

Tournament Rules

Team Managers: Each team manager is to report to the tournament office at the location of your first game 45 minutes prior to register your team.

Rules / Regulations: All games will be played under O.M.H.A. rules and regulations.

Mouth guards: All teams following under the OHF are required to wear approved mouth guards. American teams will play under their Governing body rules / regulations. GTHL and Alliance teams are exempt from mouth guards.

Protests / Fighting: Referee's decision is FINAL, No protests are allowed. Fighting will result in **immediate** suspension from the tournament.

All round Robin games will start with 12:00 minutes on the game clock. When the referees are on the ice, the clock will be started. At 11:00 the buzzer will sound to signal the players to shake hands with their opponents. **THE CLOCK WILL NOT BE STOPPED AGAIN UNTIL THE FIRST STOPPAGE OF PLAY IN THE FIRST PERIOD. This is to allow all games to begin on time.**

Game Times: All games will be **10-10-15** minute stop time periods. In round robin play if two teams are tie at the end of regulation play. They will play one 5 minute running time sudden victory, *3 on 3 change on the fly period*. The game will remain a tie if no goals are scored in overtime Be prepared to start all games up to 15 minutes early.

Overtime: In semi / final games, 10 minutes will be placed on the clock and teams will play 3 on 3 sudden victory until there is a winner. If a team receives a penalty. The opposing team will add a player. When the penalty has been served, the teams will play 4 on 4 until the first stoppage in play. 3 on 3 will then resume. Penalties will carry over from the end of the third period.

Point System: Win:- 2 points, Tie: - one point Loss- zero points.

Wild Card: The Second Place team with best record will advance.. If two or more teams have identical records. Please see tie breaker rule.

Mercy Rule: During the last 10 minutes of the third period of round robin play if a team is ahead by **4 goals** or more, running time will commence. If the trailing team scores to make the spread 3 goals or less, Stop time will start again.

Tie Breakers: (1) Head to Head (2) best plus/minus (3) fewest goals against (4) total goals scored (5) fewest penalty minutes (6) coin

Dressing Rooms:: Teams will be responsible for any damage to dressing rooms and other arena facilities. Report any damage to tournament Official before using the assigned dressing room. It will be the individual teams responsibility for loss or theft from the dressing room.

Door Locks: Teams are to bring their own locks for the dressing room doors. We are playing at Private Arena and they do not provide locks.