



**PARIS MINOR HOCKEY ASSOCIATION
ART COOMBS MEMORIAL TOURNAMENT
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 (N) for further details.
4. Each team is guaranteed 4 games.
5. All games except quarter final, semi-finals and finals will be played on a point(s) system based on Win, Lose or Tie. There will be no OT in round robin. Win=2pts, Tie=1pt, Loss=0pts.
6. There will be 12 teams in each U11 and U13 divided into 2 groups of 6-teams (A and B). Each team will play 3 round robin games. The top two teams by points after the preliminary round in each group will advance to the semi final round, where the 2nd and 3rd seeds in each pool will play a crossover quarter final game.

Example for Quarters Finals:

Group A – 2 nd	VS	Group B 3 rd
Group B – 2 nd	VS	Group A – 3 rd

Winners of Quarter Finals will advance to the Semi-Finals.

7. The winners from the Semi-Final games will play in the Finals. In the event a division is not full; with 12-teams PMHA will amend the rules and regulations and display on the tournament website.

8. 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.
9. Participation in this tournament is based on a first to register and remit payment basis. No postdated cheques will be accepted to hold a spot.
10. PMHA reserves the right to accept or decline any team.
 - i. One of the criteria for acceptance into our tournaments is that any team requiring accommodations must secure through our partnership established with Experience Travel.
 - i. Experience Travel has secured blocks at participating host hotels in the local area. Contact them early to book your team.
11. **Withdrawing from the Tournament:** Team must provide written notice of 20-days for a full refund. If a notice of withdrawal is received 19 days or less any refund will be subject to finding a replacement team. If no replacement team is found – no refund will be provided.
12. 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.
13. 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.
14. 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.
15. **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.**

- 16.If there are conflicting sweater colours, the home team will be expected to wear sweaters of contrasting colour. Please bring 2 sets of sweaters.
- 17.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.
- 18.There will be a 3-minute warm-up period prior to each game.
- 19.The warmup clock will start once the referee/linesman step on the ice.
- 20.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 depending on the convenor's discretion. 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.
- 21.Mercy rule, if a team is ahead by Seven (7) goals in the 2nd period or FIVE (5) goals in the 3rd period, the clock will run straight time. If the gap is reduced to three goals, then the game will revert to Stop Time. The only time the clock would be stopped is if an on-ice injury should occur. Run time will not occur in the Semi's and finals.
- 22.There are no timeouts during the Quarter Finals.
- 23.Semi-final and Finals will have one 30sec. time out for each team.
- 24.If 2 teams are tied in standings, head-to-head match up will decide the top team.
- 25.If 3 or more teams are tied, this is how the tie will be broken:
 - i. The team with the fewest goals scored against them
 - ii. The team with the best differential in all games
 - iii. The team with the most goals scored
 - iv. The team with the fewest penalty minutes
 - v. A coin toss

26. Individual or team suspensions shall be enforced as per the O.M.H.A. manual of operations. **A coach who is removed from the bench by an official is not permitted to return in the Tournament.**

27. 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.

28. In the event of a dispute, the decision of the Tournament Convenor shall be final.

29. 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 a team is penalized during the sudden victory periods, the penalized player will serve his/her entire penalty. The offending team will play shorthanded.

Teams will not play less than 4 vs 3 during a penalty.

The goalie must always remain on the ice during sudden victory periods.

If still tied, each team will select 5 players for a shoot-out. All 10 players will shoot once on a rotation basis concurrently at each end. The team scoring the most goals will be declared the winner. If still tied the shootout procedure will repeat on a sudden death basis. You must use 10 different players until a player can shoot a second time.