

KDMHA 2009-2010 Tournament Rules

ODMHA tournament rules will apply, including the ODMHA Code of Discipline, as well as the rules listed below.

Each team will be allowed 19 players (including two goaltenders). Player changes will not be permitted during the tournament. No “**SELECT TEAMS**” teams are allowed. Teams will not be permitted to pick up players from another team in their association, unless they are on their certified affiliated list. No players under suspension in their district are permitted to play.

All players must have properly signed team lists. **Signed ODMHA Team Lists need to be mailed to the tournament chairperson 1 week prior to the tournament for verification.** The team lists must be presented upon arrival, 45 minutes before their first game by a team representative.

A player must play in the tournament to be eligible for a playoff game. All affiliated players must have proper documentation and be identified on the game sheet.

All sanctions and/or suspensions imposed on a player, team official, or team prior to start of the tournament remain in effect during the tournament.

All teams must be ready 20 minutes prior to game time.

Each team is guaranteed three games.

Games will not exceed 50 minutes. Periods will be three (3) 12 min. stop time. If there is a five (5) or more goal spread in the third period the Mercy Rule will apply except for Championship games.

The **Mercy Rule** shall apply if, at the beginning of the third period or at any time during the third period, a team is ahead by five or more goals, the clock will revert to running time. **Once the run time commences as a result of the mercy rule, run time will stay in effect until the game finishes.**

OVERTIME: Overtime will be **only** be used for a time in championship games, no other games shall run longer than the allotted 50 minutes

All minor penalties will be 2 minutes stop time (three minutes running time if during a mercy ruling).

Any player issued a major penalty for fighting will be suspended and will not be eligible to play the rest of the tournament.

In accordance with ODMHA RULES, all players must wear (BNQ) ODMHA approved neckwear and mouth guards. Goalies must wear approved protector, throat protector and mouth guard

Any team late for a game will lose each **period** by default with periods being 12 minutes running wait time.

No time-outs are permitted in any tournament games.

If for any reason the goal tender cannot continue to play, he must be replaced immediately by a substitute. No time will be allowed for the goal tender to repair his/her equipment or to dress a substitute goal tender

When team colours are conflicting, the home team will be expected to change sweaters.

Players must not go on to the ice until all arena staff have left the ice, and the Zamboni door has been closed.

All teams will be ranked within their pool based on total points after playing two games.

A 5 point system will be awarded in the first two rounds of play as follows:

- 1 point to win period
- ½ point to tie period
- 1 point to tie game
- 2 points to win a game

Tie Breakers

After first two games are played if there is a tie in total points the following will be used as tie breakers.

1. 2 teams tied, team winning head to head contest will advance.
2. Two or more teams tied, team with the best goal differential (goals for minus goals against) will advance.
3. Teams still tied; team with the fewest goals against will advance.
4. Teams still tied; team with the highest number of goals for will advance.
5. Team still tied; the team with the least penalty minutes will advance.
6. If still deadlocked, single flip of coin (team that has traveled greatest distance to tournament will have option of calling toss) will determine who will advance.

Championship Games ending in a Tie shall proceed as follows:

- **First overtime period:** A sudden-death period comprised of three (3) minutes stop time in length with teams playing with four (4) skaters plus a goaltender. Substitutions are allowed.
- **Second overtime period (if necessary):** A sudden-death period comprised of three (3) minutes stop time in length with teams playing with three (3) skaters plus a goaltender. Substitutions are allowed.
- **Third overtime period (if necessary):** A sudden-death period comprised of three (3) minutes stop time in length with teams playing with two (2) skaters plus a goaltender. Substitutions are allowed.
- If the game is still tied coaches will submit three players to participate in simultaneous shoot outs (referee will supervise). If still tied 3 more (different) players will be submitted to participate in another shootout.

If after all this the game is tied it will be settled with the toss of a coin by the Referee

The Tournament Officials will resolve any disputes concerning the application or interpretation of the tournament rules.