



Dunsmuir Memorial Tournament

Rules Package

GENERAL RULES

1. This is an OMHA sanctioned tournament in which OMHA and OHF rules apply.
2. By entering this tournament, the coach or manager, on behalf of their team, releases the East Gwillimbury Minor Hockey Association (EGMHA), the Dunsmuir Memorial 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. Interpretation all of rules and regulations will be at the discretion of the Tournament Committee. All of decisions made by the Tournament Committee will be final. No protests allowed.
5. Each team may register a maximum of 19 players including two goaltenders (includes A/P's).
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. A member of the coaching staff must report to the tournament office to complete a game sheet prior to each game.
8. Only carded persons are allowed on the bench. Each OMHA team must have a carded trainer. 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
- 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

6 Team Division

- Group A will consist of 6 teams playing 3 games each
- Semi-Finals: 1st will play 4th and 2nd will play 3rd at the conclusion of the Round Robin
- Championship: Winners of each Semi-Final will play in Championship

8 Team Division

- Group A & B will consist of 4 teams each, and will play within their own division
- Semi-Finals: 1st in Group A will play 2nd in Group B. 1st in Group B will play 2nd in Group A
- Championship: Winners of each Semi-Final will play in Championship

10 Team Division

- Group A will consist of 10 teams
- Semi-Finals: 1st in Group A will play 4th in Group A. 2nd in Group A will play 3rd in Group A
- Championship: Winners of each Semi-Final will play in Championship

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 event of a tie at end of regulation, 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 1 on 1, 3 minute stop time period. If still tied the 1 on 1 format still applies until someone scores.

- 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 on a whistle in Overtime

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 staffs 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.