



**PARIS MINOR HOCKEY ASSOCIATION**  
**ART COOMBS MEMORIAL TYKE TOURNAMENT**  
**SATURDAY FEBRUARY 3<sup>RD</sup>, 2018**  
***TOURNAMENT RULES & REGULATIONS***

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1. All games will be played under O.M.H.A. rules and regulations.
2. All games will be played as TYKE age according to OMHA Age reference chart – 7 years as of Dec. 31, 2017 or 2010 date of birth year. All games will be played on FULL ICE.
3. ONLY approved TYKE age rostered players will be accepted to play – no IP age players are to be AP “affiliated player” to official approved roster.
4. **Approved roster sheets** must be presented at least one hour before the team’s first scheduled game at the tournament office. **No roster** – your team cannot play.
5. Travel Permits are required by ALL teams including OMHA teams. Please refer to sub-section 19.1 paragraph (O) for further details.
6. Each team is guaranteed 2 games. There are 14 teams in the Tyke Division (7 years of age). Each team will play two preliminary round games to seed teams in each Division.
7. The Tyke division will play three 1-game tier’d finals based on the seeding from the Preliminary round. Yellow final (5<sup>th</sup> vs 6<sup>th</sup>), Red Final (3<sup>rd</sup> vs 4<sup>th</sup>) and Black Final (1<sup>st</sup> vs 2<sup>nd</sup>).
8. Participation in this tournament is based on a first to register and remit payment basis. No post-dated cheques. The PMHA reserves the right to accept or decline any team.
9. **Withdrawing from the Tournament:** Team must give written notice by January 14th, 2018 (20 days) for a full refund. After January 14th, 2018 any refund will be subject to finding a replacement team. If no replacement – no refund.
10. The home team will be responsible for changing jerseys in the event of a colour conflict. The home team is listed on the master schedule.
11. No teams are allowed on the ice until an on ice official is present.
12. Games will be played with three 10 min stop time periods. There will be a three minute warm up at the beginning of each game. There is no 2 or 3 minute buzzer. The tournament committee has

the right to go to run time in the third period if a delay occurs due to an injury or any unforeseen problems. No curfew will be imposed on a close game (**within 2 goals**). Points will be awarded per period. Each period win is worth 2 points, 1 for tie, and 0 for a loss. Winning the game is 4 points, 2 for tie and 0 for loss. Each game can earn a team up to 10 points.

13. In the event of a five point differential in the 3<sup>rd</sup> period, the game will be played run time until the other team scores to return to less than a **three (3)** point difference.
14. In the event that two teams are tied for with points in the seeding, the tie breaker will be as follows:
  - a. Head to head (if it applies)
  - b. Fewest goals against
  - c. Most goals scored
  - d. Coin flip (as last tie breaker)
15. Tied games during the final game will go into overtime. Overtime will be a 5 minute stop time sudden victory. If a tie still exists at the end of the 5 min overtime, 1 **skater (excluding goalie)** will then be removed from the play every minute until 1 to 1 remains. If there is still a tie, there will be a best of three shoot-out. **A player cannot shoot a second time until you have worked through the entire OMHA submitted roster.**
16. In overtime, if a penalty occurs, teams will play short-handed as per OMHA guidelines. If a penalty occurs in the 2<sup>nd</sup> overtime, teams will play 5 on 4, 4 on 3, 3 on 2. If a penalty occurs in the 1 on 1 situation, a penalt shot will be awarded.
17. No more than 5 goal differentials will be displayed on the scoreboard.
18. Blue pucks will be used for all games.
19. Please have teams ready to play 15 minutes before your game time. If the tournament is running ahead of schedule, games will start ahead of schedule if possible.
20. Dressing room keys will be issued to the Team Officials prior to each game by the Brant Sports Complex Arena Front Desk. The assignment of dressing rooms is completed by employees of the Brant Sports Complex.
21. Player of the game will be awarded by the other team's coach at the end of the game. Player of the game will be awarded in the change rooms.
22. Decisions of the on ice officials are final. Decisions made by the Tournament Convenor will be final.
23. The object of the tournament is to make sure every player has a fun and positive learning experience.