 **BARRIE MINOR HOCKEY TOURNAMENT RULES AND REGULATIONS** 

**Eligibility**

1.1: All players eligible to play in this tournament must be on an approved roster list or approved affiliate list, there will be no exceptions.

1.2: All games will be played under OMHA rules.

1.3: The tournament Director and/or Committee have final say on rules and regulations and/or their interpretation. The referee’s decision is final, and NO protests will be heard on a referee’s decision.

**Administration**

2.1: Coaching staff and managers must report to the tournament official’s room to complete the game sheet prior to their game.

2.2: A maximum of 19 players will be allowed on the game sheet.

2.3: All teams **MUST** be prepared to start 15 minutes prior to the scheduled time.

2.4: Home team is the team in the top box of the schedule, they will wear their light-coloured jerseys.

2.5: Dressing rooms will be inspected prior to and at the completion of each game, any damage could result in a $200 Cash Bond prior to a team receiving a room for subsequent games. Damage claims from the city of Barrie will be forwarded to the association and they will be responsible for payment.

2.6 No camera’s, cell phones or electronic devices will be allowed behind the bench, except for the tournament photographer.

2.7 Teams may be ejected from the tournament if they are found to be responsible for damage to tournament facilities **(including host hotels)**

**2.8 The tournament committee reserves the right to change or alter tournament rules at any time, without prior notice, to act in the best interest of the tournament**

**Group Play**

3.1: U10, U11 will consist of (3) 10-minute periods, stop time.

3.2: U12,13,14,15 will consist of (3) periods 10,10,15, stop time

3.3: U18 will consist of 3 periods 10,15,15 stop time

Running time will occur after a team takes a 5 goal lead in the 3rd period and applies to **ALL** games, including semi finals and finals. The clock will stop running when the deficit is reduced to 3 goals.

Penalties that occur during running time will be served during running time, a player can only leave the penalty box while play is happening. **No player can leave the penalty box during a stoppage of play.**

3.4: **Coach’s are reminded that they must hold their bench at the end of each period until instructed by the official.**

3.5: Upon the completion of group play, in the event of a tie, the posted tie breaking format will be used to determine which team will advance.

**3.6: In the event of a forfeit, the opposing team will automatically earn the 2 pts, for the win, and the game result will be inputted as 1-0.**

 **SEMI FINALS AND CHAMPIONSHIPS** 

4.1: U10, U11 will consist of (3) periods 10,10,15, stop time.

4.2: U12,13,14,15 will consist of (3) periods 10,15,15, stop time

4.3: U16, U18 will consist of 3 periods 15,15, flood, 15 stop time

**Semi final and Championship Tie Breakers**

5.1: In the event of a tie at the end of regulation, a 10-minute sudden victory period will be played. If still tied, teams will play a 3 min run time sudden victory period, starting with 4 0n 4.

After each 3-minute period the number of players will be reduced by 1, until the teams play to 1 on 1. They will play this way until the game is decided. **All player changes must be done on the fly.**

In the event of a penalty, when playing 3 on 3 and below, the offended team will add a player to the ice.

**Suspensions**

6.1: Interpretation of the rules and regulations will be at the discretion of the tournament committee. All committee decisions are final.

6.2: Suspensions will be issued as outlined in the current OMHA Manual of operations.

6.3: Players receiving a suspension during tournament play, must serve the OMHA code of mandated number of games starting with their next scheduled game.

 DIVISION TIE BREAKING FORMAT 

IF TEAMS ARE TIED AFTER DIVISIONAL PLAY, THE FOLLOWING TIE BREAKING FORMAT WILL BE USED TO

 DETERMINE WHICH TEAMS WILL ADVANCE.

1. Winner of head to head game
2. A goal ratio formula will be applied, the ratio is as follows:

 Goals For

 (Goals for + Goals Against) = %

1. The team with the most goals for
2. The team with the least goals against
3. The team with the most wins in group play
4. A coin toss by Tournament officials