



KEN BAILEY MEMORIAL
ATOM & PEEWEE “REP” TOURNAMENT - 2016
Friday, October 21 to Sunday, October 23, 2016.

Lucan Minor Hockey Association
Tournament Rules and Tie Breaker Format
This tournament is intended for teams classified “CC to DD”

1. All OMHA rules apply.
2. All teams must produce OMHA cards. Team rosters and affiliate player rosters must accompany player cards.
3. Teams must register with the tournament office at least 45 minutes prior to game time.
4. Each team will be guaranteed three games.
5. All decisions of tournament committee will be final.
6. Teams must be ready to play 15 minutes prior to game time in case games are ahead of schedule.
7. All teams will be allowed a minimum two-minute warm-up.
8. All games will be 10 – 10 – 12 stop time periods. In the case of a difference of five goals or more at the beginning or during the third period, the clock will not stop. The losing team can have the stop time re-instated if within the five goals.
9. All round robin games will have a value of five (5) points.
 - (a) One (1) point for each period won.
 - (b) Two (2) points for a win.
 - (c) One (1) point for a tie.
 - (d) Zero (0) points for a loss.
10. Round Robin Tie breaker:
 - (a) Head to Head (if Applicable).
 - (b) Total goals scored in all games minus total goals allowed in all games.
 - (c) Total goals scored in all games.
 - (d) Least penalty minutes in all games.
 - (e) Least penalty minutes in first game played.

11. Any of the following major penalties will eliminate players from further competition in the tournament.

- (a) Gross.
- (b) Match.
- (c) Five (5) minute major with Game Misconduct.

12. **ZERO TOLERANCE RULE: Abusive Behaviour On or Off the Ice** (physical, verbal etc.) conducted by any player, team official, on ice official, game official, or fan will not be tolerated. Such actions will result in the guilty party or parties being expelled from the tournament.

13. **Finals:** Tie Breaker Rules:

(a) Games tied at the end of regulation time will be followed by a 3-on-3 sudden victory overtime (time limit of 3-on-3 – 10 minutes). If a penalty is assessed, player(s) will serve the time in the penalty box and that team will play short-handed. However, play will revert to a 4-on-3 format. Play will resume 3-on-3 after penalty served at next whistle.

(b) Any player changes during overtime must occur while play is on. (ie. no player changes on a faceoff following a whistle)

(c) Any games still tied will be decided by a shoot out.

- i. Three players will be chosen prior to start of game to represent the team.
- ii. They are to be indicated by circling the player's number on the game sheet.
- iii. Players selected can shoot in any order.

(d) If a tie still remains, a different player from each team will be selected to shoot until the tie is broken (sudden victory)

(e) A player may not shoot twice until every player in the line up has shot once.

14. Most important rule of all ~ HAVE FUN