

# Ray Hunt Memorial

## TOURNAMENT RULES

- Pre-game warm up is 3 minutes. Clock starts when the ice resurfaces door closes.
- Games are 10-10-15 minutes stop time periods with no flood during the games.
- The clock will run if the score becomes greater than a difference of 5 goals.
- The game will resume to stop time if the goals become 4 or less.
- Teams must be ready to play 15 minutes ahead of your game schedule time.
- NO TIME OUTS in round robin games.
- 30-second time out in semi finals and Championship games.
- Teams are responsible to ensure the rosters are entered and the suspensions are recorded properly on the I-Pad.
- Home team is light colour jersey and visiting team is dark colour jersey.
- OMHA / Hockey Canada rules apply.
- Game play, referee decision is final.
- Tournament committee decision is final.

### **Over Time Rules:**

- No overtime in round robin games.
- Semi Final & Championship Games will be 5-minute run period sudden victory, changing on the fly only and not on the whistle.
- If no winner, shoot out. 3 shooters per team total goals. If still tied, then 1 shooter until a team wins. No shooter can shoot twice until the entire roster shoots.
- Shooters go at the same time.
- Players suspended or in the penalty box can not shoot.

### **Round Robin seeding:**

1. Highest Points (win = 2 points, tie = 1 point, loss = 0 points).
2. Tied – head-to-head (2 teams).
3. Most wins.
4. GF% (GF divided by GF+GA)
5. Least number of total penalty minutes in round robin games.
6. Coin Flip.