



**FALL CLASSIC COMPETITIVE REP B
HOCKEY TOURNAMENT**

NOVEMBER 8th - 11th, 2018

RULES & REGULATIONS

ORMHA – 2018 Tournament Rules & Regulations

1. General Conduct

1. ORMHA and HEO rules apply. The referees' decision concerning the application of the rules of the game, and the decision of the Tournament Committee regarding all aspects of the conduct of the tournament, shall be final.
2. **ZERO Tolerance:** Taunting or berating of any players, officials, staff, tournament volunteers or any other participants in the tournament will NOT be tolerated under any circumstances by parents, players, team officials or other spectators. The ORMHA Tournament Committee reserves the right to eject any person whom it deems to be acting in an improper manner and we accept no liability in connection with such ejections.

2. Registration

1. HEO tournament rules will apply, including the HEO Code of Discipline, as well as the rules listed below.
2. Each team will be allowed 19 players (including two goaltenders). Player changes will not be permitted during the tournament. No "SELECT TEAMS" teams are allowed. Teams will not be permitted to pick up players from another team in their association, unless they are on their certified affiliated list.
3. All players must be properly identified on the Official Team List. Signed Official Team Lists need to be presented upon arrival, 60 minutes before their first game by a team representative. All Affiliated players must have proper documentation and be identified on the Official Team List or present a copy of their Registered Team and the Association/Club's Official Affiliation Letter.
4. Team manager, coach or designate to provide labels for game sheets prior to each game.
5. All sanctions and/or suspensions imposed on a player, team official, or team prior to start of the tournament remain in effect during the tournament. No players under suspension in their district are permitted to play.
6. Applicant teams must be participants in a minor hockey association; no all-star or select teams will be accepted. If an all-star or select team is found to be playing in the tournament, all games will be forfeited as well as tournament registration fees.
7. Final acceptance into ORMHA Tournaments is decided by the Tournament Committee.
8. For this Tournament: Novice, Atom and Peewee levels will be **non-checking** and Minor Bantam, Bantam, Minor Midget and Major Midget level will be **checking**.
9. All players must participate in at least one round-robin game to play in the semi-finals or final (unless serving a suspension). If a team is unable to substantiate its line-up to the satisfaction of the tournament committee, the team will be disqualified from the tournament and no refund shall be given.
10. Teams from outside of the Ottawa District (HEO) are required to provide a "Travel Permit", as issued by their local branch or association or country, prior to their first game.
11. Each team must supply a qualified Level II Trainer for each game. Trainer may be asked to wear a helmet on ice.
12. **It is the responsibility of a team official to collect a copy of the tournament game sheet and to ensure that game point allocations are correct for that game. It is the responsibility of the team to ensure that all applicable suspensions are served.**

ORMHA – 2018 Tournament Rules & Regulations

3. Equipment

1. Each player must be fully equipped in compliance with HEO rules including BNQ neck guard. Chinstraps must be fastened to helmet. Exceptions for out of association rules must be reviewed with the tournament convenor prior to start of tournament.
2. The Home team shall wear white and the Visitor shall wear a dark colour. When it is determined that there is insufficient colour contrast between the colours of the sweaters, the Home team will be asked to change sweaters (where possible).

4. Dressing Room Policy

1. Dressing rooms must be vacated 20 minutes after the end of each game. Rooms will be inspected and, should any damages occur, team officials will be held responsible. ORMHA encourages all teams to follow the two deep rule while players are in the dressing room. Alternate gender rooms available.

5. Format

1. 4 team division – 3 game round robin then semifinals, 1st vs 4th, 2nd vs 3rd with winners advancing to finals.
2. 5 team Divisions – 4 game round robin with top 2 teams advancing straight to finals.
3. 6 or 7 team Divisions – 4 round robin games followed by semifinals, 1st vs 4th, 2nd vs 3rd with winners advancing to finals.
4. Overtime will be played in semis and finals only.

