



ST. MARYS MINOR HOCKEY ASSOCIATION LL TOURNAMENT 2018 RULES

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 will be final.
3. All referee calls are final.
4. All games will be stopped time (see Mercy Rule).
5. Novice and Atom divisions will play 3-10 minute periods with the ice cleaned at the end of each game.
6. Pee wee and Bantam divisions will play 2-10 minute and 1-15 minute periods with the ice cleaned at the end of each game.
7. All games are subject to starting a maximum of 15 minutes before the originally scheduled start time. Please ensure that your team is at the arena and ready to play 15 minutes earlier if needed.
8. There will be a 3-minute warm up before each game, as soon as the referees are on the ice. Please ensure that your team is not on the ice without a referee present.

Mercy Rule

1. A five goal lead at any time will invoke the mercy rule. The clock will be run without stopping as long as there is a five goal lead. Minor penalties incurred while the mercy rule is in effect will be served as 3 minutes running time.

Time Outs

1. Teams are allowed one 30 second timeout per game during regulation time.
2. No timeouts will be allowed during overtime.

Overtime Procedure

Any Semi-final or Final game which is tied at the end of regulation time will be subject to one 5-minute sudden victory period of regulation hockey to determine a winner.

1. If the game is still tied after the overtime period, then the game will be decided by one 10-minute sudden victory period of 3 on 3 hockey to determine a winner.
2. If the game is still tied after this period, then the game will be decided by by a shoot out. Each team will designate 3 shooters. All 3 shooters from each team will have the same opportunity to shoot. Teams will alternate shooting on the opposing goalie until all the shooters have shot. The team with the best goals will be declared the winner.
3. If the game is still tied after 3 shooters, 3 new shooters will be picked and the shoot out will continue as sudden victory. The first team to score without the corresponding shooter from the opposing team scoring will be declared the winner.
4. The home team will be given the choice of shooting first or second at the start of the shoot out.
5. Players serving a penalty infraction at the end of overtime are not permitted to participate in the shootout. 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 Rankings for All Divisions

Points will be awarded as follows...

2 points for a win after regulation

1 point each for a tie after regulation

Teams will be ranked by point total at the end of the round robin.

If any teams are tied at the end of the round robin, tie breakers will be employed in the following order:

- a. head to head result
- b. highest total goals for / total goals against percentage
- c. fewest total penalty minutes
- d. team that scored their first goal of the tournament the earliest
- e. coin flip

The two top teams in the Novice division will advance to play a semi-final game (1st in Pool A vs. 2nd in Pool B and 2nd in Pool A vs. 1st in Pool B) with the winners advancing to the championship game.

The Atom and PeeWee Divisions will have each Team seeded following their first two games. The format for seeding is the same as the tie-break method above. Teams will play their third game (and potentially semi-final and championship game) as per the tournament schedule.

The top two Teams in the Bantam Division will proceed directly to the championship game.

Home Team for Finals

The method to determine Home team for the Division final games is as follows:

- Highest seeded team
- Most points in round robin
- Round robin goals for minus round robin goals against
- Fewest penalty minutes (Tournament total)
- Team that scored first goal of tournament the earliest
- Coin flip

Suspensions

Any player who 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.

Revised: December 31, 2017