

**King Township Minor Hockey Association**  
**2017 November Fall Classic Tournament Rules**

1. This is an OMHA-Sanctioned Tournament. Tournament regulations and OMHA rules will apply. See [www.omha.net](http://www.omha.net).
2. All decisions made by the Tournament Committee are FINAL.
3. There are no Appeal or Protest procedures during this tournament. All referee decisions are final.
4. KING MINOR HOCKEY WILL ABIDE BY AND ACCEPT ZERO TOLERANCE FROM ANY PLAYER, COACHING STAFF, OR PARENT INVOLVED IN OUR TOURNAMENT.
5. Insurance is the responsibility of each individual team. In signing the entry form, the team representative on behalf of his team releases the sponsors of the above tournament from any liability caused by injury or accident, which may be incurred by the team or its members while participating in the tournament.
6. Teams will be responsible for any damage to dressing rooms and other arena facilities. Report any damage to a tournament official before using the assigned dressing rooms. It will be the individual team's responsibility to ensure that the dressing room doors are locked. The tournament accepts no responsibility for loss or theft from dressing rooms. Teams must be out of the dressing room 20 minutes after the completion of their games.
7. PROOF OF OMHA ELIGIBILITY AGE MUST BE PROVIDED BEFORE OR UPON ARRIVAL AT THE TOURNAMENT WITH AN APPROVED ROSTER.
8. ALL CENTERS MUST HAVE ORIGINAL APPROVED ROSTERS AND TRAVEL PERMITS (OR PERMISSION FROM THEIR ASSOCIATION IF FROM WITHIN THE OMHA) OR THEY WILL NOT BE PERMITTED TO PARTICIPATE IN THE TOURNAMENT AS PER OMHA REGULATIONS.
9. Please report to the registrar at the tournament office at least one hour prior to game time.
10. Teams must bring two sets of sweaters. a) Designated HOME team will wear "WHITE" sweaters; b) Designated VISITOR will wear "DARK" sweaters;
11. Round-robin games will all be 12-12-12. There will be NO OVERTIME in the round robin games.
12. The clock will continue to run when a team is winning by 5 goals or more in the third period. The clock will return to stop time if the goal differential returns to less than 5.
13. Game MVP's are to be selected by the opposing coaches. Team should ensure that a different player is chosen after every game.
14. **Points in the Round Robin:**
  - a) ½ point for a tied period
  - b) 1 point for a winning period
  - c) 1 point for a tied game
  - d) 2 points for winning a game
15. **Tie Breakers**
  - a) head to head result if applicable (all teams must have played each other)
  - b) GF differential - (Total # of goals for), divided by, (total # of goals for + total # of goals against). **Highest value from this formula will advance.**
  - c) Least penalty minutes (minor and major penalty minutes only – not including misconducts and suspensions)

- d) Least goals against
  - e) Coin toss
16. For determining Quarter Final, Semi Final and Final Game participation: a) In four and six team divisions, 1st plays 4th and 2nd plays 3rd in Semi's-winners proceed to the Finals; b) In five team divisions, after 4 game RR, the top 2 teams proceed to the Finals; c) In seven team divisions, after 4 game RR, the top 4 teams proceed to the Semi-Finals; d) In eight team divisions, top 2 teams in division A play top 2 teams in division B in Semi Finals and winners proceed to the Finals;
  17. The Quarter Final and Semi Final games will be 12-12-12 with the same overtime as the Championship games detailed in #18.
  18. In the Championship games, the periods will be 12-12-12. In the event of any tie, there will be a five-minute 4 on 4 SUDDEN VICTORY with goalies. If still tied, there will be shoot out. Coaches will choose 3 shooters prior to the game and if a winner is still not decided after the 3 shooters, a sudden victory shoot out will occur (NHL rules). Players cannot shoot again until all players have taken a shot.
  19. In the Championship games, all players in the semi's or final game must have played at least one of the round robin games during the tournament. If not, he or she will be asked to become a spectator.
  20. There will be one timeout allowed per team in Semi-Final and Final games only.
  21. Floods are to happen at the beginning of each game. No one is allowed on the ice until the ice maintenance staff is off and the doors closed.
  22. Game starting times must remain flexible in that they may be moved back or forward as circumstances dictate. Teams must be ready to go on the ice up to 15 minutes prior to scheduled game time.
  23. ANY TEAM PLAYER OR TEAM OFFICIALS WHO ARE EJECTED FROM A GAME FOR A MAJOR PENALTY OR MATCH PENALTY MUST SERVE THE PENALTY FOR THE REMAINDER OF THE TOURNAMENT. PLAYER OR TEAM OFFICIALS MUST ALSO SERVE PENALITIES DURING REGULAR SEASON AND OR/PLAYOFF GAMES AS PER OMHA RULES. ANY HITTING OR CHECKING FROM BEHIND PENALITIES WILL BE AS PER OMHA RULES.
  24. **HAVE FUN!!!**