Optimist Tournament Game Rules

This tournament is designed for fun and the expectation is that all players will receive EQUAL ice time.

The President, 2nd Vice President or Showcase Director will have the final authority concerning all rules and regulations including, but not limited to, suspensions, expulsions and general discretion of conduct.

All Hockey Canada and OMHA rules are in effect with the exception of game length.

One thirty (30) second time out will be allowed in the semi-finals and finals only.

All game-sheets will be audited following each game to ensure rules have been adhered to.

Tyke up to and including Peewee will play 4 on 4 plus a goalie. Bantam and up to Juvenile will play 3 on 3 plus a goalie.

Points will be awarded as follows:

Tyke to Bantam

2 points for a win

1 point for a tie

2 points per period win

1 point for a period tie

2 points for penalty free game

Skills points will be added to game points after 3rd day of tournament

Midget and Juvenile games are wins and losses. Ties will result in a sudden victory simultaneous shootout. All players must shoot once before a player can shoot for a second time.

**All teams must be ready 10 minutes before game time in case they can start early. Teams that are late will forfeit.**

TEAMS

1. A team shall be composed of a maximum of seventeen (17) skaters and one (1) goalie; Rep players are NOT permitted to play in this tournament.
2. Teams must start the game with a minimum of six (6) players.
3. Each team will play with four/five (4/5) players on the ice.

RULES OF PLAY

1. All games will be NON-BODYCHECKING.
2. All games will be 3-fifteen (15) minute running time periods except for Midget and Juvenile. Midget and Juvenile will play 24 minute games, runtime, and a 60 second buzzer, and will be a double elimination format.
3. Face-offs will occur only at the beginning of each period, or in case of coincidental penalties (see Minor Penalties).
4. When play is stopped due to the goalie controlling the puck OR after a goal was scored, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty for the offending team.
5. There is no centre-ice (red) line, and therefore NO icing calls.
6. No one player may score more than two (2) goals per period UNLESS behind by three (3) or more goals or in the execution of a penalty shot (see Minor Penalties). The scorekeepers will track this and advise the refs.
7. All offside plays at the blue line will be deemed delayed off-sides and the referee will call for the offending players to release the puck and exit the zone. Once all the offending players have exited the zone together, they may re-enter the offensive zone.
8. Teams do not switch ends after each period.
9. Teams are allowed to pull their goalies.

SHIFTS

1. Player shifts will be one (1) minute and thirty (30) seconds in length. A buzzer will run to signal the end of each shift. Players may not be double shifted unless the bench is short (see section “D”
2. Bench doors MUST remain closed until the sound of the buzzer. The referee closest to the benches will hold up his/her arms to ensure that the doors remain closed.
3. Once the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice. The new players may enter onto the ice surface once the retiring players are within the normal line change zone (10 feet). Any players who play the puck while exiting the ice will be penalized.
4. In the case of a shortened bench due to injury or ejection(s), at the sound of the buzzer all players must make contact with the bench boards; the double-shifted player(s) may then rejoin the action after having touched the bench boards.

MINOR PENALTIES

1. All penalties will result in an immediate penalty shot situation for the offended player. The referee will place the puck on the centre face-off spot and the remaining players will line up in each corner on the red line. Once the player has taken the penalty shot, play will resume as normal. If the offended player is injured and unable to perform the breakaway, the coach will assign one (1) player from the ice to replace that player. The clock will STOP until the player begins his/her penalty shot and then the clock will resume counting down.
2. Coincidental penalties shall result in a faceoff at centre ice. Penalized players will go to the player’s bench and the remainder of that shift will be played short for BOTH teams (3 on 3, 2 on 2 etc.)
3. Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game. Coincidental penalties will be recorded as a penalty.
4. If a player is ejected during a second game under the same circumstances as ‘c’ that player will serve a further one (1) game suspension.
5. ALL SUSPENSIONS WILL CARRY OVER INTO LEAGUE / PLAYOFF GAMES.
6. Body checking penalties will be deemed as two (2) offences on the scoresheet. Two (2) body checking penalties in the same game will result in the immediate ejection from that game, plus a further game misconduct. Only one (1) penalty shot will be awarded for each body checking penalty.
7. If there is a delayed penalty and the offended team scores, the penalty is still recorded to the timekeeper, *but NO penalty shot will take place.*

MAJOR PENALTIES

1. Major penalties will result in the immediate ejection of the offending player(s) and suspension pending further review by the Convenor or as deemed by the OMHA Manual of Operations rules 5(b) Players assess a major penalty for fighting, a Game Misconduct will be recorded. A MINIMUM five (5) game suspension will occur. Further suspension could be added pending review by the Convenor or AMHA. Players dropping their gloves will be notes as a fight.

OVERTIME IN FINALS

There will be a five (5) minute sudden death with one minute buzzers. All players must play one shift before a player can play his next shift (roll benching / no bench hopping or shuffling).

If there is no winner in the five (5) minute sudden death, there will be a shootout. All players must shoot once before a player can take his next shot.