

Round Robin SOUTH GRENVILLE TOURNAMENT RULES AND REGULATIONS.

1. Other than the rules listed below, ODMHA rules will apply, including the ODMHA code of discipline.
2. Each team will be guaranteed three games. All teams will then be ranked from 1 – 10 based on points earned from their three games played. The top eight teams (most points) will advance to the Quarter Final Round.
3. Each round robin game will be allotted 50 minutes to complete **2-10 minute periods and 1-15 min period**. Points will be awarded in each game as such.
 - a. 1 point per period. (1pt period win, ½ pt for period tie, 0 pts for period loss)
 - b. 2 Points for a game win, 1 Point for a game tie, and 0 points for a game loss.
 - c. A maximum +6 (+/-) will be given to any team that has a lead of 6 or more goals at the end of the game.
4. Team officials must check in with the tournament convener one hour prior to the first scheduled game and 30 mins prior to each remaining game. Each team will be expected to be ready to go on the ice 15 minutes prior to the scheduled start in the event the tournament is running ahead of time.
5. During the third period running time will commence with a four (4) or more goal spread. Once running time commences it will not be stopped, even if the four goal spread is reduced. **All two minute penalties given during running time will be charged as a three minute penalty.**
6. Each team will be allowed one thirty (30) second **timeout** during the **Championship games only**.
7. In the event of a tie, the following tie breaker format will be used to determine where you will finish for the next round.
 - a. Head to Head
 - b. Goal differential. Goals for minus goals against.
 - c. Least Goals against.
 - d. Least Penalty minutes.
 - e. Coin Toss.
8. The team with the most points during round robin will be determined the home team.

9. In the event of a tie in the championship games, the following tie breaker format will apply.
- Three minutes of sudden death stop time period of 4 on 4.
 - If still tied three minutes of sudden death stop time period of 3 on 3.
 - If still tied penalty shots will be taken as follows:
 - Five penalty shots per team will be taken simultaneously.
 - If the score is still tied after the first five penalty shots, sudden death penalty shots will be taken. No player will repeat until each player has taken his/her turn. After team has completed all players, they must follow the same order the next round.
10. If a penalty is called in overtime when the teams are playing with reduced numbers of players, the non offending team will add a player. If the penalty expires while play in progress, the penalized player will return to the ice and at the next stoppage of play the teams will revert back to the equal number of players.
11. Any forfeited game will result with the team in attendance being awarded 5 pts for the game and a +6 (+/-).