

TOURNAMENT RULES

RULES:

1. All OHF and NOHA rules apply in all games except where noted below.
2. All teams must be prepared to go on the ice at least 15 minutes before the scheduled start of the game.
3. All games will be 3-10 minute stop time periods.
4. Warm-ups will be limited to 2 minutes.
5. Any player receiving a GAME MISCONDUCT OR MORE will be expelled from the tournament with the exception of GM 50.
6. a) Fighting or intent to injure will mean expulsion from the tournament. This rule applies both on and off the ice.
b) Any profanity from the coaches, players or parents will result in expulsion from the tournament. Team coaches and managers are responsible for their players both on and off the ice.
7. Teams may sign up to (19) players including a spare goalie. All players and coaching staff must be carded. Only (5) members of the coaching staff are allowed on the bench at any given time. The latter will be adhered to.
8. All disputes will be settled by the rules committee with the involvement of the concerned parties.
9. Home team changes sweaters in the event of a conflict.
10. All players MUST wear mouthguards as per home Association policy.
11. For tournament prizes, only one ballot per player. The team is responsible notifying the tournament committee regarding which players are not attending.
12. It is the responsibility of the Coach//Manager to inform the Tournament Chairperson (or their delegate) of all players who cannot be photographed.
13. Timeouts are NOT permitted during round robin play or play-offs. In the championship games each team is allowed one 30 second timeout.
14. No player, coach or coaching staff member is allowed in the on-ice officials' change room.
15. Any player that receives 3 minor penalties in a game will be ejected from the game.
16. It is the responsibility of the team to confirm the roster of players and coaching staff that will be in attendance at the tournament and eligible for the tournament fair play prizes. Prize ballots will be generated based on the information provided by a team official. If a player's ballot is not included because the roster was not verified and the player was inadvertently left off, then the player will not win prizes.
17. Junior Tyke division will play with 2 minute buzzers to switch players and no suited goalie is permitted.

GAME FORMAT:

1. If a team is leading by 4 GOALS, the clock will run at straight time. If however, at any time, the lead is reduced the clock will return to stop time. THIS DOES NOT APPLY TO THE CHAMPIONSHIP GAMES.
2. Points in round robin play shall be awarded as follows:

WIN:	2 POINTS
TIE:	1 POINT
LOSS:	0 POINTS
3. Ties for playoff positions shall be broken as follows:
 - Two teams that are tied -
 - A. MOST WINS
 - B. RESULTS IN ROUND ROBIN PLAY VS EACH OTHER
 - C. NOHA TIE BREAKING PERCENTAGE
 - D. LEAST PENALTY MINUTES – RECORD IN ROUND ROBIN
 - After round robin
 - A. NOHA TIE BREAKING PERCENTAGE
 - B. If tied - GOALS FOR MINUS GOALS AGAINST – in case of two shutouts –
 - C. MOST GOALS
 - D. LEAST PENALTY MINUTES – RECORD IN ROUND ROBIN
 - E. LEAST NUMBER OF GM, GRM, MP assigned to team including coaching staff
 - F. TOSS OF A COIN
 - More than two teams:
 - A. NOHA TIE BREAKING PERCENTAGE
 - B. LEAST PENALTY MINUTES – RECORD IN ROUND ROBIN
 - C. LEAST NUMBER OF GM, GRM, MP assigned to team including coaching staff
 - D. TOSS OF A COIN
4. Overtime in playoffs shall be a 30 minute stop time period, SUDDEN VICTORY, with only 3 players per team on the ice at one time. In the event of a penalty, the other team adds a player (in overtime only). Depending on ice conditions, the tournament committee may choose to stop overtime and flood the ice. Each team is allowed one 30 second time out. There is no carry over of timeouts from regular game time.