



## Tournament Rules REP

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

- All games results will be posted at [www.bradfordbulldogs.com](http://www.bradfordbulldogs.com) & [www.weekendhockey.com](http://www.weekendhockey.com) websites

### ***Tournament Rules***

- OMHA Rules will apply
- All teams guaranteed 4 games.
- All games will consist of 3 x 10 minute periods stop time except for the U14 & older divisions. These divisions will consist of 2 x 10 & 1 x 15 stop time periods. If there is a 5 goal spread in the 3<sup>rd</sup> 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.
- No timeouts in round robin play. One (1) 30 second timeout will be allowed for each team in Quarter-Final, Semi- Final & Championship Games.
- 2 Points for win, 1 point for a tie, 0 points for a loss
- Games can start up to 15min earlier than scheduled time

### ***Tie Breakers***

In the event of a tie 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. **If 3 or more teams tied go 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) Coin flip
  - g) In the 5, 6 or 7 team divisions, first tie breaker will not include a) unless the 2 teams that are tied have played each other.
  - h) For Championship & Semi Final games in case of a tie, there will be a 4 on 4 3 minute running time period. Last 30 seconds stop time. If still tied, a 3 on 3, 3 minute running time period, last 30 seconds stop time. If still tied, a 2 on 2, 3 minute running time period, last 30 seconds stop time. If still tied a 1 on 1, 3 minute running time period, last 30 seconds stop time will occur. If still tied the 1 on 1 format still applies until someone scores.
  - i) If penalties occur in overtime, a player on ice will have to leave ice & sit for 1 minute. Clock will stop after offending team touches puck & will restart after faceoff. Only exception is a 1 on 1 format. A player will be added to ice for 1 minute in this case. **If a Major Penalty occurs in overtime, a player on ice will have to sit for 5 minutes**
- Game Forfeits will result in a 5-0 win.
  - Penalties that occur in the 3<sup>rd</sup> period that carry over into overtime are served their full time assessed.
  - A major fighting or gross misconduct penalty will result in player suspension from tournament.
  - Any team official (coach, trainer or manager) ejected from a game will also 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.10.13.21