SCMHA TOURNAMENT RULES

All OMHA and OHF and Hockey Canada rules will apply **(NECK GUARDS and MOUTH GUARDS ARE MANDATORY if compulsory by your Governing Body re: Insurance Coverage)** plus the following additions:

**1. Each team’s designated coaching staff must report to the arena for the first game ONE HOUR before game time to present all necessary documentation.**

**2. Team officials must present prior to their first game:**

**a. Approved team roster - approved by their (OMHA, Alliance, GTHL, NOHA, USA Hockey; etc) Governing Body.**

**b. A travel permit or letter of permission from their local hockey organization must be presented to the Tournament officials prior to first game.**

**c. If teams do not have the proper approved player and team official documents (as outlined in 2-a) for registration at the time of the Tournament, they will not be permitted to play the tournament games.**

**d. All teams must have a certified trainer on the bench at all games. If a certified trainer cannot be present, please inform us and we will ensure that a trainer will be available for your team.**

**3. All players and coaching staff official registration documents (as outlined in 2-a) must be available for examination at any time during the course of the Tournament upon request.**

**4. All teams must be prepared to play 15 minutes prior to scheduled game time.**

**5. Any teams failing to ice a team (Players: minimum of 7 skaters plus 1 goaltender; Team Officials: of one carded coach) shall forfeit that game (1- 0).**

**6. If a player is late to a game, they must be on the game sheet and on the ice before the end of the 2nd period.**

**7. All players must wait until the ice machine is off the ice and the gate is closed before entering the ice pad. Player may be subject to suspension from the tournament for entering the ice pad early.**

**8. Use of sticks to bang on the glass prior to the start of play is not permitted. Referees will be instructed to assess a 2-minute penalty to the offending team.**

**9. In the event of a five (5) or more goal differential in the last five minutes of the third period the game will played with running time, until such time that the goal differential is less than five (five) goals. The Tournament Committee shall also have the authority to curfew any game extended unnecessarily due to conflicts between opponents either on or off the ice, assessment of major penalties, disputes with referees, etc., in the event of a five (5) or more goal differential in the last two minutes of any game.**

**10. All players will shake hands at the start of each game. Referees will not allow shaking hands after games.**

**11. Each team is allowed one-30 second time-out during the course of the game.**

**12. All players must use CSA approved equipment including mouth guards - as per the stipulation of your Governing Body re: Insurance Coverage. Goaltenders must use CSA approved helmets, neck guards, drop shields and mouth guards as per the stipulation of your Governing Body re: Insurance Coverage.**

**13. ALL PLAYERS MUST LEAVE HELMETS ON UNTIL THEY LEAVE THE ICE.**

**14. The team designated as the HOME team must occupy the HOME bench and wear LIGHT color jerseys.**

**15. All game suspensions shall be assessed as per OMHA regulations. The only exception is a fighting major as below.**

**16. Any FIGHTING MAJOR will result in automatic player disqualification from the remainder of the tournament.**

**17. Point system for preliminary round – Points will be awarded with 2 points for winning the game. NO Game will end up as a tie (due to the OT format).**

**18. Only players whose names are listed and approved at the time of their team’s registration will be eligible to compete in the tournament. This includes Affiliated Players (AP’s). Teams may dress a maximum of 19 players for a game of which two (2) must be goaltenders.**

**19. If there is a tie between the 1st Place finishers then the tie breaking rules apply which are:**

**a. Game points**

**b. Winner of game (if any) between tied teams**

**c. Goals percentage (goals for divided by the goals for plus goals against) Highest Percentage moves on.**

**d. Fewest penalty minutes**

**e. Roll of the dice (3 teams) highest number advances - flip of the coin (2 teams)**

**20. Length of round robin and elimination games shall be as follows:**

Warm-up 1st 2nd 3rd OT Format Shoot-out

**2 10 10 15 Yes No**

**Semi-Final and Final Games**

Warm-up 1st 2nd 3rd OT Format Shoot-out

**2 10 15 15 Yes No**

**NO PROTESTS WILL BE ACCEPTED.THE TOURNAMNET COMMITTEE’S DECISIONS WILL BE FINAL.**

TIE-BREAKERS FOR ALL GAMES

***FIRST GOAL WINS IN OVERTIME***

**A tie-breaking roster will be supplied to the Manager before each game. It must be completed and returned to the tournament official a minimum of 20 minutes before the start of the game. No game will end in a tie. If at the end of regulation time the game is tied, the tie breaking procedure will be as follows:**