6. Game Duration

1. Teams may be required to start the game as early as 20 minutes before their scheduled ice time, in the event the tournament is ahead of schedule. Teams should be ready to go on the ice as soon as the Zamboni finishes and the Referees are ready (Teams should NOT go on the ice until directed by the Referees); and should be ready to start play immediately following the conclusion of the two-minute warm-up clock. The running clock starts at the beginning of the warm-up.
2. **Game Length:** Periods and running clock times to be used to determine end of game and/or curfew:
 - a. **Novice, Minor Atom, Atom and Peewee:** Games will consist of 10 x 10 x 12 minute stop-time periods OR a 50 minute Running Clock whichever comes first. (i.e. when 3rd period game clock buzzes OR when the running clock **hits** curfew)
 - b. **Bantam:** Games will consist of 12 x 12 x 15 minute stop-time periods OR a 65 minute Running Clock whichever comes first. . (i.e. when 3rd period game clock buzzes OR when the running clock **hits** curfew, **not** on a whistle.
NOTE: Coaches should initial/verify the scheduled end of running time, prior to the start of each round robin game.
3. **Mercy Rule:** will apply if there is a five (5) goal spread in the score at any time in the third period, in which case the clock will revert to running time. Stop time will resume if the goal spread becomes 4 or less.
4. **Time Outs:** Teams will be allowed one 30 second time-out per game in Championship games only.
5. **Round Robin:** Games will end within the allotted time of 50 minutes for Novice, Minor Atom, and Minor Peewee and of 65 minutes for Minor Bantam, Minor Midget and Major Midget regardless of how much time is left on the scoreboard clock.
Playoffs: All teams will be allowed to complete all 3 periods in the Semi-Final and Championship games.

ORMHA – 2018 Tournament Rules & Regulations

7. Overtime

1. There will be no overtime in round-robin games.
2. For Semi-Final and Final games, ties will be settled with a single five-minute stop-time sudden victory period. Each team will be reduced by two skaters resulting in 3-on-3 play. Penalties are carried over into overtime (although a team can have no fewer than 3 skaters on at any time).
3. There will be no change of ends, and no break between the end of the regular time and the start of overtime.
4. If the score is still tied after the overtime period, the tie will be broken by a simultaneous shootout. **Before the start of overtime**, each coach must submit the names of three players to participate in the shootout. All team members must have taken a shot before any player can shoot again. The shootout is the best of three, with the fourth and subsequent shots sudden victory after each team has had an equal number of shots on net. Players serving penalties are not eligible to participate in the shootout.

8. Tournament Standings

1. The round-robin standings will be determined by the following criteria.
 - Win= 2 points; Tie= 1 point Loss= 0 points
2. If, at the end of the round-robin play, there is a tie in the standings, the winning teams will be identified according to the following criteria and in the following order:

2 Team Tie

1. Winner of the game between the two teams;
2. Most Wins;
3. Highest % (Total Goals for)/(Total Goals for plus Total Goals Against);
4. Fewest Total Goals against;
5. Most Total Goals for;
6. Goal differential (Total For-Total Against);
7. Least penalty minutes;
8. Coin Toss.

3 (or more) Team Tie

1. Highest % (Total Goals for)/(Total Goals for plus Total Goals Against);
2. Fewest Total Goals against;
3. Most Total Goals for;
4. Goal differential (Total For-Total Against);
5. Least penalty minutes;

Continue this until only 2 teams are tied and revert back to 2 Team Rules

NOTE: For the purpose of determining the Round Robin winner, final scores of any round robin game will be calculated with a maximum differential of 5 goals favoring the winning team, regardless of the actual outcome.

9. Protests

1. No appeals will be entertained, and the decision of the referee is final.
2. Should an issue fall outside the parameters of these rules; any decision can only be adjudicated by members of the ORMHA Tournament Committee. Their decision will be final. No other person is permitted nor authorized to either approve or adjudicate matters arising from conflicts within this tournament.