



## **ST. MARYS MINOR HOCKEY ASSOCIATION**

### **AE TOURNAMENT RULES**

#### **General Guidelines:**

- 1) All OMHA rules apply.
- 2) The Tournament Convenor and Committee reserve the right to make decisions regarding the interpretation of the rules and regulations and as such all decisions by said Convenor or Committee are final.
- 3) All Referees calls are final.
- 4) All games will be stop time except when Mercy Rule is applied.
- 5) Atom Division games will consist of three (3) ten minute periods while PeeWee and older divisions will consist of two (2) ten minute periods and one (1) fifteen minute period. There will be no overtime periods within Round Robin play.
- 6) All games are subject to potentially begin a maximum of fifteen (15) minutes earlier than originally scheduled start time. Please ensure that Teams are present and ready to begin early if needed.
- 7) Each game time will include a three (3) minute warm up with the clock starting as soon as the referees are on the ice. Teams are not to enter the ice surface without the presence of at least one referee.

#### **Mercy Rule:**

- \* A five (5) goal lead at any time during the game will invoke the Mercy Rule which is as follows:

The clock will run straight time following the first face-off after the five goal lead and will continue to run unless the lead is reduced to less than five goals in which case stop time will be re-invoked. During straight time, two (2) minute minor penalties will be set at 3 minutes each while five (5) minute major penalties will be set at 7 minutes each.

#### **Time Outs:**

- 1) Teams are allowed one (1) 30 second time out per game during regulation time.
- 2) Timeouts are not allowed during overtime periods.

**Overtime Procedure:**

Any Finals game (Quarter, Semi or Championship) which is tied at the end of Regulation time will be subject to Overtime.

- 1) A single five (5) minute stop time period of three (3) on three (3) hockey will be played with the first goal scored resulting in sudden victory.
- 2) Penalties assessed during the overtime will result in the non-offending team adding one player to create a four (4) on three (3) advantage. The penalized player may re-enter play when the infraction time has expired. Once the first stoppage in play occurs after the penalty has expired, the Teams will revert back to 3 on 3 to continue play.
- 3) If no goals are scored during the overtime period a shoot out will commence to determine the winner.

**Shoot Outs:**

- 1) The first round will consist of three (3) players (designated by each team at the start of the shootout) per team each taking one shot on net. The team with the most goals at the end of Round 1 will be declared the winner.
- 2) If still tied after the first round then the shoot out will continue with rounds of one (1) shooter per team until one team scores and the other does not within a round.
- 3) Each team's players will make a shot attempt simultaneously.
- 4) Players may not shoot a second time until all other players have attempted a shot (or a third shot before all other players have attempted a second shot and so on).
- 5) The order in which the players shoot is at the Team's discretion however the next round of shooters must be ready to go as soon as each round ends.
- 6) Players still serving an infraction at the end of overtime are not permitted to participate in the shoot out. The exception will be if the player in the box is serving penalty time for another player or a Team infraction (bench minor or a player that has been ejected for example).

**Points and Ranking (all Divisions):**

Round Robin points are awarded as follows ...

Win = 2 Points; Tie = 1 Point; Loss = 0 Points

Teams will be ranked in each Division at the completion of Round Robin play to determine which teams advance to the Finals Rounds. Each 1st seed will advance directly to their respective Semi-Final game while each 2nd and 3rd seeded team will advance to their respective Quarter-Final game.

**Team ranking is decided by point total** with any tie-breakers employed in the following order:

- 1) head to head record
- 2) goals for and against percentage as per tournament website
- 3) lowest per game average of penalty minutes
- 4) team that scored their first goal of the tournament the earliest
- 5) coin flip

**Home Teams for any Finals games** are determined as follows:

- 1) highest seeded team
- 2) most points in round robin play
- 3) round robin goals for and against percentage as per tournament website
- 4) lowest per game average of penalty minutes
- 5) team that scored their first goal of the tournament the earliest
- 6) coin flip

**Suspensions:**

Any player that receives a fighting misconduct will be suspended for the remainder of the tournament. Any suspensions incurred during the tournament shall be served according to OMHA rules and regulations.

***Revised: October 6, 2019***