**The overtime period is divided into - one minute segments (stop time)**

• **First Minute -** team will play 4 on 4 (plus goalie) until a goal is scored or buzzer sounds

• **Second Minute** - team will play 4 on 4 (plus goalie) until a goal is scored or buzzer sounds

• **Third Minute -** team will play 3 on 3 (plus goalie) until a goal is scored or buzzer sounds

• **Fourth Minute -** team will play 3 on 3(plus goalie) until a goal is scored or buzzer sounds

• **Fifth Minute -** team will play 2 on 2 (plus goalie) until a goal is scored or buzzer sounds

**. Sixth Minute** team will play 1 on 1 (plus goalie) until a goal is scored or buzzer sounds

**Goalie must remain on ice at all times during the - one minute segments - except during a delayed penalty call. Teams will continue to play 1 on 1 (*plus* goalie) until the tie is broken.**

**No player can play 2 shifts until all skaters on the roster have played once.**

1. The duration of a minor penalty in overtime is 1 minute maximum, and penalty will end at the end of the 1 minute segment in which it is assessed. If a penalty means no player other than a goalie remains on the ice, a penalty shot will be awarded to the opposing team instead of the penalty.

2. End of regulation game, **MINOR** penalties will **NOT** be carried over into the Tie-Breaking Process. They will expire with the end of the regulation game. **If a major penalty is being served at end of regulation or assessed during the overtime, the penalized team will play a man short in overtime until the penalty expires at which time the player who was assessed the penalty comes into play. The penalized player will then go back to his spot in O/T roster. If the player has missed his turn in rotation, he/she will be on next shift providing they played less than 30 seconds of the previous shift. If it was more than a 30 sec shift, that would be considered their shift. When determining the line up for O/T, the last player in the grouping will drop to the next grouping to allow for the shorthanded shift. If a major penalty goes into the 1 on 1, then a penalty shot will be awarded. If no goal is scored, the major penalty will then expire and teams will play at full strength.**

**3.** Any player ejected from the game or any player serving a suspension at the end of regulation time will not be able to participate in the overtime. **If a player still has time remaining in a 10 minute misconduct, they will be ineligible to play in the overtime rounds.**

4. Any player not able to participate in the in the Tie-Breaking Process due to an injury or suspension received during the regular game/OT, will be removed from the OT roster and everyone moves up one position to fill the removed player’s rotation.

5. Goalies may be changed at the beginning of any 1-minute segment or in the event of injury.

6. A face-off at Center Ice will occur at the beginning of each round in the Tie-Breaking Process.

7. Each team must play through their OT Roster List once before allowing a player on the ice for the second time.

**8.** The OT Roster List must be completed and handed into the Tournament Office **at least 20-minutes before the start of your game.**

9. Names and numbers of OT Rostered Players must be listed on the OT Roster List.

10. The number of Skaters in an OT Roster List is defined by the team listing the fewest number of skaters (i.e. if a team with15 skaters is playing a team with 12 Skaters, the coach of the team with more skaters can list only 12 to 15 players.) on the O/T list. **The minimum roster is determined by the team with the fewest skaters as listed on the Official Game Sheet for the applicable game to be played.**

11. **No player can play back-to-back 1-minute shifts.**

12. **No player can play 3 shifts until all skaters on the roster have played twice.**

13. If the Tie Breaking process goes past Round 6, the skaters will participate in the exact order as listed on the Tie Breaking Roster starting from the top. ***Please note:*** The skaters will be called upon in the same order as the list above ***skipping*** those who have participated twice already.

14. If a player is injured during the overtime he will be replaced by the next player scheduled on the OT sheet and if there is 30 seconds or less left on the clock at the time of injury the replacement player will play the remainder of the 30 seconds plus his next 1 min shift in the overtime. If there is more than 30 seconds left on the clock at the time of injury the replacement player will play the remainder of the time and that will conclude his OT shift.

15. During a delayed penalty call any player on the bench can go on the ice as an extra player once the goalie has left the ice surface.

***No protests will be accepted. The Tournament Committee's decisions will be final.***