- 1. All participating teams must present their approved roster, approved affiliated players list, list of approved bench staff and their travel permit to the tournament committee prior to their play in the first game. Teams cannot participate without this being done. There will be a registration table located at both arena's
- 2. All games in this tournament in all divisions will have the following period lengths 10-10-15 and all periods will be stop time. As per OMHA rules if a team is ahead by 5 or more goals in the third period the stop time will be changed to run time and will remain so until the deficit is 3 goals or the third period is over. If an on ice injury occurs during run time the clock will be stopped. Any penalties during run time will be run time penalties.
- 3. Overtime if required will start 6 on 6. 5 minutes will be put on the clock. Each minute a buzzer will sound and 1 player will be removed. The goaltender can be removed at any time for an attacking player subject to any rules pertaining to regulation OMHA games. If still tied after 5 minutes then 10 minutes will be put on the clock and teams will play 2 on 2 until the winner is decided. Overtime will be sudden victory. A penalty occurring in overtime when teams are at the 2 player level will result in the non offending team be allowed to put another attacker on the ice to a max of 6 being a goalie and 5 skaters. A team cannot be less than 2 players during overtime
- 4. **ALL U11 & U15** games are subject to overtime, there will no ties in those 2 age groups. In the **U13** there is potential for 4 of the games to go in to overtime. Round Robin games in this age group if tied, will remain so.
- 5. Final games on Sunday will have a flood between the 2nd and 3rd periods. All games Friday and Saturday will have a flood following each game.

- 6. Teams will have a 3 to 5 minutes warm up period depending on whether the tournament is on schedule. For example if we are ahead of schedule we will opt for a 5 minute warm up period. If we are on schedule or behind schedule obviously the 3 minute warm up will apply.
- 7. All teams must have both home and away jerseys available for every game in the event that for some reason there needs to be a change. Otherwise the home team will always wear white. Tournament organizers will make the final decision.
- 8. Teams must be prepared to start play 15 minutes in advance of their game time if we are ahead of schedule providing on ice officials and timekeepers are available. We will do our best to make certain they are
- 9. Only semi final games and final games will be subject to overtime.
- 10. Round Robin games will be awarded the following points:
 - ----2 points for a win, 1 point for a tie, 0 points for a loss, 1 point for a penalty free game

Tiebreakers will be in this order:

- ----least number of penalty minutes
- ----goals for minus goals against
- ----coin flip
- 11. Any player receiving a gross misconduct, a fighting major or a match penalty will not be allowed further play in the tournament