

TOURNAMENT RULES

This tournament will be played under the OMHA rules and is sanctioned by the OMHA

- No time-outs in round robin or championship games

All teams must present OMHA approved Team Roster Sheets, Team Affiliated Lists and Tournament Signature Sheet to tournament director before first game. Failure to do so will result in ejection from tournament and no refunds given.

There will be no protests allowed. The tournament official's decision will be final.

Any player or team official receiving a fighting, gross misconduct or match penalty will be suspended from further participation in the tournament.

Games will consist of three 10 minute stop time periods. No flood. Three minute warm-up. All teams must be ready to take ice 15 minutes prior to scheduled game time. Home team is the first team on the schedule and may have switch jersey colour if necessary.

During the round robin segment of the tournament, points will be awarded as follows: (5 points / game)

***** GAME POINTS: 2 points for a win 1 point for tie 0 points for loss**

***** PERIOD POINTS: 1 point for each period won ½ point for each period tied**

Round Robin Tie-breakers:

- 1) Head to head
- 2) Most periods won overall
- 3) Best plus/minus
- 4) Fewest goals against
- 5) Fewest penalty minutes
- 6) Coin Flip (Furthest away calls)

There will be two pools per age group

- 1st in pool A will play 1st in pool B ("A" Finals)
- 2nd in pool A will play 2nd in pool B ("B" Finals)
- 3rd in pool A will play 3rd in pool B ("C" Finals)

CHAMPIONSHIP GAME RULES

If tied after regulation, a 5 minute sudden death '4 on 4' overtime period will take place. If still tied a 3 man 'Shoot-out' will follow, all three players will shoot. If still tied, a sudden death shoot-out until winner is declared, no player shoots a second time until every skater on bench has shot. Any players still serving a penalty when shoot out starts are ineligible to shoot, they must stay in penalty box until shoot out is over.

Good Luck,

Zurich Minor Athletic Association