

2023-2024 Midland Minor Hockey Association Tournament Rules

1. Hockey Canada and OMHA rules shall apply except where listed below.
2. The OHF minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OHF Suspension list.
3. Any fighting major, Game Misconduct issued under Unsportsmanlike Conduct or Disrespectful, Abusive and Harassing Behaviour, or two or more Misconducts issued under Unsportsmanlike Conduct, Disrespectful, Abusive and Harassing Behaviour, or Inciting, will result in the automatic player disqualification for the remainder of the tournament.
4. A maximum of 17 skaters and 2 goalies may be registered with each team.
5. A copy of an OMHA team roster must be presented to tournament officials prior to first game. Changes to the roster must be made in writing. No roster changes will be permitted after the first game has been played.
6. All teams MUST report to the arena at least 30 minutes prior to the scheduled start time of any game.
7. All iPad Game sheets must be filled out, signed by both teams, and returned to the tournament convenor 10 minutes before the start of the game.
8. All teams MUST be available to play 15 minutes prior to the scheduled start time of any game.
9. All Round Robin games are pre-set on the schedule. Home teams during elimination games are determined by which team had the better record after round robin play.
10. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise opposing team and the tournament officials of any conflict 30 minutes prior to game time.
11. There will be a 3-minute warm-up prior to each game achieved by adding the 3-minutes to the first period time (i.e.: 13 minutes for a 10-minute period, 18 minutes for a 15-minute period). The clock will start immediately when the arena doors are closed. A "Start-of-Game" warning will be given at the 1-minute mark and the officials will be prepared to drop the puck immediately at the conclusion of the 3-minutes. **The clock will continue to run until the first stoppage of play.** There will be a 1-minute rest between periods. This is for round robin games only.
12. If the goal differential in any game, is 5 or greater, at any time in the 3rd period, the clock will run until the spread is reduced to 3 goals, at which point stop time shall resume.
13. Players will shake hands **after** the game once the referee gives the go ahead. Misconduct penalties given after the conclusion of the game will be subject to a 1-game suspension except where governed by Rules 2 and 3 above.
14. It is the Team's responsibility to ensure a clean dressing room is left upon completion of their game. All teams must vacate the dressing room 20 minutes or less after their game is completed.
15. Always respect the referees.
16. All officiating decisions, whether made on-ice by referees or off-ice by the tournament officials, are FINAL. There will be no appeals!

Tournament Format

Divisions of 8: Teams will be selected into 2 Pools of 4 teams each (Pool A & B). Each Pool will play a 3-game round robin within their Pool. At the end of round robin play, the top 2 teams in each Pool advance to the Championship Semi-Finals and the bottom 2 teams in each Pool advance to the Consolation Semi-Finals.

Championship Semi-Finals: 1st in Pool A vs 2nd in Pool B, and 1st in Pool B vs 2nd in Pool A.

Consolation Semi-Finals: 3rd in Pool A vs 4th in Pool B, and 3rd in Pool B vs 4th in Pool A.

The winners of each Semi-Finals will play in the Championship or Consolation Finals, respectively.

Round Robin Games

17. Round robin games will consist of three stop time periods as follows:
 - a) U18 & U15: 10-15-15.
 - (i) Flooding of the ice will occur at the end of each game.
 - (ii) A minimum of Three (3) on-ice officials.
 - b) U13 & U11: 10-10-15.
 - (iii) Flooding of the ice will occur at the end of each game.
 - (iv) A minimum of Two (2) on-ice officials.
 - c) Flooding of the ice can be deferred or moved between periods at the Tournament Committee's discretion.
 - d) One time-out in round robin for each team
18. Teams will be awarded 2 points for a WIN, 1 Point for a TIE and Zero Points for a LOSS.
19. Standings after the round robin will be calculated based on the points awarded as per Rule #19. In the event of a tie the following criteria will be used to break the tie.
 - a) Most Wins
 - b) Head-to-Head Winner between the tied teams (not applicable in a 3-way tie)
 - c) Scoring Differential for all games
 - d) Fewest goals against
 - e) Least penalty minutes
 - f) Most goals for
 - g) Coin Toss

Semi-Finals, Consolation, and Championship Games

20. Games are played to a Winner.
21. Games will consist of three stop time periods as follows:
 - a) U18 & U15: 15-15-15.
 - (i) Flooding of the ice will occur between the 2nd and 3rd periods and at the end of each game.
 - (ii) Four (4) on-ice officials.
 - b) U13 & U11: 10-15-15.
 - (iii) Flooding of the ice will occur at the end of each game.
 - (iv) Three (3) on-ice officials.
 - c) One-30 second time out will be allowed for each team.
 - d) Each Team must designate 3 shooters (S1,S2,S3) prior to the start of the game.
22. Teams do not change ends for Overtime or Shoot Outs.

Overtime

23. In the event of a tie at the end of regulation time a SUDDEN VICTORY 3 MINUTE overtime will commence. Teams will play 4 on 4 for this 3-minute overtime and changes will only be allowed on the fly, no changes on a whistle.
 - a) If a team is assessed a penalty, teams will play 4 on 3.
 - b) When the penalty expires, the teams will return to 4 on 4. If a team is assessed a 2nd penalty while the 1st penalty has not expired then play will be 5 on 3, if there is no whistle, it goes to 5 on 4 when the first player comes out, then goes to 5 on 5 when the second player comes out. Play returns to 4 on 4 on the next stoppage in play.
24. If still tied at the end of overtime, a 2nd SUDDEN VICTORY 2 MINUTE overtime will commence. Teams will play 3 on 3 for this 2-minute overtime and changes will only be allowed on the fly, no changes on a whistle.
 - a) If a team is assessed a penalty, the penalized team will remain at 3 skaters while the non-penalized team plays with four skaters (ex: 4 on 3) AT NO TIME WILL THERE BE LESS THAN 3 PLAYERS AND A GOALIE PER TEAM ON THE ICE.
 - b) When the penalty expires the teams will play 4 on 4 until a whistle. If a team is assessed a 2nd penalty while the 1st penalty has not expired then play will be 5 on 3, if there is no whistle, it goes to 5 on 4 when the first player comes out, then goes to 5 on 5 when the second player comes out. Play returns to 3 on 3 on the next stoppage in play.
25. There will be NO FLOODS between Overtime Periods.
26. If still tied at the end of overtime a SHOOTOUT will commence.

Shootout

27. Any player serving a penalty at the end of the overtime will NOT be eligible to participate in the Shoot Out and must remain in the penalty box for the duration of the Shootout
28. All Players, except Shooters and Goalies, will be on the bench.
29. Shooters from both teams will shoot simultaneously, starting at center ice.
30. Coaches must use the designated shooters in order on the game sheet. (ex:S1, S2,S3)
31. This is a BEST OF 3 Shootout.
32. If still tied after 3 shooters the coach will designate the next shooter until the game is decided. Shooters from both teams will shoot simultaneously until a goal is scored by one of the teams only (declaring a winner).
33. A player can only shoot once until the smallest of the rosters of eligible players has been gone through completely (minus goalies) at which point the team with the larger roster may elect to have a player who has already shot, shoot again.

The Tournament Committee reserves itself the final word on the interpretation of the rules.

We respectfully ask for your assistance in that no persons enter the ice surface for team photographs due to OMHA, Municipality & Town insurance regulations.

Good Luck to all teams!

OMHA Sanction –U15/U18- 11645 and U11/U13- 11647