

2018-2019 WBMHA Tournament Rules

(Novice, Bantam & Midget)

It is our objective to ensure fairness to all participating teams. It is extremely important that everyone play by the same rules in order to make the tournament fair and equal to all teams participating. It is the responsibility of the Coaching Staff to ensure that all players are fully aware that this tournament, as sanctioned by the OMHA, is governed by the rules of the OMHA in addition to the rules listed below.

1. Upon completion of the "Tournament Schedule" no alterations will be made.
2. Any team unable to attend must supply sufficient notice (OMHA rule 19.2 paragraph C) allowing tournament organizers time to fill the vacated slot. Lack of sufficient notice, or in the event a replacement team is not found, the registration fee will be forfeit.
3. Any team unable to play a scheduled game, for any reason, will forfeit the game.
4. All team officials are required to sign in **45** minutes prior to their first game at the registration desk (upstairs at the Wasaga Stars Arena) in the presence of the convenor, director or assistants.
5. All APPROVED ROSTERS and APPROVED "AP" ROSTERS must be presented at the registration desk prior to a team's first game. Rosters must be up-to-date and current.
6. Any player receiving 3 minor penalties during a game will be assessed an automatic game ejection penalty unless the third penalty is a coincidental penalty in which case the fourth minor penalty will result in a game ejection penalty.
7. Any player or team official incurring a match penalty, gross misconduct penalty, major penalty for fighting will be automatically suspended from further tournament play.

8. All coaches should be aware that the clock will run time in the third period should there be a 5 goal spread in scoring. The clock will return to stop time if the goal spread decreases to 3 points.
9. IN THE EVENT OF A TIE, a 5 minute sudden victory overtime (stop time) will be played in the following format:
 - a. 1st minute – 5 on 5
 - b. 2nd minute – 4 on 4
 - c. 3rd minute – 3 on 3
 - d. 4th minute – 2 on 2
 - e. last minute of OT 1 on 1.
10. IF THE GAME REMAINS A TIE after 5 minutes, a shoot- out will decide the winner. Three (3) shooters and one (1) goalie from each team will be permitted on the ice. Shooting will take place simultaneously at each end of the rink with one player per side shooting until all three shooters have completed their shots or until one team is declared the winner.
11. IF THE GAME REMAINS A TIE after the initial shoot out by three (3) shooters, shoot-out rounds involving one (1) shooter to elimination will begin. One (1) shooter and one (1) goalie from each team will be permitted on the ice. Note: each shooter in this round(s) must differ from the initial three (3) shooters consecutively until each player has taken one shot. Shooting will take place simultaneously at each end of the rink with each shooter per side shooting until one team is declared the winner.
12. Players must not be double-shifted except where team numbers warrant OR in the last 2 minutes of the game.
13. The tournament organizers, convenors, directors or assistants **WILL NOT overrule a referee's call or decision.**
14. The tournament convenor will make the final decision in any tournament matter requiring such action (ie. Protests, scheduling errors, forfeits).