



Bob Black Memorial Tournament Rules and Regulations

Pre-Game Protocol: Teams will line up and meet at centre ice after 2:00 min warm-up to shake hands with the players and the bench staff as they skate by the bench. The Player of the game award will be done by each team in the dressing room after the game and selected by your own coaching staff.

1. Electronic Gamesheets will be used

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 should arrive no more than 30 minutes before their scheduled game time. 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. 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-Bodychecking tournament in all divisions except U15 Rep which is full contact.

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 games (Round Robin and Finals) will be 10-10-10 stop time periods. These games will be curfewed 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. Only Semi & Final Games will have overtime.

11. **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).

12. Each team will play 3 round robin games unless otherwise specified at time of registration.





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13. Timeouts: during final games only, each team will be allowed one 30 second time-out during regulation or overtime play.

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. **Semis-Final and Finals Overtime** - Overtime for semi-finals and finals are sudden victory:

- i) 5 minutes 3 on 3 with goalie.
- ii) 3 minutes 2 on 2 with goalie.
- iii) 2 minutes 1 on 1 with goalie.

Line changes are only permitted on the fly during overtime, no changing after a whistle. Goalie can be pulled for an extra skater during overtime.

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 shorthanded.

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

18. Coaches are required to ensure all team members exit the facility within 20 minutes of the conclusion of the game.

19. 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.

20. If any team is unable to participate in a scheduled game, that game will result in a forfeit score of 1 – 0.

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

22. Results will be posted on the Durham Crusaders website under the tournament page only.





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Round Robin and Playoff format for each Division:

5 team divisions (U11 Rep)

- 1 pool, 4 game round robin.
- After round robin games are completed, 1st place team plays 2nd place team in the final.

6 team divisions (U15 Rep)

- 1 pool, 4 game round robin.
- After round robin games are completed, 1st place team gets a bye into the final, 2nd and 3rd play a semi-final game, winner plays the 1st place team in the final.

8 team divisions (U13 & U15 LL)

- 2 pools of 4 teams each. Round robin games played within pool.
- After round robin games are completed, teams will be ranked by points 1st – 4th in each pool. The first place teams in each pool play second place team in opposite pool for semi-final game. Winners of these semi-final games will play in the championship final. 3rd place teams in each pool will play each other for a consolation final, 4th place teams in each pool will play each other for a consolation final.
- Medals are only awarded to the two teams participating in the Championship game.

10 team divisions (U11LL & U13Rep)

- 2 pools of 5 teams each. Round robin game played within pool
- After round robin games are completed, teams will be ranked by points 1st – 5th in each pool. The first place teams in each pool play second place team in opposite pool for semi-final game. Winners of these semi-final games will play in the championship final.

12 team divisions (U18 HL/LL)

- 3 pools of 4 teams each. Round robin games played within pool.
- After round robin games are completed the first-place team in each pool will advance to the semi-finals. The top second place team overall will advance to the semi-finals as a wild card and will play the 1st place overall team.
- The two teams that win the semi-finals will advance to the championship final game on Sunday afternoon.

- **See rule 15 regarding how rankings will be determined in the event of a tie.**

