



**BILL WHITBREAD MEMORIAL
HOUSELEAGUE TOURNAMENT
CALEDON MINOR HOCKEY ASSOCIATION**

APRIL 2-5, 2020

Tournament Rules

1. This tournament is sanctioned by the OMHA; therefore all CMHA and OMHA rules are in effect.
2. Tournament open to OMHA registered Houseleague teams only. This is **non-body contact tournament**. We are hosting 3 divisions:

Atom Peewee Bantam

3. 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. Deadline for applications and payment is March 3rd, 2020. Cancellations prior to due date; full refund less 25% admin fee. No refunds after the due date.
4. All teams must report to the tournament office at least one hour prior to the first game. Proof of OMHA eligibility (OMHA roster sheets) must be provided, along with team sanctions or travel permits. Local teams (those within a 60-minute drive) must be prepared to play as early as 5:00pm Thursday April 2nd, 2020, all other teams must be ready to start by 7:00am Friday April 3rd 2020.
5. Team officials are responsible for their players both on and off the ice. Teams are asked to leave clean dressing rooms thirty minutes or less after completion of their game.
6. A protest may only be heard if it is brought to the attention of the Tournament Chairperson, or their delegate, within thirty (30) minutes of completion of the game in question. A formal written submission can follow the initial notification. A ruling will be issued prior to the team's next scheduled game. Protests will be ruled upon by the tournament committee and the decision will be final. No protest will be heard regarding a referee's decision.
7. 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.
8. The tournament committee will designate the home team, which is listed first in the match (i.e. Home vs Away).
9. There will be a certified coach and trainer on the bench for all games. All coaching staff will have certification and Speak-Out (RIS) cards available if requested by Tournament Officials or Referees.
10. All teams must be ready to play 30 minutes prior to scheduled start time.

11. In round robin play there is a three-game guarantee, with a three minute warm-up at the start of each game. There will be 13 minutes put on the clock, the refs will give a one-minute warning when the clock counts down to 11 minutes. Teams must be ready for face-off when the clock reaches ten minutes. All games are three (3) ten-minute stop time periods. Only exception is Mercy Rule (below). No time outs in round robin games.
12. Teams that bring two goalies must play both goalies evenly. This can be done by having one goalie playing an entire game, which will be marked on the game sheet. If the team is going to play an odd number of games, the goalies must share that last game. Alternately, the goalies can split each game in half, mark the order of the goalies on the game sheet.
13. **Mercy Rule** At any time, after two periods of play, if a team is leading by five (5) goals, the remaining time will be run time. Should the lead then be reduced to less than five goals, the clock will revert to stop time.
14. A major penalty for fighting will result in the player's expulsion from the tournament. All other minor and major penalties shall be in accordance with OMHA rules. Additionally, and team official (for example Coach, Manager, or Trainer) ejected from a game will be ejected from the tournament.
15. Standings are calculated based on 2 points for a win, 1 point for a tie and zero points for a loss. In the event of a tie in standings, the following criteria will be used to break the tie:
 - a) Winner of head to head (only applies to 2-way tie; three-way tie start with tie breaker (b)
 - b) Percentage as calculated by dividing team's total Goals for by the sum of the team's goals for and goals against [$TGF/(GF + GA) = \%$]
 - c) Fewer penalty minutes
 - d) Fewest Goals against
 - e) Most Goals for
 - f) Coin toss

MEDAL ROUND GAMES

16. Games will be three (3) ten-minute stop time periods. If game is tied after regulation time, there will be one five (5) minute sudden death four on four over-time period. IT will be a stop time period. Penalties carry over into the sudden death OT. Teams do not change ends for OT or shoot-outs. Goalies CAN be pulled.
17. If a penalty occurs during the five-minute sudden death OT teams will not play with less than four players, instead the team with the power play will add a player to make it 5 on 4. 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.
18. If still tied game will proceed to best of three shoot-out. Three players will be designated on the game sheet (before game; e.g. SH1, SH2, SH3) for the rest of three shoot-out. The timekeeper will verify each shooter by jersey number. If still tied proceed to sudden death shoot-out; first team not to match other team's goal loses. Team must not repeat players until all have shot, except for the goalies(s).

19. Penalties will carry over into shoot-out. If a designated shooter (SH1, SH2, or SH3) is in the penalty box when time runs out at the end of the OT period the team will have to select another player from the team to shoot. The skipped -over shooter may participate if it continues to sudden death shoot-out.
20. Only one time out per team during final game. No time outs in round robin.
21. At conclusion of medal round players will line up on their respective blue line for awards ceremony. Helmets stay on. No parents on the ice surface at all.

WE ENCOURAGE GOOD SPORTSMANSHIP FROM ALL TEAMS DURING THE ENTIRE TOURNAMENT. GOOD LUCK TO ALL ENTRANTS, AND MOST OF ALL, HAVE FUN PLAYING THE GREAT GAME OF HOCKEY.

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