



**BILL WHITBREAD MEMORIAL  
HOUSELEAGUE/LOCAL LEAGUE  
TOURNAMENT  
CALEDON MINOR HOCKEY ASSOCIATION  
APRIL 3, 2025 TO APRIL 5, 2025**

### **TOURNAMENT RULES**

1. This tournament is sanctioned by the OMHA; therefore, all Hockey Canada and OMHA rules are in effect except where specifically stated.
2. OHF minimum suspension guidelines will be enforced for any suspension related infractions.
3. Any fighting major or maltreatment (Rule 11) will result in automatic player/coach disqualification from the tournament and for the remainder of the tournament.
4. Any fan maltreatment of players/coaches/officials will result in automatic disqualification from the tournament and for the remainder of the tournament.
5. Tournament is open to OHF registered House league/Local league teams only. This is a non-body contact tournament.
6. We are hosting 4 divisions: Under 9, Under 11, Under 13, Under 15.
7. Applications are processed on a first come, first served basis. Only a complete application with payment will secure a team's spot in the tournament. Payment due within 2 weeks of registration. Deadline for applications is March 1st, 2025. All cancellations will be subject to the "Tournament Refund Policy".
8. A maximum of 19 skaters and 2 goalies may be registered with each team.
9. A copy of an OMHA (or other sanctioning body) must be presented to tournament officials prior to the first game (preferably electronically prior to the tournament). Any changes to the roster must be made in writing. No roster changes will be permitted after the first game has been played.
10. All teams must report to the tournament office at least one hour prior to their first game. Proof of OMHA eligibility (OMHA roster) and approved Travel Permit must be on hand for verification along with team sanctions or supporting documentation. These documents may be sent electronically in advance of the tournament.
11. All games will be scored using iPads and Gamesheet Inc. App. iPads will be available for signing in the tournament office 1 hour before each game. iPads are not to leave the tournament office except in the possession of the timekeeper or other tournament official.
12. Games may start as early as 7AM on all days and teams must be ready to play at least 15 minutes before the start of each game (except the 7AM game which will start at 7AM). Games will not start more than 15 minutes prior to the scheduled game time.
13. All Round Robin games are pre-set on the schedule.
14. Home teams will be designated by the tournament committee and will be the first team listed in the schedule. Home team must wear light-coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise the Home team and the tournament officials of any conflict at least 30 minutes prior to game time. Home teams during elimination games are determined by which team had the better record after round robin play.
15. All officiating decisions, whether made on-ice by referees or off-ice by the tournament officials, are FINAL. There will be no appeals!
16. A certified coach and trainer is required on the bench for all games. All coaching staff will have certification and other documentation available if requested by Tournament Officials or Referees.
17. The sponsors of this tournament, its officials, arena management, and anyone else involved with this tournament will not be held liable for any injury or accident which may be incurred by any players or team official while traveling to or from the tournament.
18. Team officials are responsible for their players both on and off the ice. Teams are asked to please respect the facilities and leave clean dressing rooms no more than thirty minutes after completion of their game.

## TOURNAMENT FORMAT

19. There will be 8 teams in each age category. Each age category will have 2 pools of 4 teams which will be assigned by the tournament committee. All efforts will be made to balance the pools.
20. In round robin play, each team will play the other 3 teams within their pool. At the end of pool play, the top two teams from each pool will create the 'Championship Pool'. The bottom 2 teams from each pool will create the 'Consolation Pool'.
21. As each team is guaranteed 4 games, the 2 'Championship Pool' teams will compete in semi-final games against each other with the winners playing in the 'Championship Final'. The 2 'Consolation Pool' teams will compete in semi-final games against each other with the winners playing in the 'Consolation Final'. This will result in a Championship Winner and Finalist and Consolation Winner and Finalist with all players on these teams receiving awards.
22. The tournament committee reserves the right to assign teams to the semi-final pools if it is in the best interest of the tournament competition (i.e. there are 3 very strong teams in a Pool or 3 very weak teams in a Pool). If this is to occur, the teams in those pools will be involved in the discussion in advance.
23. There will be a 3 minute warm up prior to each game and the game will commence no more than 1 minute after that warm up. The referees will give a one-minute warning to end warm up and be ready for faceoff.
24. Players will shake hands after the games.
25. All round robin games are three periods: (2) ten-minute stop time periods followed by (1) twelve-minute stop time period. Only exception is Mercy Rule (below). No time outs in round robin games. The tournament committee reserves the right to adjust game lengths if required, but no game will be less than (3) ten-minute stop time periods. There are no floods.
26. Teams will be awarded two points for a WIN, 1 Point for a TIE and Zero Points for a LOSS. There is no overtime in round robin play.
27. Max goal differently will be 5 goals for tie breaker purposes.
28. Standings after the round robin will be calculated based on the points awarded as per Rule #26 In the event of a tie the following criteria will be used to break the tie.
  - a. Most Wins
  - b. Head-to-Head Winner between the tied teams (not applicable in a 3-way tie)
  - c. Scoring Differential for all games
  - d. Fewest goals against
  - e. Least penalty minutes
  - f. Coin Toss
29. Mercy Rule: At any time, after two periods of play, if a team is leading by five (5) goals or more, the remaining time will be run time. Should the lead then be reduced to 3 goals or less, the clock will revert to stop time.
30. Teams that bring two goalies, all attempts must be made to play both goalies evenly and this will be monitored by the tournament committee.
31. Semi-Final and Final Games are three periods: (2) ten-minute stop time periods followed by (1) fifteen-minute stop time period. Only exception is Mercy Rule (below). One 30-second time out per team will be allowed in semi-final and final games. There are no floods.
32. If game is tied, a 5-minute, 3 v 3, sudden death overtime will take place.
33. If a penalty occurs in overtime, the non-penalized team will add a player and the game will continue 4 v 3 and then 4 v 4 when the player emerges from the penalty box. The game will revert to 3 v 3 after the next whistle. If a second penalty is called on the same team and the first penalty has not expired, the second penalty will be treated as a delayed penalty and will commence when the first penalty expires.
34. If still tied after overtime, the game will proceed to a best of three shoot-out. Three players will be designated on the game sheet (before the game: e.g., SH1, SH2, SH3) for a best of three shoot-out. The timekeeper will verify each shooter by jersey number. If game still remains tied after 3 shooters, team may not repeat players until all have shot, except for the goalies(s). After 3 shooters, game becomes a sudden death shootout.
35. Penalties will carry over into shoot-out. A penalized player may not be one of the first 3 shooters in the shootout. The skipped-over shooter may participate if it continues to sudden death shoot-out.
36. There are no time outs in overtime.
37. At conclusion of final games, players will line up on blue lines for awards ceremony. Helmets stay on. No parents on the ice surface at all.