



SOUTH GRENVILLE MINOR HOCKEY TOURNAMENT RULES AND REGULATIONS (ROUND ROBIN FORMAT)

1. Other than the rules listed below, ODMHA rules will apply, including the ODMHA code of discipline.
2. Each team will be guaranteed three games. Teams will be divided into Four (4) Pools, Pool 1, 2, 3, 4. Each team will play Three (3) round robin Games within their Pool.
3. The top 2 teams in each pool will proceed to the Semi Final Round.
4. Semi Finals will use the following format; 1st place team from pool 1 plays 1st place from Pool 3, 1st place from pool 2 plays 1st place from pool 4. 2nd place team from pool 1 plays 2nd place from Pool 3, 2nd place from pool 2 plays 2nd place from pool 4
The winning team from each Semi Final game will play for the Championship game either A (1st place teams) or B finals (2nd place teams).
5. Each round robin game will be allotted 50 minutes to complete **2-10 (ten) minute periods and 1-12 (twelve) minute period**. Points will be awarded in each game as such.
 - A. 1 point per period. (1pt period win, ½ pt for period tie, 0 pts for period loss)
 - B. 2 Points for a game win, 1 Point for a game tie, and 0 points for a game loss.
6. Team officials must check in with the tournament convenor one hour prior to the first scheduled game and 30 minutes prior to each remaining game. Each team will be expected to be ready to go on the ice 15 minutes prior to the scheduled start in the event the tournament is running ahead of time.
7. During round robin games all games will use a curfew clock; each game is allotted 50 minutes to complete the game.
8. During the third period of all, Semi Final and Championship games running time will commence with a four (4) or more goal spread. There will be no curfew clock used during these games. Once running time commences it will not be stopped, even if the four goal spread is reduced. **All Two (2) minute penalties given during running time will**



be charged as a Two (2) minute penalty and Five (5) minute penalties will be charged as a Five (5) Min penalty.

9. Each team will be allowed one thirty (30) second **timeout** during the **Championship games only**.

10. In the event of a tie, the following tie breaker format will be used to determine where you will finish for the next round.

- a. Head to Head
- b. Goals For/(goals for + Goals against).
- c. Goals For
- d. Least Goals against.
- e. Least Penalty minutes.
- f. Coin Toss.

11. The team with the most points during round robin will be determined the home team.

12. In the event of a tie in the championship games, the following tie breaker format will apply.

- Three minutes of sudden death stop time period of 4 on 4.
- If still tied three minutes of sudden death stop time period of 3 on 3.
- If still tied penalty shots will be taken as follows:
- Five penalty shots per team will be taken simultaneously.
- If the score is still tied after the first five penalty shots, sudden death penalty shots will be taken. No player will repeat until each player has taken his/her turn. After team has completed all players, they must follow the same order the next round.

13. If a penalty is called in overtime when the teams are playing with reduced numbers of players, the non-offending team will add a player. If the penalty expires while play in progress, the penalized player will return to the ice and at the next stoppage of play the teams will revert back to the equal number of players.

14. Any forfeited game will result with the team in attendance being awarded 5 pts for the game and a +6 (+/-).