



## Kemptville Storm Tournament Rules 2011/12

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### General

- This is an OWHA sanctioned tournament. OWHA regulations and the OWHA Code of Discipline shall apply, as well as the rules listed below. The tournament organizers will resolve any disputes concerning the application or interpretation of the tournament rules.
- 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.
- If any team is late for a game, the clock will be started as scheduled and remain at running time until the late team steps on the ice. The late team will lose the full period regardless of the minutes remaining.
- No time-outs are permitted in any tournament games.
- All teams will provide their own official for their team's penalty box.

### Teams

- OWHA team rosters and Pick-Up Player Consent Forms shall be presented at registration. **PLEASE NOTE THAT ONLY 3 PICK-UP PLAYERS CAN BE USED AND YOU CANNOT EXCEED THE NUMBER OF PLAYERS ON YOUR ROSTER.**
- All teams must register one hour before their scheduled games and be prepared to step on the ice 15 minutes prior to the game.
- Home teams will wear their light coloured sweaters, visitors their dark colours. In the event of a conflict in sweater colours, the visiting team will be required to change.

### Games

- Warm-ups will be two minutes in length, commencing when the Zamboni door has closed.
- Games will not exceed 50 minutes (including warm-up) – no exceptions. Periods will be three 10-minute stopped time. If there is a five or more goal spread the Mercy Rule will apply, except for Championship games.
- Mercy Rule: If, at the beginning or during the third period, a team is ahead by five or more goals, the clock will change to running time and stay in effect until the game ends. All minor penalties under running time shall be three minutes; major penalties shall be seven minutes.
- If for any reason a goaltender cannot continue to play, she must be replaced immediately. No time will be allowed to repair equipment or dress/warm-up a substitute. Should there be no substitute, the team will play with six skaters until another player is dressed for the goalie position.
- Any player who receives a major penalty will follow the Minimum Suspension Policy as outlined in the OWHA Handbook. It is the team Coach's responsibility for contacting the Discipline Chairperson to verify suspensions. A player/team official will not be allowed to further participate until the Discipline Chairperson has been contacted and ruled as required and the tournament convenor notified of the results.
- ZERO Tolerance: Taunting or berating of any players, officials, staff or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators. KDMHA has the right to eject any person whom it deems in its sole discretion to be acting in an improper manner and we accept no liability in connection with such ejections.
- All referees' decisions are final and may not be appealed.



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### Rankings

- All teams will be ranked based on total points after playing two games within their pool.
- A five-point system will be awarded in the first two rounds of play as follows:
  - 1 point for winning a period, ½ point for a tied period
  - 2 points for winning the game, 1 point for a tied game
- If there is a tie in total points after the first two games are played, the following will be used in order to determine a team's ranking within the pool they played in:
  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 by tournament official (team that has traveled greatest distance to tournament will have option of calling toss) will determine who will advance.

### Finals

Teams are matched up according to their ranking in their pool with the team holding the same spot in the opposite pool.

"C" Final: 3<sup>rd</sup> place Pool A vs. 3<sup>rd</sup> place Pool B  
"B" Final: 2<sup>nd</sup> place Pool A vs. 2<sup>nd</sup> place Pool B  
"A" Final: 1<sup>st</sup> place Pool A vs. 1<sup>st</sup> place Pool B

### Championship Games

- All rules and procedures stated above remain in effect for championship games except to break a tie.
- Overtime will only be used to break a tie in a championship game.
- Any minor or major penalty which does not expire before the end of regulation time will carry over into overtime in the event of a tie game.
- One 3-minute sudden-death overtime period will be played with teams playing 4-on-4 running time.
- Shoot-Out: If the game is still tied at the end of the overtime period, a three player shoot-out begins. Shoot-out players will be determined on the score sheet prior to the start of the game. Shoot-out on the goalie will take place simultaneously. If the game remains tied after three shooters, the shoot-out becomes sudden death. Shooters cannot repeat until all skaters on the roster have taken a shoot-out attempt.