

Stirling Blues Icebreaker Tournament Rules

NOTE: ALL Bantam Games will be played in MARMORA

1. Tournament rules are Ontario Minor Hockey Association sanctioned. Teams not governed by OMHA will comply with their own equipment standards.
2. Games will consist of three (3) ten (10) minute stop time periods.
3. A two (2) minute warm-up will be allowed from the time the ice surface's doors close.
4. Teams should be dressed 15 minutes prior to start time.
5. Time outs are not permitted to be called by any team.
6. At any point in the 3rd period, if one team has a lead of five (5) goals or more, the clock will run straight time. Minor two (2) minute penalties will be three (3) minutes long. Should the lead be reduced to three (3) goals or less, the clock will revert to stop time.
7. Body-checking is allowed.
8. Team manager will register their team and provide a copy of their approved roster (If not already provided). Registration must be completed 45 minutes prior to the teams 1st game.
9. All teams must provide an OMHA approved travel permit.

Tournament Format

Each team will play two (2) preliminary games. Tie games in the preliminary round will remain a tie. Teams will be ranked 1, 2, 3 & 4 at the end of the preliminary games according to the number of points they have accumulated. Points will be awarded as such:

1. Two points will be awarded to the winner of the game
2. One point will be awarded to each team if there is a tie
3. One point will be awarded to the team who scores the most goals during the period for each period of every game.
4. Half (1/2) a point will be awarded to each team if no team scores in the period or each team scores the same number of goals in the period.

An MVP award will be awarded for all games. The MVP awards will be selected by the opposing team officials directly after each game.

Championship games: The 1st and 2nd place teams will play against each other in the "A" championships and the 3rd and 4th place teams will play against each other in the "B" championships.

Overtime for Championship games:

Playoff games cannot end in a tie. If at the end of regulation time, the game is tied, the tie breaking procedure will be as follows:

- A 3 player on 3 player (plus goalie), 3 minute overtime sudden death period will be played. If a player receives a penalty during the 3 on 3, the game will be 3 on 2. If a second player on the same team receives a penalty, they will have 2 players on ice (plus goalie) and the opposing team will have 4 players (plus goalie). At this time, if opposition team receives a penalty while 4 on 2, it will be 3 on 2.
- If the 3-minute sudden death ends and game is still tied, a sudden death format shoot out will take place.
- Shoot outs will take place simultaneously from centre ice to each end of the ice. (One shooter scores, the other does not, the scoring team wins) continuing down the remaining player's list for each team. If a team with fewer players exhausts their player limit returning to their first shooter, the opposing coach then has the option of doing the same. A player serving a penalty at the end of the 3rd period will not be eligible to participate in the shoot out. Goaltenders cannot be changed during the 3 minute overtime period and the shoot out period, unless injured.

Tiebreaker:

At the end of round robin play, should there be a tie in total points (within the same pool), the team to advance to the higher ranking will be determined as follows:

- 1st – Best ratio based on $GF/(GF+GA)$
- 2nd – Highest total goals for
- 3rd – If still tied, lowest total penalty minutes
- 4th – If still tied, a flip of a coin

10. Player Ejection: 4 penalties in one game, ejected for the game only (double minor = one penalty). Game misconduct (ie.CFB), ejection from that game plus number of games penalty carries. Gross misconduct (GRM) or match penalty (MP) ejection from tournament. Damage to facilities and/or dressing room assigned to your team, ejection from tournament and accept and invoice for damages assessed. Unacceptable conduct between games and during games, ejection from tournament.
11. Coaching Staff Ejection: Game misconduct, ejected from that game and the next tournament game. Gross misconduct or match penalty, ejected from tournament. Damage to facilities and/or dressing rooms assigned to your team, ejection from tournament and accept an invoice for damages assessed. Unacceptable conduct between games and during games, ejection from tournament.
12. Home team shall be designated as per schedule of tournament, and whenever possible will wear white or lighter coloured jersey. Please check with convenor prior to game.
13. DECISIONS OF THE TOURNAMENT COMMITTEE ARE FINAL.

Thank you for attending the Stirling Icebreaker Tournament

