-minute period the number of players will be reduced by 1, until the teams play to 1 on 1. They will play this way until the game is decided. **All player changes must be done on the fly, at the end of a period, 1 player is removed from the ice, no other changes can be made in between periods.**

In the event of a penalty, when playing 3 on 3 and below, the offended team will add a player to the ice.

### **Suspensions**

6.1: Interpretation of the rules and regulations will be at the discretion of the tournament committee. All committee decisions are final.

6.2: Suspensions will be issued as outlined in the current OMHA Manual of operations. However, if the division in which your team is participating in includes a non OMHA team, the OHF suspension list will be utilized.

6.3: Players receiving a suspension during tournament play, must serve the OMHA/OHF code of mandated number of games starting with their next scheduled game.



## DIVISION TIE BREAKING FORMAT



IF TEAMS ARE TIED AFTER DIVISIONAL PLAY, THE FOLLOWING TIE BREAKING FORMAT WILL BE USED TO DETERMINE WHICH TEAMS WILL ADVANCE.

1. Winner of head to head game
2. A goal ratio formula will be applied, the ratio is as follows:

### Goals For

$$(\text{Goals for} + \text{Goals Against}) = \%$$

3. The team with the most wins in group play
4. The team with the most goals for
5. The team with the least goals against
6. A coin toss by Tournament officials