



## Georgian Shores MHA Rules and Regulations

### Mike Hammond Memorial Tournament

1. Novice, atom and peewee will be 10-10-15 for all games including the finals with overtime for all games
2. Any major and you are ejected from the tournament.
3. As per OMHA rules if the lead is 5 goals or more in the Third Period run time will occur and stop time will only resume if the lead is reduced to 3 goals.
4. Overtime requires each team to ice 5 skaters and a goaltender. All OMHA rules apply so if you want to pull the goaltender that is a coaching decision. 5 minutes is put on the clock but the buzzer will sound every minute on the minute and 1 player will be removed by each team. Should overtime go down to 1 on 1 plus a goaltender the coach can at that point substitute an out player for the goaltender. A goaltender can leave the ice at any time but can only come back to play goal at a whistle or buzzer. **Any penalty in overtime is an automatic penalty shot**. If unsuccessful the player committing the infraction must sit his required time penalty but his team will not play shorthanded. The player can only come back to the bench at a stoppage in play. Goaltenders are not required to serve in the box as per usual.
5. All teams are required to be available to start 15 minutes early in the event the tournament is running ahead of schedule.
6. 3 stick infractions is an automatic game ejection
7. 3 head checking penalties is an automatic game ejection

We do not interpret the officials calls nor do we comment on suspensions etc. That is always, always the responsibility of the players coach as it is during the regular season. The OMHA deals with this matter on, not the tournament committee. We do send the game sheets in immediately just so you know. As it is playoff time for many, please be aware of how any calls could affect your player or your team.

Seeding will be based on total points. ½ point will be awarded for a tied period, 1 point if you win a period. You will be awarded 1 points for the win, and a ½ point for a tie game, No overtime in round

robin play. You will be awarded 2 points for a shutout and you will be awarded 2 bonus points for a penalty free game. If the teams are tied we will go to the goal differential best plus/minus {ie 10 goals for, 6 against would be a +4. If teams are still tied we will go to the least penalty minutes as being the deciding factor. If the teams are still tied we will flip a coin. This paragraph pertains to the Pee wee division only. All other games will be subject to the overtime. The final 2 pee wee games will also be subject to overtime.