

## **Championship Weekend Regulations**

All OMHA rules are in effect with the addition of the following:

1. All teams must register at least one hour before their first scheduled game. At this time, each team must produce original Approved Roster Sheet and Approved Affiliated Players List/Team officials.

2. The Home Team for each game will be required to change uniforms should conflicts arise. Please bring both sets of your jerseys. The Tournament Organizers will resolve conflicts.

3. Any damage to dressing rooms or the facility will be the responsibility of team officials.

4. U11, U13 games will be 10 – 15 – 15 Stop Time. U15, U18 games will be 15-15-15 Stop Time. 3 minute warm-ups. Starts when ice surfacer door closes

5. Teams should be prepared to go on the ice up to 15 minutes ahead of their scheduled game time. Games may commence 15 minutes earlier than their scheduled time if the ice surface is ready.

6. No players will enter onto the ice surface before the Ice cleaner has left the ice.

7. Straight Time – When any team is ahead by five (5) or more goals with less than 5 minutes remaining in the third period. The game will proceed to 'straight time' unless the gap is reduced to three (3) goals, at which point the clock will revert back to stop time. The only time the clock would be stopped is if an on-ice injury should occur. All penalties are 2 minute running time.

8. Team officials are responsible for picking up IPADS at the registration table before and can check after each game.

9. Tournament Format - Single Game Elimination and Follows  
Appendix 1. Championship Weekend Outlines

### **i) Overtime**

In the event of a tie during any game: there will be one 5 on 5, Ten-minute, stop time, sudden victory, overtime period. Teams will not change ends in overtime period. Goalies may be removed for an extra skater at the coach's discretion during overtime. Normal penalties will apply in overtime and time remaining on a penalty at the end of regulation time will be carried over in overtime. All OMHA rules apply. If the teams remain tied, the game will be decided by a shootout.

The shootout will consist of 5 players as chosen from each team. The team with the most goals wins the game. If teams are tied after 5 shooters, the shootout will continue using 1 shooter from each team until one team scores and the other team misses. No player can shoot twice for their team unless numbers prevent otherwise. Once either team uses a shooter for the second time, the other team may begin the same. (Roster size smaller)

Visiting team shoots first. If a player is serving a penalty at the end of the game, that player is not eligible to participate in the shootout.

**Championship Final - Will consist of maximum 3 - 10 min sudden victory overtime periods. Goalies remain in same net for first OT period, switch ends for second, and go back to original net for 3rd OT period. Shootout procedure to occur if there is not a winner decided after the 3rd OT. Flood after the second Overtime.**

10. Home ice for the bracket tournament games will go to the highest seed in the game.

11. Home ice for the Final's Games will be given to the Higher Seed. (U13 T3 - Highest remaining seed as determined prior to the 6 game round robin Pool play).

15. Time-Outs- There will be one 30 second time-out allowed for each team at any time during a game.

16. ZERO TOLERANCE - abusive behavior on or off the ice (physical or verbal) conducted by any player, team official, game official or fan, directed at any other player, team official, game official or fan, or tournament organizer will not be accepted. Such activities will result in expulsion from the tournament and arena.

17. Awards will be presented on the ice after the Championship Final game.

18. All Decisions of the Tournament Organizers are Final