



PARIS MINOR HOCKEY ASSOCIATION
SYL APPS MEMORIAL TOURNAMENT
APRIL 3RD THRU APRIL 5TH, 2020
TOURNAMENT RULES AND REGULATIONS

1. This is an OMHA sanctioned tournament. OMHA rules and tournament regulations apply to all games.
2. Travel Permits are required by ALL teams including OMHA teams. Please refer to sub-section 19.1 paragraph (O) for further details.
3. **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.**
4. 3 penalty rule applies. Once a player receives ANY 3 penalties, he/she will be ejected from the game.
5. This tournament will include teams in the Bantam and Midget levels only. This is a non-body contact tournament.
6. This tournament guarantees a 3-game minimum participation for each team.
7. 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.
8. **Withdrawing from the Tournament:** Team must give written notice by March 14th, 2020 for a full refund. After March 14th, 2020 any refund will be subject to finding a replacement team. If no replacement – no refund.
9. By participating in this tournament, the team players and officials agree to release the Paris Minor Hockey Association, the Tournament Committee/Convenor, Sponsors and the facility provider from any liability caused by injury or accident which may have been incurred while participating in the tournament.

10. All decisions of the Tournament Convenor are final.
 11. The Paris Minor Hockey Association abides by a zero-tolerance policy on abuse. 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 and/or arena.
 12. Team must register at least one hour prior to the start of the first game. All Rostered Team Officials must sign in on the game sheet prior to each game in the Tournament office. Game sheets will not be permitted to leave until all have signed in and game sheet is completed.
 13. Teams must supply two sets of sweaters.
 - a. "Home" teams will wear light coloured sweaters
 - b. "Visiting" teams will wear dark colours.
- In the event of a conflict the "Home" team will change sweater colours.
14. 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.
 15. Teams will be held responsible for any damages caused to the facilities utilized for this tournament. It is the responsibility of the Team Officials to inspect the dressing room prior to occupancy and report any damage previously caused immediately to the Tournament Officials.
 16. Team Officials are responsible to ensure that the team's dressing room always remains locked. The Paris Minor Hockey Association, the Tournament Committee and the facility provider accepts no responsibility for the loss/theft of, or damage to any personal property left in the dressing rooms at any time.
 17. At least one team Official MUST accompany the team to the room with the room key after every game. Any hallway altercations may result in team disqualification at the discretion of the Tournament Official/Convenor.



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GAME RULES AND REGULATIONS**

1. Teams must be prepared to start each game 15 minutes prior to the scheduled start time.
2. Game start times are subject to change based on the previous game.
3. There will be a 3-minute warm-up period prior to each game. Any team delaying the start of a game will be subject to penalty as per **Hockey Canada Rules (10.1)(10.15)**
4. The warmup clock will start once the referee/linesman step on the ice.
5. “Home” teams will be designated on the tournament schedule.
6. Points will be awarded based on Win, Lose or Tie. There will be no OT in round robin. Win= 2pts, Tie= 1pt, Lose= 0pts.
7. **BANTAM:** The top two (2) teams by points after the preliminary round in each group will advance to the quarter final rounds. A crossover between groups will occur from preliminary to quarter final rounds. The Winning team from each quarter final game will move onto the semifinal rounds.
8. **MIDGET:** The top two (2) teams by points after the preliminary round in each group will advance to the quarter final rounds. A crossover between groups will occur from preliminary to quarter final rounds. The Winning team from each quarter final game will move onto the semifinal rounds.
9. If 2 or more teams are tied - See the Tie Breaking rules.

10. All players in the quarter, semi and final games must have played at least one (1) of the preliminary round games of the tournament. If not, the player will be removed from the quarter, semi or final game.
11. Floods will occur after the completion of each game. Players are not permitted on the ice until after the ice maintenance staff has completely closed the doors to the rink surface and the Referee/Linesman are present.
12. All preliminary round games will be a 10-10-10 minute stop time format with no time outs or overtime. Regular Round Robin games will be curfewed at 50 minutes. The curfew time will be noted on the official game sheet and signed by both team(s) officials before start of the game. The arena facility clock will be used as the official start of game.
13. **Mercy Rule:** When a team is ahead by FIVE goals in the 3rd period, the clock will run straight time. If the gap is reduced to three goals, then the game will revert back to Stop Time unless a curfew situation exists (see OMHA regulation 19.1(m)).
14. Overtime for quarter-finals, 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 shootout. 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 AND during delayed penalty calls. 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.
15. Each team will have one thirty (30) second timeout permitted in the final game only.
16. Any player or team official ejected from a game for a major or match penalty must serve the penalty during the remainder of the tournament. OMHA regulations and suspensions apply to all penalties assessed during tournament games. All fighting major penalties will result in an immediate suspension from the tournament for the player.

Tie Breaking Rules:

If teams are tied for a playoff position, the following tie-breaking procedure will apply. Tie Breaking Sequence: If two or more teams are tied at the end of a round robin series, then the following procedures will be used to determine the final ranking before the quarter-final, semifinal and final games are played.

When Two Teams are Tied:

- 1.01 The winner of the round robin game between the two tied teams gains the higher position.
- 1.02 The team with the most wins in the round robin gains the higher position.
- 1.03 If the two teams are still tied after 1.01 and 1.02 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for plus goals against.

NOTE: All round robin games are included.

EXAMPLE: For = 10 goals against = 4 goals. $10 / (10+4) = .714$

NOTE: The higher percentage gains the higher position

- 1.04 If the two teams are still tied after 1.01, 1.02, and 1.03 have been applied, the team with the least number of minutes in penalties throughout all the round robin games, gains the higher position.
- 1.05 If the two teams are still tied after 1.01, 1.02, 1.03, and 1.04 have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
- 1.06 If the two teams are still tied after 1.01, 1.02, 1.03 1.04, and 1.05 have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied:

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd place. The three team tiebreaker will continue to determine the seeding of the two remaining teams after 1st has been determined. At no time will teams using this formula go back to the two-team tiebreaker system.

- 2.01 If three or more teams are tied, the point record established in the games among the tied teams will only be used for the tie breaking formula in deciding which team shall advance.
- 2.02 The team with the most wins (among tied teams) would gain the highest position.
- 2.03 If teams are still tied after has been applied, then the team with the best goal average, gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

NOTE: All round robin games are included.

EXAMPLE: For = 10 goals against = 4 goals. $10 / (10+4) = .714$

NOTE: The higher percentage gains the higher position

The exercise of 2.03 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the “Two Team Tiebreaker”.

Example A.

Team A - .714 = 1 seed – advances
Team B - .500 = 3 seed – does not advance
Team C - .650 = 2 seed – Advances

Example B.

Team A - .714 = 1 seed – advances
Team B - .500 = still tied with team C – go to next step 2.04
Team C - .500 = Still tied with team B – go to next step 2.04

Example C.

Team A – .650 = Still tied with team B – go to next step 2.04
Team B - .650 = Still tied with team A – go to next step 2.04
Team C - .500 = Does not advance

- 2.04 If teams are still tied after 2.02 and 2.03, the team with the fewest goals against (all round robin games played) will gain the highest position.

- 2.05 If teams are still tied after 2.02, 2.03 and 2.04. The team with the most goals for (all round robin games played) will gain the highest position.
- 2.06 If teams are still tied after 2.02, 2.03, 2.04 and 2.05 have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.
- 2.07 If teams are still tied after 2.02, 2.03, 2.04, 2.05 and 2.06 have been applied, a coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest position. The remaining two teams will coin toss for the next position.
- 2.08 All teams involved should go buy a Lottery ticket.