

WINDSOR MINOR HOCKEY ASSOCIATION
13th Annual Bob Probert House League Tournament
Sanction #12147

Tournament Rules

OVERVIEW

1. This is an OMHA Sanctioned tournament
2. OMHA rules and tournament regulations apply to all games
3. The tournament guarantees a 3 game minimum for each team

4. **U7 Division**
 - A- OMHA Jamboree rules will be followed
 - B- Each game will consist of two 24 min periods
 - C- 3 games will be guaranteed

5. **U9 Division**
 - A- Each team will play 3 pool games
 - B- Top two finishers in each pool will advance.
 - C- The top two of the 6 teams moving on will get an automatic bid into the semifinals.
 - D- How all above placings will be determined can be found below in the rules section.

6. **U11 Division**
 - A- Each team will play 3 pool games.
 - B- The top two teams within their pool move on to the semifinals.
 - C- Semifinals will be a pool crossover with the 1 seed playing the 2 seed from the other pool.
 - D- How all above placings will be determined can be found below in the rules section.

8. All players must play in at least one preliminary game to be eligible to play in any elimination, Quarter final, or Championship game.
9. Curfews do not apply during this tournament and timeouts are only given in elimination games.

WINDSOR MINOR HOCKEY ASSOCIATION
13th Annual Bob Probert House League Tournament
Sanction #12147
Tournament Rules

REGISTRATION

1. Participation in the tournament is based on a first to register and remit payment Basis. The WMHA Tournament Committee reserves the right to accept or decline any team.
2. Teams must supply a copy of the original approved OMHA roster or applicable approved roster before your first scheduled game. Failure to provide the approved OMHA roster will result in the team being disqualified from participating in the tournament until submitted. Affiliated players must be included on your approved roster to be eligible to play. If you will be using coaches or trainers from your association "AT LARGE ROSTER", you must provide a copy of that as well. Game sheets will be cross referenced with official rosters.
3. Only players listed on the official tournament roster sheet will be allowed to participate in the tournament. No names can be added after the first game. If you have a player who is unable to attend the first game, is sick, injured, or suspended, their name must still be on the first game sheet. Gamesheets will be done electronically through Gamesheet Inc.
4. All teams must provide a valid Travel Permit from their association.

GAMES/RULES

1. Teams must register at least 1 hour prior to the start of their first game.
2. Teams must be prepared to start each game 15 minutes prior to the scheduled start time.
3. Home teams will be designated on the tournament schedule.
4. Where there is a conflict in jersey colours, the "HOME" team will wear a bib provided by the tournament. All bibs must be returned immediately after the game and be in the same condition as loaned out.
5. There will be a 3 minute warm up prior to each game.
6. All games for the preliminary round games will be 10-12-12 stop time periods with no overtime, curfew and no timeouts.
7. Points during the preliminary rounds will be awarded as follows:
 - (a) 2 points for a win
 - (b) 1 point for a tie.

8. If a team defaults a game, the non-offending team will be awarded a 3-0 win
9. Mercy rule: When any team is ahead by five or more goals in the third period, the game will proceed under run time unless the gap is reduced to three goals, at which point the clock will revert back to stop time. The only time the clock would be stopped during run time is if an on ice injury should occur which requires the trainer to attend to the player. All penalties called when mercy rule is in effect are time and half (Example: 2 minute penalty would be 3 minutes)
10. In case of a tie after the preliminary round - if two teams are tied the higher seed will be decided by the winner of the head-to-head game. If still tied or more than two teams are tied the higher seed will be determined in the following order.
 - (a) The team having the most wins
 - (b) The team with the fewest goals against
 - (c) The team with the least amount of penalty minutes excluding Misconducts
 - (d) Longest Shutout streak to start the tournament.
 - (e) Coin Toss
11. All Quarter-Final, Semi-Final and Championship games will be 10-12-12 stop time periods with overtime rules as listed in #12 below with one 30 second timeout per game.
12. Quarter Final, Semi-Final & Championship tie breaker rules:
 - (a) Teams play a 5-minute overtime period.
 - (b) The overtime period will be played three on three plus goaltenders.
 - (c) Teams will not change ends for overtime.
 - (d) Penalties will be served during the overtime period and any penalties from the third period will be carried over to the overtime period. Teams will play shorthanded in the overtime period. If a team has one in the overtime it will be played 4 on 3 plus goaltenders, two penalties in overtime it will be played 5 on 3 plus goaltenders. Teams will revert to three on three after first stoppage when penalties are complete.
 - (e) If the game remains tied after the overtime period, the winner will be declared by a best of three shootout.
 - (f) Teams will not change ends for the shootout
 - (g) Each team must designate three shooters prior to the start of each elimination game. This form will be available at the tournament table when signing the game sheet.
 - (h) The home team will decide which team shoots first.
 - (i) If additional shootout rounds are required, the shootout rotation will remain the same as the previous round.
 - (j) If a player is serving a penalty at the end of overtime, that player is not eligible to participate in the shootout.

13. Each team will have one 30 second timeout in the Quarter Final, Semi-Final, and Championship games only.
14. 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.
15. All fighting major penalties, gross misconducts and match penalties will result in an immediate suspension from the tournament.