

OWEN SOUND 2008 TOURNAMENT RULES

All OMHA and CHA rules will apply (NECK GUARDS and MOUTH GUARDS ARE MANDATORY – ALLIANCE TEAMS ARE EXEMPT) plus the following additions:

1. Each team's designated coaching staff must report to the arena for the first game ONE HOUR before game time to present all necessary documentation.
2. Team officials must present prior to their first game:
Approved team roster - approved by their (OMHA, Alliance, GTHL, NOHA, USA Hockey etc.) governing body, must be presented.

A travel permit or letter of permission from their local hockey organization must be presented to tournament officials prior to first game.

If teams do not have stamped team roster sheets for registration at the time of the Tournament, they will not be permitted to play.
3. All coaching staff certificates must be available for examination at any time during the course of the tournament upon request.
4. All Players and team officials must sign the supplied official OMHA tournament team roster sheet prior to their first game. Upon completion, this OMHA Tournament team sign is to be returned to the designated Tournament Official for verification.
5. All teams must be prepared to play **15** minutes prior to scheduled game time.
6. Teams will line up & shake hands prior to the beginning of the game.
7. The team designated as the HOME team must occupy the HOME bench and wear LIGHT colour jerseys. Home teams are listed second in the schedule.
8. All game suspensions shall be assessed as per OMHA regulations. The only exception is a fighting major as below.
9. Any FIGHTING MAJOR will result in automatic player disqualification from the remainder of the tournament.
10. Point system for preliminary round robin play. 2 points for a win, 1 point for a tie, 0 points for a loss.
11. There is no over time in Round Robin Play.
12. When the Zamboni leaves the ice & the door closes the 3 minute warm up will commence on the clock. Please make sure your team is ready.
13. **Gates: Are included in your entry fee.**

Tournament Format:

Standings after the preliminary games of the tournament will be decided on the following basis.

- 1) Team with most points.
- 2) Winner of game (if any) between tied teams (if two teams are tied if more than 2 go to #3 below)
- 3) Highest Scoring % i.e. goals you scored divided by total goals scored. I.e. 3 games played won 2-0, lost 4-1, won 5-3. You scored 8 goals divided by 15 (total goals scored) =.5333
Highest percentage takes higher placing.
- 4) Team with the most wins
- 5) Fewest total penalty minutes
- 6) If still tied, (I hope not) the latest time of first penalty is the higher seed.

Floods: Ice will be resurfaced at the beginning of each game.

LENGTH OF GAMES WILL BE AS FOLLOWS.

Preliminary	Warm up	1 st	2 nd	3 rd	OT
For All Divisions	3	10	10	15	n/a
Playoffs	3	10	10	15	10

OVERTIME FORMAT: (PLAYOFF GAMES ONLY)

1 - 10 minute stop time sudden victory will be played. If teams are still tied a shoot out will commence. 3 different shooters will shoot. If still tied after each team has had their 3 shoot outs a sudden victory shoot out will commence. Each team will send 1 different player at a time to centre ice (note the 1st 3 can not go again). From the 4th shooter on it becomes a sudden victory shoot out.

NO PROTESTS WILL BE ACCEPTED. THE TOURNAMENT COMMITTEE'S DECISIONS WILL BE FINAL.