

# ORANGEVILLE FALL CLASSIC

## 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.
- If the tournament is running behind for unforeseen reasons and a game is at risk of going past curfew, the game may need to use 'straight time' to ensure that the game finishes on time, regardless of the score. The convener at the designated rink will make sure both teams are aware if this needs to happen.
- NO TIME OUTS in round robin games.
- 30-second time out in semi finals and Championship games.
- Each team will carry home and away jerseys. Home will wear light and visitors will wear dark. In the event of a conflict, the home team will change sweaters.
- Teams are responsible to ensure the rosters are entered and the suspensions are recorded properly on the I-Pad.
- Suspension rules used for the tournament will be the same as found in the OMHA Manual of Operations (or OHF). All divisions with teams only from the OMHA will use the OMHA Minimum Suspension List. All divisions with one or more teams from outside the OMHA (Alliance, GTHL, HEO, USA Hockey, etc.) will use the OHF Minimum Suspension List. It is the offending team's responsibility to ensure that all tournament suspensions and carry-over suspensions are adhered to. Violations during the tournament will result in the forfeiture of the affected games. The Tournament Committee will assist if there are any questions or clarifications regarding rule and suspension interpretations. 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.