



EAST NIPISSING MINOR HOCKEY ASSOCIATION

P.O Box 208 Astorville, ON
P0H 1B0

Tournament Rules 2016-17

This tournament is sanctioned by the Northern Ontario Hockey Association. All Hockey Canada, Ontario Hockey Federation, and Northern Ontario Hockey Association rules will apply throughout the tournament.

There's no body checking in our house league tournaments Tyke to Midget. There is no body checking at the Novice Rep and Atom Rep and Pee wee Rep Levels.

Prior to the first game, the team manager or other staff member must register with the tournament convenor. (Upstairs at arena.) **Travel permits must be submitted along with an official copy of team roster with identification numbers.**

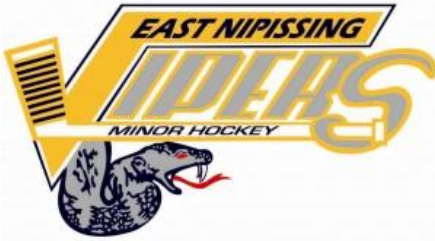
Team officials are responsible for the conduct of their team on and off the ice. Teams failing to conduct themselves appropriately may result in players, team officials, or the entire team being ejected from the tournament.

Team officials ensure dressing rooms are tidy before you vacate the room.

* The tournament committee reserves the right to make decisions regarding all aspects of the tournament. Tournament committee decisions are final.

Games:

- Teams must be ready to play 15 minutes ahead of their scheduled start. If the tournament is running ahead, the teams will be instructed to start early.
- The home team has been designated on the tournament schedule. In case of conflicting uniform colours, the home team will change their uniforms.
- Teams will shake hands prior to start of game. Coaching staff will stay on benches.
- Any player assessed a fighting (major) penalty and/or a match penalty will be ejected from the tournament.
- In the championship games, the home team will be the higher seeded team based on round robin play.
- Once the Zamboni has left the ice and the doors are closed and an OFFICIAL is on the ice the players are permitted go on the ice.



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- As soon as the players are permitted on the ice, a 3-minute warm up will begin. The warm up will begin with or without the team(s) on the ice. At the end of the warm up, the teams will line up and shake hands.
- All games in the **Kurtis Schoen Memorial Rep Tournament and ENMHA Wind-Up Tournament** , including playoffs and championships, will consist of **three 10 minute stop time periods**. There will be no overtime or timeouts in the preliminary games.
- All games in the ***Bantam & Midget Spring Break Tournament*** , including playoffs and championships shall consist of **three 12 minute stop time periods** There will be no overtime or timeouts in the preliminary games.
- One 30 second timeout, per team, will be permitted in semis and finals only. Timeouts are not permitted in overtime periods.
- Clock will run straight time in 3rd period if a team is leading by 5 goals.
- At the end of the game, the teams will line up on their respective blue lines and player of the game awards will be presented. The coaching staff is responsible for selecting the player of the game from their own team.
- After the player of the game presentation, the visiting team will leave the ice surface first. The home team must remain on their side of the red line until the visiting team has left the ice.

Standings & Ties:

Standings within each division will be based on the results of the games played. Points will be awarded as follows:

Win = 3 points

Tie = 2 points

Loss = 1 point

Default = No point

The following determines advancement after round robin play:



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- 1) Divisions with 4 teams: Teams will be ranked from 1st to 4th after round robin play. The team ranked 1st will get a bye to the finals, 2nd will play 3rd in a semi-final to determine championship game finalists.
- 2) Divisions with 5 teams: Teams will be ranked from 1st to 5th after round robin play. There will be no semi finals. The team ranked 1st and 2nd will play for the championship.
- 3) Divisions with 6 teams: Teams will be ranked from 1st to 6th after round robin play. 1st will play 4th in one semi, 2nd will play 3rd in the other semi to determine championship game finalists. Teams finishing 5th and 6th after round robin play will be eliminated.
- 4) Divisions with 8 teams: Teams will be ranked 1st to 4th within their own pool after round robin play. 1st from pool A will play 2nd from pool B in one semi and 1st from pool B will play 2nd from pool A, to determine championship game finalists. Teams finishing 3rd and 4th from pools A and B after round robin play will be eliminated.

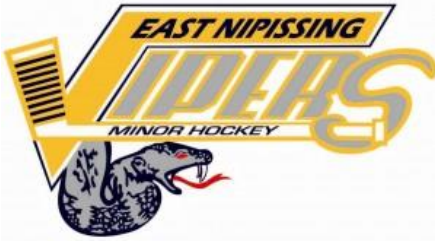
In the event of a tie at the end of the preliminary round, the following tie breakers will be used:

If 2 teams are tied for points:

- a) If 2 teams are tied for points, the winner of the head to head matchup will take the higher standing.
- b) If teams are still tied, the team with the fewest losses will take the higher standing.
- c) If the teams are still tied, the team with the fewest goals allowed will take the higher standing.
- d) If the teams are still tied, the NOHA tie breaking formula will be used.
- e) If the teams are still tied, a coin toss will determine the higher position

If 3 or more teams are tied for points:

- a) The team with the fewest losses will take the higher standing.
- b) If teams are still tied, the team with the fewest goals allowed will take the higher standing.
- c) If the teams are still tied, the NOHA tie breaking formula will be used.
- d) If the teams are still tied, then the team with the least number of penalty minutes in the preliminary round will take the higher standing. (Applies to all divisions except Tyke) Note:



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For the purposes of determining penalty totals, each game misconduct and game ejection penalty is equal to 10 penalty minutes.

e) If the teams are still tied, a coin toss will determine the higher position.

Overtime:

Sudden victory overtime is used to break ties in the semis and finals only.

Overtime Rules:

- 1) There will be no flood between the end of regulation play and the start of the overtime period.
- 2) Teams will not change ends during the overtime period(s).
- 3) Time outs are not permitted during the overtime period(s).
- 4) The first sudden-victory overtime period will be three (3) minutes stop time. The teams will play with four (4) skaters plus a goaltender (a.k.a. 4-on-4).
- 5) All subsequent sudden-victory overtime periods will be ten (10) minutes in length. The teams will play with three (3) skaters plus a goaltender (a.k.a. 3-on-3), until a winner is determined.

Overtime Penalties:

A team cannot play with less than three (3) skaters on the ice.

Where a penalty, or penalties, would result in one team having less than three (3) skaters, the penalized team shall play with three (3) skaters and the other team shall add one (1) or two (2) players for the duration of the penalty(ies).

At the end of the penalty time, the player(s) would return to the ice until the first stoppage in play. Then, the number of players would return to the designated format (i.e. 3-on-3).

The East Nipissing Minor Hockey Association, the tournament committee, and all the volunteers will not accept responsibility for theft, damage, accident, and/or injury to participants and/or spectators prior to, during, and after the completion of the tournament.