



# King Township Rebellion Minor Hockey Association

## 2017 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) for additional information.
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. Tournament Conveners do not discuss referee decisions. Any player or team official found to be abusive toward any Tournament Official will be expelled from further tournament participation.
4. Any player or team official receiving a penalty that results in an automatic game suspension may be suspended from further tournament play. NO FIGHTING PERMITTED. Fighting at anytime of the game will result in an automatic suspension from the tournament.
5. KING MINOR HOCKEY WILL ABIDE BY AND ACCEPT ZERO TOLERANCE FROM ANY PLAYER, COACHING STAFF, OR PARENT INVOLVED IN OUR TOURNAMENT.
6. 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.
7. 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. Keys are available in the tournament offices.
8. PROOF OF OMHA ELIGIBILITY AGE MUST BE PROVIDED BEFORE OR UPON ARRIVAL AT THE TOURNAMENT WITH AN APPROVED ROSTER. 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. If your team will not have a trainer on the bench, please notify us as soon as possible.
10. 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. 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.
11. Teams must bring two sets of sweaters. a) Designated HOME team will wear "WHITE" sweaters; b) Designated VISITOR will wear "DARK" sweaters;
12. Game MVP's are to be selected by the opposing coaches. Team should ensure that a different player is chosen after every game.

13. 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.
14. 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.
15. Round-robin games will all be 12-12-12. There will be NO OVERTIME in the round robin games. Points during round robin play will be awarded as follows: a) 2 points for the winner of the game; b) 1 point for each team for a tie.
16. In case of a tie in points after the round robin series, the winner will be decided by: a) Head to head (in the event that more than two teams are tied, all tied teams must have played each other for this tie breaker to be used); b) If still tied, (total goals for/(total goals for +total goals against) The higher number wins; c) If still tied, the team with the least amount of penalty minutes (minor and major penalty minutes only – not including misconducts and suspensions); d) If still tied, the team with the most goals for; e) If still tied, the team with the least goals against .
17. For determining 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 eight team divisions, top 2 teams in division A play top 2 teams in division B in Semi's-winners proceed to the Finals.
18. The semi-final games will be 12-12-12 with the same overtime as the championship games detailed in #18.
19. In the Championship games, the periods will be 12-12-12. In the event of a 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. There will be one :30 second timeout allowed per team in Semi-Final and Final games only.
20. **HAVE FUN!!!**