

15th Annual Bob Black Memorial Tournament

Rules & Regulations



1. **Game Sheets:** Team Managers must report to the tournament office 45 minutes prior to the start of each game to fill out game sheets. Games sheets must be completed in the tournament office.

2. **Team Roster:** Team Managers must submit an Official team roster from their sanctioning body (OMHH, ODMHA, NOHA, Alliance etc.) of no more than 19 players eligible to play in the tournament (refer to OMHA regulations for eligibility). Only those players whose names appear on the roster will be permitted to play in the tournament. A player must play in one round robin game, to be eligible to play in the semi-finals or finals.

Teams may dress a maximum of 19 players for a game. (2 must be goalies). All teams must have a head coach and a trainer and no more than 5 bench staff total for each game as per OMHA rules.

3. **Game Start:** Teams must be prepared to play up to 15 minutes prior to scheduled game time. There will be a 2 minute warm-up added to the first period. Players will shake hands or touch gloves, following the warm up. The time clock will start at the drop of the puck.

4. **Sweaters:** Where both teams have the same or similar coloured sweaters, the home team will be allowed to wear their sweaters, and the visitors will be required to change to a different colour. We recommend that all teams bring 2 sets of sweaters. Where possible, the home team will wear light coloured sweaters.

5. **Damage:** Teams will be responsible for any damage to dressing rooms and arenas and other facilities. This includes damages caused by banging on the glass or boards while on or off the ice. Report any damage to a tournament official or arena staff before using an assigned dressing room. It will be the individual team's responsibility for loss or theft in the dressing rooms. Dressing room keys are available from the tournament officials at the sign in area. The reference to facilities also includes the hotels, motels and other facilities co-operating with the Bob Black Memorial Tournament.

6. **Body Checking:** This is a non-checking tournament for ALL divisions.

7. **Rules:** All games will be played according to O.M.H.A. rules and regulations. O.H.F. min. suspension list is in effect.

8. Tournament organizers and representatives are not responsible for lost or stolen articles. All teams participating in the tournament shall be responsible for their own insurance coverage.

9. All Regular Round Robin games will be 10-10-10 stop time periods. These games will have a curfew enforced at 50 minutes.

a. At 45 minutes into the 50 minute time allotment if there is more than 2 minutes of game time on the clock the timekeeper will switch from stop time and run straight time. The only exception is if the mercy rule is in place and straight time has already been initiated.

b. This decision is at the discretion of the Durham Crusader Tournament Executive on-hand, and each team will be informed prior to start of 3rd period.

10. Quarter Final, Semi Final and Final games are 10-10-10 stop time periods with possible overtime, shootout and no curfew.

11. **Timeouts:** During quarter, semi and final games only (no timeouts in round robin play). Each team will be allowed one 30 second time-out during regulation or overtime play.

12. **Mercy rule** – when a team is ahead by FIVE goals **in the third period**, the clock will run straight time. If the goal margin drops below 5 then the game will revert back to Stop Time unless a curfew situation exists (see rule 9).

13. Each team will play 3 round robin games unless otherwise was specified at time of registration or in section 16 below.

14. Points will be awarded based on win (2 points), loss (0 points) or tie (1 point). There will be no OT in round robin.

15. **Tie-breaking Formula:** round robin point total ties will be broken as follows:

- a. 1st - Record against each other (if only two teams tied)
- b. 2nd - Most wins
- c. 3rd – Highest goals for percentage $GF/(GF+GA)$
- d. 4th – Least goals against
- e. 5th – Penalty minutes
- f. 6th – Coin flip

In the event of a three way tie the process will be applied to separate one team. At this point the process will be applied again from the start to separate the final two teams.

16. **Advancing to Quarter/Semi/Finals**

Novice (HL/LL): (6 teams)

2 pools of 3 teams play 1 game against each team in their pool. All teams advance to finals where 1st place teams play each other, 2nd place teams play each other and 3rd place teams play each other.

Atom & Bantam (HL/LL): (12 teams)

3 pools of 4 teams play 1 game against each team in their pool.

1st place pool winners all advance.

The top two 1st place pool winners get a bye into the Semi Finals

The remaining 1st place pool winner plays the 3rd place wildcard in a Quarter final game

The 1st and 2nd wildcards also advance to play in a Quarter final game

Winners of the Quarter Finals advance to Semi Finals

Winners of Semi Finals advance to Finals

Peewee & Midget (HL/LL): (16 teams)

4 pools of 4 teams play 1 game against each team in their pool.

1st place pool winners all advance.

The top 1st place pool winner gets a bye into the Semi Finals

The remaining three 1st place pool winners play the 1st - 3rd place wildcards in a Quarter Final Game

Winners of the Quarter Finals advance to Semi Finals

Winners of the Semi Finals advance to Finals

Atom Rep: (8 teams)

2 pools of 4 teams each play a round robin series within their pool.

Top teams in each pool play each other for A Championship

2nd place teams in each pool play for B Championship

3rd place team in each pool play for C Championship

4th place team in each pool play for D Championship

Peewee Rep: (8 teams)

This division has been split into Division A and B, the two divisions won't play each other due to their comparative rankings. We are hoping the teams in each division will be closely matched.

Division A - 4 teams play 1 game against each other, all teams advance to finals where top two teams compete for the championship, bottom two teams compete for consolation.

Division B - 4 teams play 1 game against each other, all teams advance to finals where top two teams compete for the championship, bottom two teams compete for consolation.

17. Quarter Finals, Semi-Finals and Finals Overtime

Overtime for quarter finals, semi-finals and finals are sudden victory:

i) 3 minutes 3 on 3 with goalie.

ii) 2 minutes 2 on 2 with goalie.

If still tied, each team will select 5 players for a shoot-out. All 10 players will shoot once on a rotation basis. The team scoring the most goals will be declared the winner. If still tied, the shootout procedure will repeat with a different 10 players until the winner is declared.

The goalie must remain on the ice at all times during sudden victory periods. If a team is penalized during the sudden victory periods, the penalized player will serve his/her entire penalty and a penalty shot will be awarded to the non-offending team immediately after the penalty call. The offending team will not play short handed.

18. Fighting and Match Penalties: A player who receives a fighting major or match penalty shall be suspended from the tournament

19. Teams must vacate dressing rooms 20 minutes after playing

20. Referees decisions are FINAL and may not be appealed. Appeals of any kind must be submitted in writing along with \$150.00 cash to the Tournament Convener (or designate) within ONE hour of the finish of the game to which the appeal or protest applies. Notification of "potential" of appeal must be made to the Tournament Convener (or designate) within 15 minutes of the finish of the game. If the appeal is upheld then appeal fees will be refunded.

21. Tournament Format: The Tournament Convener reserves the right to change the format of the tournament should it be deemed necessary.

