

DUNSMUIR MEMORIAL Tournament



Rules Package

1. This is an Ontario Minor Hockey (OMHA) sanctioned tournament. As such, it will be conducted according to the OMHA Tournament Playing rules and regulations, including the use of OMHA sanctioned equipment, except where out of branch association rules may be different than the OMHA.
2. By entering this tournament, the coach or manager, on behalf of their team, releases Upper York Minor Hockey, East Gwillimbury Minor Hockey, the Tournament Committee, JTEC Hockey and all officials, referees, sponsors, volunteers, arena management and all concerned with the tournament from all liability of injury or accident which may be incurred by any player or team official while participating in coming to or going from the tournament.
3. Suspension rules used for the tournament will be the same as found in the OMHA Manual of Operations. It is the offending team's responsibility to ensure that all tournament suspensions and carry-over suspensions are adhered to. Violations during the tournament will result in the forfeiture of the affected games.
4. A maximum of 20 players, including up to 2 goalies, and a maximum of 5 team officials are allowed on the player's bench during game play.
5. A flood will take place following every game, no floods during games
6. Each team will carry home and away jerseys. Home will wear light and visitors will wear dark. In the event of a conflict, the home team will change sweaters.
7. All members of the coaching staff must report to the tournament office to complete and sign the electronic game sheet prior to each game and only rostered persons are allowed on the bench. Each team must have a rostered trainer on their bench. If a team shows up without a trainer they may use the other team's trainer."

TOURNAMENT FORMAT

- All teams guaranteed 3 games.
- All games will consist of 2 x 10 & 1 x 15 stop time periods.
- Games can start up to 15min earlier than scheduled time, please be prepared to start early.
- The warmup will be 3 minutes long and start when the first team steps on the ice.
- The warmup clock will start with 13 minutes showing, at 11 minutes the buzzer will sound, and teams shall be ready to play at the 10-minute mark, and the clock will continue to run until the first stoppage in play if teams are not ready. *Exception – if the game is started BEFORE its schedule time, clock will stop at 10

- If there is a 4-goal spread in the 3rd period in the last 10 minutes, the clock will run. Once running time starts, the only time the clock stops is for an injury or if goal spread goes back to 3
- No timeouts in round robin play. One (1) 30 second timeout will be allowed for each team in Semi-Final and Championship Games
- 2 Points for win, 1 point for a tie, 0 points for a loss
- Game Forfeits will result in a 5-0 win

PLAYOFF FORMAT

4 Team Division

3 round robin games, 1st place vs 2nd place in the Championship game.

5 Team Division

4 Round Robin games

Teams are seeded 1st thru last

After Round Robin Complete, First and Second Place Teams advance to play Championship Game”

6,10,12,14,16 Team Divisions

3 Round Robin games

Teams are seeded 1st thru last.

After Round Robin Complete

Semi Finals: 1v4 and 2v3

Winners of Semi-Finals advance to play Championship Game

7 Team Division

3 Round Robin games **because of odd number of teams, one team will play a fourth game, that will not count for them in the standings, but the game WILL count for the opponent. We only do this when a team backs out last second and we cannot fill the spot.

Teams are seeded 1st thru last.

After Round Robin Complete

Semi Finals: 1v4 and 2v3

Winners of Semi-Finals advance to play Championship Game

8 Team Division

3 Round Robin games

Teams are placed in 2 Pools.

After Round Robin Complete

1st in Pool A v 2nd in Pool B

1st in Pool B v 2nd in Pool A

Winners of Semi-Finals advance to play Championship Game

PLAYOFF GAMES

Tie Breakers In the event of a tie in points in the standings, the final results will be decided by:

- a) Results of their head-to-head game (win or loss) Applies for round robin games. (3 or more teams tied go directly to “b”)
- b) Most total wins
- c) Goal differential. The team with the highest tournament goal average. This is determined by the total goals scored/ total goals for & against. EXAMPLE: Team 1 scores 10 goals and gives up 14. $10/24=.417$
- d) Most goals scored.
- e) Fewest goals allowed
- f) Fewest total penalty minutes (misconducts included)
- g) Coin flip.

SEMI FINALS AND FINALS TIEBREAKER

In the event of a tie at end of regulation play, there will be a 3-minute 4-on-4 stop-time period. If still tied, a 3-minute 3-on-3, stop-time period. If still tied, a 3 minute 2-on-2 stop-time period. If still tied a 3-shooter shootout will occur. If still tied, sudden death shootout. Teams shoot simultaneously. If penalties occur in overtime, the non-penalized team will add 1 player to the ice. Once the penalty expires, the teams will play at that player amount until the next stoppage, at which time the teams will return to the correct number of players.

Teams CAN change at any time Overtime including on the fly and stoppages.

If a player is injured during this Overtime period, one scoring chance (by judgment of referees) will be allowed before play is stopped.

PROTESTS/COMPLAINTS

It is common to have coaches and/or parents approach the Tournament Committee protesting a suspension penalty issued by a referee. It must be emphasized to all coaching staff and parents that the volunteer Tournament Committee cannot and will not overturn any penalty issued before, during or after a game regardless of the circumstances. The suspension appeal process can be found in the OMHA Manual of Operations. All Referee decisions are final.