



These rules apply to all Oshawa MHA Tournaments. This includes the Oshawa Cup, Oshawa Hockeyfest and Oshawa Challenge.

A. GOVERNING RULES

1. **ONTARIO MINOR HOCKEY ASSOCIATION (OMHA)** sanctioned rules shall be in effect, except where these tournament rules apply, including the use of OMHA SANCTIONED EQUIPMENT ONLY, except where out of branch association rules may be different than the OMHA.

B. ELIGIBILITY AND REGISTRATION

1. Only players whose names are listed on the Approved League Rosters or Approved League AP Rosters are eligible to play any game during the tournament. Maximum number of players per game is 18.
2. Team registration must be completed no later than one (1) hour prior to the commencement of their first game of the tournament. Registration is to be completed at the arena location of your first game of the tournament.
3. Teams will be required to provide copies of the following documents when registering their team.
 - a. an approved (signed) roster from their home association stating the names of the registered players including an approved AP roster if APs are registered as per Section 3 above.
 - b. ALL OMHA teams shall provide a copy of their permission to play form from their home association.
 - c. ALL non- OMHA teams will be required to provide a copy of a TRAVEL PERMIT prior to playing their first game of the tournament.
4. TEAMS using INELIGIBLE PLAYER(S) will automatically lose any game played with Ineligible Players and the score will be entered as 1-0 in favour of the opposing team. INELIGIBLE PLAYER shall mean a player
 - a. who is not registered to play in the tournament as per Section B.2.; or
 - b. has been assessed a penalty as described in Section C.12.

C. GAMES FORMAT

1. All games during group and championship play will will be
 - a. For AAA (Minor Bantam to Midget); games will be 15/15/15 minute stop time periods with flood between 2nd and 3rd periods.
 - b. All other Categories and Age Groups will be 10/15/15 minute stop time periods.
2. The Tournament Committee holds the right to start a game up to 20 minutes prior to the scheduled start time with the exception of the first game of the day. Early start for Championship games will be at the discretion of the Tournament Committee.
3. HOME TEAMS on the schedules will wear light or white coloured sweaters and the VISITING TEAMS will wear dark sweaters.



4. There are NO TIME-OUTS in any of the games with the exception of the semi final and championship game(s). Each team will be allowed one (1) 30 second time-out in the course of a semi final and championship game including overtime periods where applicable.
5. Stop Time Exception - If at any time during the third (3) period a team is ahead by five (5) or more goals the game will proceed to straight-time. If the lead is subsequently reduced to a three (3) goal lead, the period will return to stop time. The only time the clock may be stopped during straight-time is if there is an on ice injury or the coach of the leading team engages the referee in conversation.
6. Semi Finals and Championship Tie breakers. In the event of a tie at the end of regulation time,
 - a. All changes are to be done on the fly.
 - b. Goalies are allowed to be pulled in any overtime period and are subject to the "change on the fly" rule.
 - c. 4-on-4 refers to 4 skaters + 1 goalie. i.e. 5 players total on the ice. Similar logic applies to 3-on-3, 2-on-2, 1-on-1.
 - d. Penalties incurred in regulation time and not completely served in regulation time, shall carry over into the overtime period (as a stop time penalty) and will be completed in overtime unless the game is ended. Teams will start overtime short-handed depending on the carryover penalties (exception is offsetting penalties). Penalties incurred in run time overtime periods will follow OMHA rules and be 50% longer (i.e. 2 minute penalty will be 3 minutes).
 - e. A five (5) minute stop time sudden victory period will be played with 4-on-4. A penalty incurred during this overtime period will served as normal playing 4-on-3. A subsequent penalty will result in 4-2. A team cannot go below 2 players during this period, so subsequent penalty will result in a penalty shot for non-offending team. Player taking penalty shot must be on the ice. Any penalties incurred in this overtime period and not completely served in this overtime period will carryover. If still tied;
 - f. Teams will play 3 minute run time sudden victory periods starting with 3-on-3 (unless carryover penalties exist). After each 3 minute period the number of players will be reduced by one until the teams play to 1-on-1. 1-on-1 will continue until the game is decided. In the event of a penalty during any 3 minute run time period, the offended team will take a penalty shot. The clock will be stopped to allow for the penalty shot. The player taking the penalty shot will be the coach's choice however that player must be on the ice at the time of the stoppage of play. If coincidental penalties are called, No penalty shot is awarded.
7. Points to be awarded based on the outcome of the entire game: Two (2) points for a win, one (1) point for a tie, and 0 points for a loss.



8. The number of qualifying teams for championship round play will be determined based on the number of teams participating in round robin play of each age category. Please refer to the Tournament Schedule.
9. In the event that there is a tie between two (2) teams in a division for advancement into the quarter-finals or semi-finals, the advancing team(s) will be determined as per (a) to (g). Where there are three (3) or more teams in a division tied these teams will be ranked in order using (b) to (g).
 - a. Winner of head to head game;
 - b. Most number of wins;
 - c. Highest Percentage of "Total Goals For" divided by ("Total Goals For" plus "Total Goals Against");
 - d. Most Goals For;
 - e. Least Goals Against;
 - f. Least penalty minutes as recorded on the game sheet; and
 - g. Flip of a coin between teams tied.
10. The team with the best record in round robin play will be designated as the home team in each championship round game.
11. Each member, to a maximum of SEVENTEEN (17) CARDED PLAYERS and a maximum of FIVE (5) CARDED STAFF (Comprising of Coach, Trainer, Manager, Asst. Coach and Asst Trainer/Coach) of each team in the Championship Finals will be presented with awards.
12. All penalties assessed during the tournament (suspensions, match, etc.) will be served during the tournament and if not fulfilled during the tournament may be carried over to league or playoff games, subject to that team's association rules.

D. TEAM ETIQUETTE

1. TWO STAFF MEMBERS of each team MUST be in attendance with the players in the dressing rooms at all times. Tournament Committee reserves the right to inspect the dressing rooms prior to returning key deposits.
2. Damages caused to the dressing rooms while assigned to your team, and howsoever caused, shall be the responsibility of the team.
3. Audio players (radios, CD players) are permitted in the dressing rooms provided that the volume is kept at reasonable level and cannot be heard in the hallways.
4. WARM UPS ARE PERMITTED OUTSIDE THE ARENA ONLY. USE OF THE FITNESS CENTER FACILITIES OR WARM UPS INSIDE THE ARENA IS NOT PERMITTED.
5. Players or team officials are not permitted in the referees' rooms at any time.

E. TOURNAMENT COMMITTEE

1. In no event shall the Tournament Sponsors and/or the Tournament Committee and its volunteers and game officials, and/or Oshawa Minor Hockey Association be responsible for any liability, claim, loss, damage or expense of any kind arising during the



tournament weekend, howsoever caused, including but not limited to injuries (including death), facility or equipment damages or thefts.

2. The Tournament rules committee reserves the right to make any/all decisions on
 - a. the interpretation of the tournament rules;
 - b. changes to round robin play based on the actual number of participating teams;
and
 - c. tournament objections and protests.
3. ALL DECISIONS WILL BE FINAL.