



TOURNAMENT RULES

- 1) This is an OMHA sanctioned tournament. All teams must be registered with OMHA or affiliates.
- 2) All teams must provide **approved** OMHA Rosters 1 hour prior to the first game. **No exceptions!**
- 3) All OMHA rules apply.
- 4) All teams are guaranteed 3 games.
- 5) Each game will consist of 5 points. Teams will be awarded one point per period and two points per win. If tied at the end of regulation time, both teams will receive one point (will split the two points for the win).
- 6) An **additional point** will be awarded to the team that has a **shut out**.
- 7) There will be 2 four team divisions in atom and 1 five team division in peewee. The tournament is set up using a round robin format. In the Atom division winners of each division will advance to the championship final. Second place finishers in each division will advance to the consolation final. In the Peewee division the top two teams will meet in the championship final. Third and fourth place teams will meet in the consolation finals. All games will be 10 - 10 - 15 min. in length. There will be no overtime for tied games during the round robin.



- 8) If earned points are tied the winner will be decided by:
 - A) Head to head.
 - B) Least goals against.
 - C) Most goals for.
 - D) Lowest penalty minutes.
 - E) Coin toss

- 9) Teams should be ready to play 15 minutes prior to game time.

- 10) Teams will receive a 2 min. warm-up.

- 11) Overtime for finals is sudden victory. Teams will play 5 on 5 (plus goalies) for 5 minutes. If the score is still tied after overtime then a shootout will take place. Each team will select 3 shooters prior to the game. Home team shoots first. These players must be marked on the game sheet prior to the game starting. If the game is still tied coaches will pick 1 different shooter until one team is victorious.

- 12) Any protests must be submitted to the tournament chairman within 30 min. of the conclusion of the game. Tournament chairman's decision is final. Any referees decisions are not subject to protest.

- 13) If a team builds a lead of 5 or more goals the game clock will continue to run until that lead is reduced to less than 5 goals.

- 14) PLEASE BRING 2 SETS OF SWEATERS (Home and Away)