

Woolwich Cup Challenge Tournament Rules

This is an O.M.H.A. sanctioned tournament and all tournament games are considered O.M.H.A. games for the purpose of rule interpretations. O.M.H.A. rules will prevail with the following additions

Tournament Format

- All teams are guaranteed 3 games
- Teams will play 1 game Friday, 2 games Saturday and possibly 1-2 games Sunday
- Finals will take place on Sunday
- A maximum of 17 players and 2 goalies may be registered per team. A maximum of 15 players and 2 goalies may be dressed per game

Team/Game Information

- Rosters and/or travel permits may be emailed to jasmineroth@outlook.com or submitted at tournament registration on Friday January 17, 2014
- Coaching staff will be required to register 60 minutes before their first game, and 45 minutes before other games.
- The home team is listed **first** on the game schedule
- Home teams will wear a light colour jersey. If a conflict arises, the visiting team will change jerseys
- Players and Coaches must be in their dressing room 30 minutes prior to game time
- Teams must be ready to play up to 15 minutes prior to their scheduled game time
- Dressing rooms must be vacated within 20 minutes of game completion
- No Team Official is allowed on the ice surface until the Olympia has left and the resurface door is closed
- A 3 minute warm up will be allowed after the ice is cleaned. TIMEKEEPER WILL BUZZ CLOCK. TEAMS WILL HAVE 1 MINUTE TO GATHER PUCKS AND BE READY, OTHERWISE THE CLOCK MAY RUN UNTIL THE REFEREE DROPS THE PUCK. Players will shake hands at the beginning of each game
- Teams must supply their own roster labels

Tournament Rules

- O.M.H.A rules will apply
- Mouth guards are MANDATORY and must be worn by all players who are governed under O.M.H.A.
- All Novice games will consist of 10-10-10 minute periods
- All Atom games will consist of 10-10-15 minute periods
- If there is a 5 goal spread in the 3rd period, the clock will run for the last 5 minutes. If goal spread goes back to 3, the clock will stop.
- No timeouts in round robin play. One 30 second timeout will be allowed for each team in the Championship Game
- The point structure is as follows: 2 points for a win, 1 point for a tie, 0 points for a loss. The top 2 teams in each division with the most points will continue the semi-finals.

Tie Breakers

For all age divisions, ties in standings will be resolved using the following tie breaker rules:

1. The winner of the game between the two tied teams, or
2. If that game ended in a tie, or the teams did not play each other, the team with the better record of goals for and against ($GF/(GF+GA)$ with the higher percentage winning), or
3. If there remains a tie, the team that scores the first goal in the game between the two tied teams.
4. In the event of a tie among three (or more) teams, group standings will be determined by the best record of goals for vs. goals against, as per (2) above, and if a tie still exists, then the provisions of section (1) and (3) above, in that order, will be applied,
5. If all of the above results in a continuing tie, the standing will be resolved by the flip of a coin.

These rules will be applicable to all relevant placings (i.e. first vs. second vs. third vs. fourth)

Game Ties (Championship Games)

- In the event of a tie at the end of regulation time during the Championship Game, a sudden victory five (5) minute overtime will commence. The teams will not switch ends at the commencement of the overtime period – goalies will remain on the same end of the ice.
- Teams will play the Five (5) minute sudden victory overtime period 4 on 4 plus goalies. Players may be changed at any time. Goalies may be “pulled” at any time and a substitute player from the bench be used.
- If still tied after the 5 minute 4 on 4 overtime period, the teams will proceed to a shoot out (see rules below)
- **Penalties during 4 on 4 sudden victory overtime period**
 - If a penalty occurs during the 4 on 4 overtime period, the teams play 4 on 3. If a second penalty is called on the same team, and the first penalty has not expired, the second penalized player goes to the penalty box and it will be treated as a delayed penalty and time will commence when the first penalty expires. The first penalized player cannot re-enter the game until a stoppage of play after his/her penalty expires. The maximum a team may be at a disadvantage is a 4 on 3. Penalties carry from period to period.

Over Time Shoot Out (Championship games)

- Should the game remain tied after the 5 minute sudden victory overtime period, a SHOOT OUT will occur.
- PLEASE NOTE: Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shootout. The coach must designate a shooter(s) to take his / her place immediately at the end of the 5 minute sudden victory overtime period
- Each team must designate 3 shooters (S1, S2, S3) on the game sheet prior to the start of the game
- All players except S1 shooters and goalies will be on the bench to start
- Shooters from both teams will shoot at the same time from the centre ice red line
- Once a player has shot they will move over to the penalty box
- All 3 designated shooters from each team will shoot

- If still tied, each team will designate 1 shooter at a time until there is a winner. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot
- Goalies that start the shootout must remain in net unless there is an injury
- Shooter must remain in a continuous forward motion.

Additional Information

- Any team failing to appear for their scheduled game time without just cause will forfeit the game. Two (2) points and a 3-0 score will be awarded to the opposing team
- 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 be suspended for the remainder of the tournament
- Coaches are responsible for team conduct while their team is at the arena
- Teams will be held responsible for any damages caused to the facilities utilized for the tournament. A damage charge may be incurred if there is damage done to any of the change rooms or facilities
- Any disputes will be settled by the Tournament Committee and all decisions will be **final**
- It is the team Officials responsibility to ensure that the team's dressing room remains locked at all times. Woolwich Minor Hockey Association, the tournament Committee and the facility provider accepts no responsibility for the loss/theft, or damage to any personal property left in the dressing room at any time
- The sponsors of the Tournament, its Officials, Arena Managers and persons concerned with the tournament will not be held liable for any injury or accident that may be incurred by any player or team official while participating in coming/going to or from the tournament
- The tournament committee reserves the right to revoke any abusive individual's privilege to be present at the arena.