

TOURNAMENT REGULATIONS

All games will play under OHF rules. Team Managers must register 60 minutes prior to team's first game, with a signed roster sheet, approved player cards, and travel permit, or "permission to play" letter from local association. Minor Atom games to consist of three (3) periods 10-10-15 minutes stop time. Minor Peewee, Minor Bantam, Minor Midget games consist of three (3) Periods 10-15-15 minutes stop time. These game times include quarter and semi-final games. One 30-second timeout per team per game is allowed in quarter and semi-final and final games.

1. The Championship Final games for Minor Atom to consist of (3) periods of 10-15-15 stop time unless OMHA rules prohibit. The Championship Final games for Minor Peewee, Minor Bantam and Minor Midget to consist of 3 periods 15-15-15 minutes stop time. There will be a flood after the second period for all 3 x 15 minute period games.
2. In the event of a tie within your group in the standings, or a re-seeding of the teams, or for a wild card berth, the following will be used to determine the final standings:
 - a. Most points.
 - b. The winner of the group game between the two teams advances
 - c. In the event that the group game ends in a tie, or if 3 teams or more teams tie at the conclusion of group play the team(s) will advance on the basis of highest percentage based on the following ratio $GF/GF+GA=$ Team(s) closest to 1.00 advances Division qualifiers are seeded before wild card(s)
 - d. If still tied, the team with the least penalty minutes in group play advances.
 - e. If still tied, a flip of a coin by tournament official will be made and the team that wins the flip will advance.

For Quarter and Semi-Finals, in the event of a tie at the end of regulation time, the format will be as follows: All games are sudden victory. First goal wins. Each team will play for 2 minutes stop time with 4 players on the ice plus goalie. Each subsequent 2 minutes, an additional player will be taken off the ice. Once you have reached 2 on 2 plus goalies, play continues until a winner is decided. Each 2 minutes starts with a face off a centre ice. **Player substitutions allowed only during running time.** If a penalty occurs, team advantage will be determined by adding a player on to the ice.

For Championship Final, in the event of a tie after regulation time, the format will be as follows. All games sudden victory. First goal wins. Teams will play one 10-minute sudden victory period. All overtime periods are stop time. If after overtime there is no winner, then a 5 player shootout format will occur with teams alternating shots.

Teams will designate players and order of shooting before shootout starts.

Team scoring most goals in 5 player grouping will be declared the winner.

If required, 5 player shootout format will repeat until there is a winner. Teams must change the players for shootout group until you have utilized all players on roster. If there is a difference in the number of players between teams, the team with more players has option to designate the same number of players as opposition before the first shootout.

3. All teams must be prepared to start play 15 minutes in advance of scheduled Time.
4. A maximum of 19 players per team will be allowed to sign the game sheet.
5. All committee decisions will be final.