

Owen Sound JR. Attack Early Bird Tournament Rules

1. All OMHA and CHA rules will apply (Neck Guards and Mouth Guards are mandatory. GTHL & Alliance

Teams are exempt.

1. Absolutely no "air horns", permitted at either facility.

2. A team representative must register at the Julie McArthur Rec Ctr on Friday, at least one (1) hour prior to the team's first game. Team representative must bring a copy of team's official roster, travel permit or PTP form and settle up any outstanding debts to the tournament. If any of these items are not completed then the team will not be permitted to take the ice and will be subject to OMHA Tournament rule 19.2 sec C, D (even if you have sent your roster and permit in electronically, a team rep must drop by to pick up their game MVP awards prior to the team's first game).

3. All teams must have a certified trainer on the bench at all times.

4. All players and coaching staff certificates must be available for examination at any time during the course of the tournament upon request.

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

6. Teams will line up and shake hands prior to the beginning of the game.

7. The team designated as the HOME team must occupy the HOME bench and wear LIGHT colour jerseys. Home teams are listed second in the schedule.

8. All game suspensions shall be assessed as per OMHA regulations.

Suspensions are an Official's call and the tournament committee cannot over turn any suspensions handed out by an Official.

9. Any Fighting Major will result in automatic player disqualification for the remainder of the tournament.

10. Point system for preliminary Round Robin Play; 2 points for a win, 1 point for a tie, 0 points for a loss.

11. There is no overtime in Round Robin Play.

12. A 3 minute warm up will commence on the clock when the Zamboni leaves the ice. Please make sure your team is ready.

13. Owen Sound Minor Hockey (OSMH) strongly supports the Zero Tolerance Policy against the abuse of OMHA Officials. Any player, team member, team official or spectator may be asked to leave the playing area or arena premises by an OSMH Official.

14. Teams are asked to change as quickly as possible after their game and to vacate the dressing rooms within 20 minutes following the game. Teams are expected to leave the dressing rooms in good clean condition. Any team that causes damage to a dressing room will be held liable and may be removed from the tournament.

15. No timeouts during Round Robin play. 30 second time out (1 per team) allowed in all, semi-finals & Championship games.

16. Coaches, you are responsible for your players conduct while at the arena(s).

17. All OMHA and CHA rules will apply (Neck Guards and Mouth Guards are mandatory. GTHL & Alliance teams are exempt.

18. All gamesheets must be filled out at the Convenor Table. They are not to be removed. After the game, your team is responsible for picking up your copy from the Convenor table and reviewing it.

Standings after the Round Robin preliminary games of the tournament will be decided on the following basis:

1. Team with most points.
 2. Winner of game between tied teams (if two teams are tied, if more than 2 go to #3 below)
 3. Highest Scoring % i.e. goals you scored divided by total goals scored. i.e. 3 games played won 2-0, lost 4-1, won 5-3. You scored 8 goals divided by 15 (total goals scored) =.5333
 4. Highest percentage takes higher placing.
 5. Team with the most wins
 6. Fewest total penalty minutes
 7. Most goals scored.
 8. If still tied the latest time of first penalty is the higher seed.
 9. Floods: Ice will be resurfaced at the beginning of each game.
 10. LENGTH OF GAMES WILL BE AS FOLLOWS. (All games are Stop Time. Running time if a 5 goal differential at any time in the third period. Stop time will resume if the differential is reduced to 3 goals. Penalties during the "straight time will be 3 minutes.
- Preliminary Round - Warm up 1st 2nd 3rd
For All Divisions 3 Periods - 10 15 15
Playoffs / Elimination Games 3 Periods 10 15 15 OT - 10

OVERTIME FORMAT: (Semi Finals & Championship Games ONLY)

10. 1 -3 minute stop time sudden victory will be played. Play will be 4 on 4 format. If still tied, there will be one 3 minute sudden victory played. This will be 3 on 3.
11. If teams are still tied a shoot-out will commence. 3 different shooters will shoot. If still tied after each team has had their 3 shooters then a sudden victory shoot-out will commence. Each team will send 1 different player at a time to centre ice (note the 1st 3 cannot go again). From the 4th shooter on it becomes a sudden victory shoot-out.

Due to Municipal and Insurance regulations, at no time are players allowed on the ice without a helmet. Spectators are never allowed on the ice at any time to take pictures or for any other reasons. We respectfully request your co-operation and compliance.

NO PROTESTS WILL BE
ACCEPTED.

THE TOURNAMENT COMMITTEE'S DECISIONS WILL BE FINAL.