

Huronian Tournament Rules and Regulations

1. Playing rules and tournament regulations as per OMHA Manual of Operations
2. All teams must register with tournament officials at least one (1) hour prior to their first game with OMHA players and team officials approved roster.
3. Each team must supply one carded coach and trainer on the bench with a maximum of five (5) carded officials on the bench as per OMHA rules.
4. Each team shall bring two sets of sweaters. The home team shall be decided by a coin toss and wear light coloured sweaters.
5. Time outs will only be allowed in the championship game and then only one (1) thirty-second time out per team will be permitted.
6. Pre-game warm up of three (3) minutes will be allowed. The clock will start as soon as the game officials arrive on the ice. Team must be prepared to play twenty minutes before their scheduled game time in the event that the tournament is running ahead of schedule.

7. TOURNAMENT FORMAT

In the **Atom** and **Peewee Division** there shall be a group of (8) teams. Pool A and Pool B.

Each team shall play three (3) games within their pool. The top two ranked teams in each division shall advance to the semi-final game. The number 1 ranked team from Pool A shall play the number 2 ranked team from Pool B. The number 1 ranked team from Pool B shall play the number 2 ranked team from Pool A. The winners will advance to the Championship Final.

TIE BREAKING FORMULA

- The team having the greater number of wins shall be given preference
 - If still tied, the winner of the game between the two tied teams will take the higher position
 - If still tied, 'goals for' divided by 'total goals for and against'. Highest percentage advances
 - If still tied, which scored the first goal between the two tied teams, advances
8. Point system for the preliminary round robin play. Two (2) points for a win, One (1) point for a tie and Zero (0) points for a loss.
 9. There is no overtime in the round robin play.
 10. **OVERTIME FORMAT: (Semi Final and Championship games only)**

One ten (10) minute stop time sudden victory (4 on 4) will be played. If teams are still tied then a shoot-out will commence. Prior to the start of the game the coaching staff will select five (5) players by circling their numbers on the game sheet. Each one of the five will shoot. If still tied after the 5th player shoots, then a sudden victory shoot-out will commence. Each team will send one (1) different player at a time to centre ice (NOTE: the first to fifth shooter cannot go again)

MERCY RULE

When a team is winning by seven (7) or more goals after the first two periods, the clock will run straight time. If in the third period a team is winning by seven (7) or more goals the clock will run straight until the completion of the game. Should the lead be reduced to less than seven (7) goals then stop time shall resume.

GAME MISCONDUCTS

All game misconduct and other applicable suspensions are as per OMHA Manual of Operations.

FIGHTING and MATCH PENALTIES

A player who received a fighting major or match penalty shall be suspended from the tournament.

NO PROTESTS WILL BE ACCEPTED. THE TOURNAMENT COMMITTEE'S DECISION WILL BE FINAL.