



**PARIS MINOR HOCKEY ASSOCIATION
ART COOMBS MEMORIAL TOURNAMENT
NOVEMBER 29TH THRU DECEMBER 1ST, 2019
TOURNAMENT RULES AND REGULATIONS**

1. All O.M.H.A. rules and regulations shall apply.
2. **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.**
3. Travel Permits are required by ALL teams including OMHA teams. Please refer to sub-section 19.1 paragraph (O) for further details.
4. Each team is guaranteed 3 games. Teams will be split into three divisions (one of 4 teams and two of three teams). Teams will play three round robin games. Division A will play each team in their division once while Division B and C will play each team in their division and then one cross over game. Six teams will advance to the play-offs. The top seed in each division will advance plus the next three highest seeded teams based on points from the round robin games. The two first place teams with the highest point totals will advance to the semi-finals. The third highest first place team will play the lowest seeded wild card team in one quarter final with the 1st and 2nd wild card team playing each other in the other quarter final.
5. Participation in this tournament is based on a first to register and remit payment basis. No postdated cheques. The PMHA reserves the right to accept or decline any team.
6. **Withdrawing from the Tournament:** Team must give written notice by November 9th, 2019 for a full refund. After October 9th, 2019 any refund will be subject to finding a replacement team. If no replacement – no refund.
7. Teams must be dressed and ready to play at least 15 minutes in advance of their scheduled game time if games are ahead of schedule.

8. 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.
9. If there are conflicting sweater colours, the home team will be expected to wear sweaters of contrasting colour. Please bring 2 sets of sweaters.
10. All round robin games will be 10-10-10 stop time periods with no time outs. Semi-final and finals will have one 30sec. time out for each team.
11. All games except semi-finals and finals will be played on a point(s) per period basis. Each team will get 2 points for every period they win, 1 point for each period tied. Teams will get 4 points for winning the game. If tied, each team gets 2 points each.
12. If 2 or more teams are tied, this is how the tie will be broken:
 - i. The record against each other (head to head)
 - ii. The team with the fewest goals scored against them
 - iii. The team with the best differential in all games
 - iv. The team with the most goals scored
 - v. The team with the fewest penalty minutes
 - vi. A coin toss
13. Individual or team suspensions shall be enforced as per the O.M.H.A. manual of operations.
14. Abusive behaviour by any player, team official or fan will not be tolerated and will result in the guilty person/persons being expelled from the tournament.
15. In the event of a dispute, the decision of the Tournament Convenor shall be final.
16. Overtime for semi-finals and finals are sudden victory:
 - i. 5 minutes 4 on 4 with goalie
 - ii. 3 minutes 3 on 3 with goalie
 - iii. 2 minutes 2 on 2 with goalie

If still tied, each team will select 5 players for a shoot-out. All 10 players will shoot once on a rotation basis. The team scoring the most goals will be declared the winner. If still tied the shootout procedure will repeat with a different 10 players until a winner is declared. The goalie must always remain on the ice during sudden victory periods. If a team is penalized during the sudden victory periods, the penalized player will serve his/her entire penalty and a penalty shot will be awarded to the non-offending team immediately after the penalty call. The offending team will not play shorthanded.

17. Mercy rule, if a team is ahead by 5 or more goals in the third period, straight time will begin until the gap is reduced to less than 5 goals, then the clock will revert to stop time. The only time the clock would be stopped is if an on-ice injury should occur.