

SDMHA MINOR HOCKEY OLYMPICS 2016

TOURNAMENT RULES

1. All OMHA rules apply.
2. The Tournament Conveners reserve the right to make decisions regarding the interpretation of the rules and regulations and as such all decisions will be final.
3. All referee calls are final.
4. All games will be stopped time. (see Mercy Rule)
5. All divisions will play 3-10 minute periods in the Round Robin with the ice cleaned after each game.
6. Medal round games will be 10-10-15 in all divisions
7. All Medal round games will start with clean ice
8. There will be a 3 minute warm up before each game.
9. Teams **must** be dressed and ready to play 15 minutes before each game.
- 10. Please – no teams on the ice without a Referee present.**

Mercy Rule

1. In Round Robin Play, a five goal lead at any time will invoke the Mercy Rule. The clock will be run without stopping once a five goal lead has been reached. **Stop time will resume again when the goal differential returns to three.** Penalties incurred while the Mercy Rule is in effect will be served as 3 minutes running time.
2. Mercy rule is not applicable in Medal Round

Time-Outs

1. Time outs are not permitted in Round Robin Play.
2. In the **Medal round**, teams are allowed one 30 second time-out per game during regulation time. **No time-outs allowed during overtime**

Overtime Format

1. Round Robin games – in case of a tie after regulation there will be one sudden victory 5 minute overtime period.
2. Teams will play 3 on 3.
3. If there are penalties, the team will play shorthanded. (4 on 3) Penalties will carry over from regulation time. When penalty has been served the teams will play 4 on 4 until the next stoppage of play, then will return to 3 on 3.
4. If teams are tied after the overtime period the game will be declared a tie.

5. In the medal round, if there is a tie after regulation time the teams will play one 5 minute sudden victory overtime period of regulation hockey (5 on 5).
6. If still tied, teams will play one 5 minute sudden victory period of 3 on 3 hockey, penalties will be served as described above (#3).
7. If still tied after the second overtime period, the game will be decided by a shootout.
8. Each team will designate 3 shooters. All 3 shooters from each team will have an opportunity to shoot. Teams will alternate shooting on the opposing goalie until all the shooters have shot. The team with the most goals will be declared the winner.
9. If the game is still tied after 3 shooters, new shooters will be picked and the shootout will continue as sudden victory. The first team to score without the corresponding shooter from the other team scoring will be declared the winner.
10. A player may not shoot twice in the shootout until every other player on the team has participated in the shootout.
11. The home team will be given the choice of shooting first or second at the start of shootout.

Points and Ranking

1. Points will be awarded as follows: 3 points for a win in regulation, 2 points for a win in overtime and 1 point for a loss in the overtime period. A tie after overtime, each team will receive one point. Teams will be ranked by point total at the end of the Round Robin.
2. 1st tie breaker is head to head result.
3. 2nd tie breaker is: Goals For divided by Goals For + Goals Against, highest number moves on. $GF/(GF+GA)$
4. The top two (2) teams in the division will play for the Gold and Silver Medals and the 3rd and 4th ranked teams will play for the Bronze.\

Suspensions

1. Any player who receives a **fighting misconduct** or a **Match Penalty** will be **suspended for the remainder of the tournament**.
2. Any suspensions incurred during the tournament will be served during the tournament. Any carry over will be served during the team's regular season games.