

ORANGEVILLE EARLY BIRD TOURNAMENT

September 10-13, 2015

September 17-20, 2015

TOURNAMENT RULES

- Playing rules and tournament rules are those of the OMHA, OHF and Hockey Canada.
- All teams must present their approved team roster and travel permit/permission letter at the Tournament sign in desk at least 45 minutes prior to their first game. Managers and/or coaches will be required to fill in game sheets at the tournament desk at least 30 minutes prior to game time. All AP players should be noted with "AP" beside their name on the game sheet. All bench staff need to sign the gamesheet at the registration desk prior to the game. Individual players do not have to sign in.
- All teams must be prepared to go on the ice 30 minutes before the scheduled game time.
- There will be no-contact for all divisions excluding Minor Bantam through Midget AA, AE. **All MD divisions are non-contact.**
- Warm-ups will begin with 3:30 minutes on the clock. The clock starts when the zamboni doors close. At the 1:30 mark the buzzer will sound, teams should pick up their pucks and be lined up at centre to shake hands with 00:30 seconds left on the clock. **The Game clock will commence as soon as the 3:30 seconds have expired.**
- The tournament committee reserves the right to make any and all decisions regarding: a) interpretation of the rules b) objections or protests c) adjustments of the schedule
- When colours of competing team sweaters conflict, the visiting team will change jerseys
- All protests must be made to the tournament office within 30 minutes of game ending
- All decisions by the tournament office shall be final and without appeal.
- In case of injury or unforeseen problems, the committee reserves the right to alter length of game times • Each team is guaranteed 3 games
- Each venue has a designated warm-up area. Please obey the venue's guidelines. No team is permitted to Warm-up on the running track in Alder Green arena.

- Length of games will be:
 - Novice, Atom 10-10-15 stop time
 - Peewee, Bantam, Midget 10-15-15 stop time
- The clock will run on straight time if there is a 5 goal differential and will continue for the remainder of the game. The clock will stop in the last 5 minutes if the score gets back within 2 goals.
- 2 points for a win, 1 point for a tie, 0 points for a loss in the round robin games
- All games will remain tied in the round robin format. The format will be determined by the number of teams in each division. Sudden death overtime will be played in elimination, semi-final & championship games only.
- In the case of a tie in points after the round robin games, the standings will be determined in the following order:
 - The team winning Head to Head if two teams are tied
 - In the case of 3 teams being tied, the tie breaker will be total goals for divided by total goals for & against and the higher percentage will move on
 - Fewest goals against
 - Fewest penalties accumulated in round robin play (minor and majors only)
 - Coin toss
- There will be one 30 second time out allowed in all semi-final and championship games.
- Overtime – Teams tied at the end of regulation time will play one 5 minute stop time period 4 on 4. At no point will a team play with less than 3 players and a goalie. No changes at the whistle, all player changes must be made on the fly. If the game is still tied at the end of the 5 minute overtime period, there will be a shoot out. Three shooters from each team must be chosen before the game and listed on the game sheet. Each team will shoot simultaneously. If still tied, there will be a sudden death shoot out. One player will shoot from each team until someone scores. No player may shoot a second time, until all players have had an opportunity. If any player is in the penalty box at the end of the over time period, they are not eligible to participate in the shoot out.

Please note Tournament Standings for all divisions will be on the Orangeville Minor Hockey website.