Aurora Minor Hockey Association 49th Annual Bantam Tournament

Rules & Regulations

1. This is an Ontario Minor Hockey (OMHA) sanctioned tournament. As such, it will be conducted according to the OMHA Tournament Playing rules and regulations.
2. **All teams must register with the Tournament Committee at least one hour prior to playing their first game**. A tournament representative will be at each rink for registration before each team’s first game on the schedule. Approved rosters must be presented as well a written permission from the team’s home centre. Ineligible players will not participate in any Tournament games.
3. Teams must be ready to play fifteen (15) minutes before their scheduled game time.
4. For safety, Coaching staff is NOT allowed to cross the ice surfaces prior to or after games; a two-minute minor penalty will be assessed.
5. The Home team will wear white jerseys and the Visiting team will wear dark jerseys.
6. All games except FINALS will consist of **two 10-minute and one 15-minute stop time periods.** (i.e. 10-10-15 stop time; FINALS will be 10-15-15 stop time periods). The game will commence with a 3 minute warm-up on the clock, with 30 seconds left, a warning buzzer will sound for coaches to ready their teams to line-up for **pre-game hand-shake at centre ice** followed immediately by game face-off.
7. A flood will take place following every game.
8. A running clock mercy rule will take effect for either of the following occurrences:
9. At any point in the third period if there is a five (5) goal differential, the clock will run (straight time) for the remainder of the game unless the gap is reduced to three (3) goals,
10. The only time the clock would be stopped during “straight time” is if an on-ice injury should occur.
11. All penalties are running time during straight time.
12. **Points will be awarded as follows: Game Win – 2 points; Game Tie – 1 point; Game Loss – 0 points.**
13. **Tie-Breakers (Points based results) –** If teams are tied in the standings at the end of the Round Robin play, ties will be broken as follows:
14. Two teams only: The winning team in head-to-head competition will be awarded the higher standing.
15. If the two teams are still tied, or if more than two teams are tied; the team with the fewest goals against will be awarded the higher standing.
16. If two or more teams are still tied; the team with the highest goals for will be awarded the higher standing.
17. If two or more teams are still tied; the team that has the highest result of goals for divided by goals against will be awarded the higher standing.
18. If two or more teams are still tied; the team with the fewest penalty minutes will be awarded the higher standing.
19. If the teams are still tied after all the previous methods have been applied, the winner of the playoff spot will be determined by a single toss of a coin by the AMHA Tournament Director or AMHA VP or President.
20. **All SEMI-FINAL games will consist of two 10-minute and one 15-minute stop time periods. Home team will be the team that finishes with the highest points at the end of the Round Robin play (unless otherwise indicated). All FINAL games will consist of one 10-minute and two 15-minute stop time periods.**
21. **TIE BREAKER RULES –Semi Finals and Finals**

If the game ends in a tie, a 5-minute running time, sudden death period will be played with five skaters and one goalie per team. If at the end of the five minute period there is no winner then the following will take place:

i) First Minute – teams will play 5 on 5 (plus goalie) running time until a goal is scored or buzzer sounds.

ii) Second Minute – teams will play 4 on 4 (plus goalie) running time until a goal is scored or buzzer sounds.

iii) Third Minute - teams will play 3 on 3 (plus goalie) running time until a goal is scored or buzzer sounds.

iv) Fourth Minute – teams will play 2 on 2 (plus goalie) running time until a goal is scored or buzzer sounds.

NOTE: During all one minute Overtimes there will be no player substitutions unless an injury has occurred.

1. Goalie must remain on ice at all times during the four one-minute segments except during a delayed penalty call. If the game remains tied, teams will continue to play 2 on 2 (plus goalie) running time until the tie is broken. The buzzer will sound after each one-minute shift and two new skaters will go on the ice.
2. No player may play 2 shifts until all skaters on the roster have played once. Head Coach is to present a list of skaters to the referee to be matched on-ice for the 1st round of overtime for each 1 minute shift. Each skater must be identified to the referee to the scorekeeping box in the first round of overtime until all players have skated a shift, and then players will be played in any order.
3. Affiliated or Rostered players must have **participated in at least one round robin game** in order to be eligible to participate in a semi-final or final game.
4. One 30-second time-out per team will be allowed in the championship FINAL game ONLY.
5. **Teams must participate in the 3 on 3 mini-tournament or will forfeit their tournament points/standings.**
6. **MVP’s** are awarded at the end of each game on-ice – teams line up on the blue line, Team Coach is to advise the Referee of their MVP’s #.
7. **Suspensions** incurred during the Tournament must be served during any remaining tournament play, as per OMHA Rules. This applies to all teams from all associations. The Tournament Committee reserves the right to render decisions regarding rule interpretations. **All decisions are final. NO PROTESTS will be allowed.**
8. Any Player or Team Official engaged in a physical altercation or receiving a Fighting Major, Gross Misconduct or Match Penalty will be automatically suspended from the Tournament immediately and be asked to leave the Ice Surface and player areas.
9. All Game Sheets are forwarded to the OMHA, Pick up team copies in the tournament office.
10. Any Spectator, Player or Team Official being verbally aggressive or physically aggressive with Referees, Other Players, Team Officials, Tournament Officials, or other Spectators will be asked to leave the Playing Area and possibly the Arena depending on the situation. Police will be called if necessary.