



**King Township Minor Hockey Association  
2026 King Playoff Challenge Cup  
Tournament Rules  
Friday January 30, 2026 to Sunday February 1, 2026**

**ALL SCHEDULING AND GAME RESULTS WILL BE POSTED ON**

**[KTMH > King Playoff Challenge Cup > Schedule & Results \(King Township Minor Hockey\)](#)**

1. This is an OMHA-Sanctioned Tournament. Tournament regulations and OMHA rules will apply. See [www.omha.net](http://www.omha.net). SANCTION - This tournament is sanctioned by Hockey Canada and the OMHA. The Sanction Number for this tournament is 30721.
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 HAS ZERO TOLERANCE FOR MISCONDUCT AND ABUSE FROM ANY PLAYER, COACHING STAFF, OR PARENT INVOLVED IN OUR TOURNAMENT. COACHES ARE RESPONSIBLE FOR THEIR PLAYERS BOTH ON AND OFF THE ICE.
5. Insurance is the responsibility of each individual team. In registering for the tournament, the team representative on behalf of his/her 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. Mandatory – Mouth guards must be worn by all OMHA-governed players.
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 will have access to their dressing room 30 minutes prior to their game. Teams must be out of the dressing room 20 minutes after the completion of their games.
8. PROOF OF OMHA ELIGIBILITY AGE MUST BE PROVIDED BEFORE OR UPON ARRIVAL AT THE TOURNAMENT WITH AN APPROVED ROSTER.
9. ALL CENTRES MUST HAVE ORIGINAL APPROVED ROSTERS AND TRAVEL PERMITS OR THEY WILL NOT BE PERMITTED TO PARTICIPATE IN THE TOURNAMENT AS PER OMHA REGULATIONS.

10. **We will be using electronic game sheets** and coaching staff must report to the tournament desk at each arena 30 minutes prior to their game start to verify the electronic game sheet and have the bench sign as per OMHA RULES.
11. A total of 17 players, 2 goalies and 5 team officials may be signed to an entry form. All players must be registered to an official approved roster or approved AP list.
12. Teams must bring two sets of Jersey's: a) Designated HOME team will wear "WHITE" Jersey's; b) Designated VISITOR will wear "DARK" Jersey's.
13. Round-robin games will all be 10-10-15 periods. There will be NO OVERTIME in the round robin games. Games will be curfewed to stay on schedule if necessary.
14. No timeouts in round robin games.
15. The clock will continue to run when a team is winning by five goals or more in the third period. The clock will return to stop time if the goal differential returns to less than five.
16. 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.**
17. Game MVPs are to be selected by the coach of your own team.

18. **ROUND ROBIN TIE BREAKERS**

Division standings will be determined by two points for a win and one for a tie; in the case of a tie between two teams in group standings, the higher position will be determined as follows:

Two Teams Tied:

1. The winner of the round robin game or qualifying round between the two tied teams gains the higher position (head-to-head). If teams are still tied, 2 applies.
2. The team with the most wins in the round robin or qualifying round gains the higher position.
3. If the two teams are still tied after 1 and 2 has been applied, then the team with the best goal differential gains the higher position. The goal differential of a team is to be determined in the following manner:
  - a. Total number of goals for divided by the total number of goals for plus total number of goals against.

NOTE: All round robin games or qualifying round games are included.

NOTE: The higher goal differential value gains the higher position.

4. If the two teams are still tied after 1, 2 and 3 has been applied, the team with the least number of penalty minutes throughout all of the round robin games or qualifying round gains the higher position.

5. If the two teams are still tied after 4 has been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
6. If the two teams are still tied after 5 has been applied, a single coin toss will determine which team gains the higher position.

**Three or More Teams Tied:**

7. When three or more teams are tied, the three or more team's tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd etc. seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team or more tie breaker will continue to determine the seeding of the remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.
8. If three teams or more are tied, the point record established among the tied teams only [using only the results of games played amongst the tied teams] will be used as the first tie breaking formula in deciding which team(s) shall advance. The team with the most wins (among the tied teams) would gain the highest position.
9. If the teams are still tied after 8 has been applied, then the team with the best goal differential, including the games that were excluded in 8 gains the highest position. The goal differential of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for plus total number of goals against.

NOTE: All round robin games or qualifying games are included. The higher goal differential value gains the higher position.

10. The exercise of 8 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, then 9 is applied. They do not go back to the "Two Team Tiebreaker".
11. If the teams are still tied after 9 has been applied, the team with the least number of penalty minutes throughout all the round robin games will gain the higher standing.
12. If teams are still tied after 11 has been applied, a coin toss shall determine the higher standing. In a 3-team coin toss, the odd team gains the higher position, and another coin toss will be held to determine the standing of the other two teams.
19. For determining Semi Final and Final Game participation: a) In all divisions, 1st plays 4th and 2nd plays 3rd in Semi's - winners proceed to the Finals; b) In five team divisions, after the 4 game RR, the top 2 teams proceed to the Finals.
20. The Semi Final games will be 10-10-15 with the same overtime as the Championship games detailed in #21.

**SEMI FINAL AND CHAMPIONSHIP GAME TIE BREAKERS**

21. In the Semifinal and Championship games, the periods will be 10-10-15. In the event of any tie, there will be a five-minute overtime, 5 on 5 SUDDEN VICTORY with goalies. If still tied, there will be a shootout. Coaches will choose three shooters for the shoot out and they will shoot simultaneously. If a winner is still not decided after the three shooters, a sudden victory shootout will occur where teams continue to send players in until a player scores and the other player does not. Players cannot shoot again until all players have taken a shot.
22. In the Semifinal and Championship games, all affiliated players 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.
23. There will be one 30-second timeout allowed per team in **Semi-Final and Final games only**. Only one team may use a timeout per stoppage.
24. 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. **Teams must wait until Referee's are on the ice before the team may enter the ice.**
25. Teams are not allowed to warm up in the stands while a game is being played. Portable speakers are allowed in the dressing rooms but not outside the dressing rooms and not in the stands. Teams are to be respectful of the arena space and find a suitable area to warm up that is not to disturb programs that are happening in or about the arena. The field house (track and soccer pitch) at Zancor Arena is strictly off limits for players for warm up purposes.
26. 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 THE TOURNAMENT AND IF THEY ARE ALREADY SUSPENDED COMING INTO THE TOURNAMENT, THEY MUST SERVE THEM IN THE TOURNAMENT BEFORE THEY CAN PLAY ANY GAMES AS PER OMHA RULES. ANY HITTING OR CHECKING FROM BEHIND PENALITIES WILL BE AS PER OMHA RULES.
27. **HAVE FUN!!!**