

Georgian Shores Fall Classic

Rules & Regulations



1. All OMHA rules do apply. We do have one team from the Alliance playing in the tournament. See the comments from the OMHA regarding this and our requirement to make certain you are aware of this.
2. 3 stick infractions or 3 head check penalties results in a game ejection, that game only unless other rules apply.
3. Fighting and you are ejected from the game and the tournament.
4. All games will be 10-15-15 with the flood at the end of each game.

At this point all games are subject to overtime. 5 minutes is put on the clock and the buzzer will blow every minute on the minute. At that time each team will remove one player. If the overtime goes far enough that each team has an out player and a goaltender then the coach can make the decision to remove the goaltender and go with 2 attackers. In overtime a goaltender can only be changed at a whistle. On a delayed penalty the goaltender can go to the bench for an extra attacker. Any penalty in overtime will be an automatic penalty shot. The player must sit in the penalty box for the length of his time penalty or until the game is over, whichever comes first. For the record this was extremely exciting last year. At the end of the 5 minute overtime, if still tied, the teams will continue 2 on 2 with 5 minutes on the clock until there is a winner.

5. Teams MUST be prepared to play 15 minutes ahead of the scheduled time, this tournament always runs ahead
6. All teams must have home and away jerseys, if the center does not have this let us know so we have a set available in each arena.
7. Shootout players can wear either home or away jerseys, that is totally their choice. If your team does not wish to participate in the shootout we must know. Woodville, Fort Erie and Twin Centers would be our first choice to add a second shooter or goaltender.