

# Tournament Rules

**All teams must register at arena of your first game with official roster & travel permit if these documents were not submitted prior**

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- OMHA Rules will apply
- If there is a 5-goal spread in the 3rd period, 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. Please note if a penalty occurs during running time the following minutes apply. Any 2-minute penalty will be 3-minute running time & a 5 minute major penalty will be 7 minutes running time.
- One (1) 30 second timeout will be allowed for each team per game
- 2 Points for win, 1 point for a tie, 0 points for a loss
- Games can start up to 15 min earlier than scheduled time
- **Tie Breakers:**
  - In the event of a tie in the standings in the Round Robin, results will be decided by:**
    - a. If only 2 teams are tied and have played each other in Round Robin the winner of that game. If 3 or more teams are tied, go to the next tiebreaker
    - b. Most Wins
    - c. The team with the highest % Goals For / Total of Goals For and Against.
    - d. Most Goals For
    - e. Coin flip (automatically generated by computer)
  - In the event of a tie in the Playoff Round, results will be decided by:**
    1. Sudden victory 3 on 3 overtime.
    2. Overtime period will be 5 minutes stop-time.
    3. If a team receives a penalty in overtime, the other team will add one player. If a team receives a 2nd penalty the other team will add another player.
    4. If still tied after 5 minutes OT, a shoot-out will take place to break the tie.
    5. Coaches will select 3 players to shoot. Shooters from each team will shoot at the same time. If still tied after 3 shooters, coaches will select 1 shooter and the shoot-out will be sudden death from that point on. The teams must choose different shooters until all players have had a chance to shoot.
    6. NOTE: Any player serving a penalty that has not expired at the end of the overtime period is ineligible to participate in the shoot-out
- Game Forfeits will result in a 5-0 win.
- Maximum goal differential is 7 goals.
- Penalties that occur in the 3rd period that carry over into overtime are served their full time assessed.
- A major fighting or gross misconduct penalty may result in player suspension from the tournament.
- Any team official (coach, trainer or manager) ejected from a game could be suspended for the remainder of the tournament.
- Coaches are responsible for team conduct while their team is at the Arena.
- **NO PARENTS ARE ALLOWED ON ICE FOR ANY REASON! ONLY BENCH STAFF & PLAYERS PERMITTED!**
- Any disputes will be settled by the Tournament Committee and all decisions will be final.