

AJAX-PICKERING MINOR HOCKEY ASSOCIATION – TOURNAMENT RULES

Notice: Only Head Coaches and Team Managers are permitted in the Tournament Office.

Teams are required to register with an APMHA representative at the arena prior to their first game. **Official Roster and Travel Permits must be provided prior to the start of the first game.** Teams are not permitted to view another team's information provided.

If these documents are not in tournament officials' possession before the game starts, the team will forfeit the game, awarding the WIN or (2) points to the opposing team. Required Documents: a) a League approved team roster for the current hockey season; b) a League approved affiliated players roster for the current hockey season if affiliated player is to be used in the tournament; c) a Travel Permit for the Tournament.

1. Referee's decision and/or Tournament Chairperson's Decision is Final. Only Tournament Directors are permitted in the referees' change room during the tournament. Failure to comply will result in expulsion from the Tournament.

2. No protests allowed.

3. All fighting majors will result in immediate suspension, from the tournament, for offending player(s). At the Referee's discretion, the clock may continue to run during fighting situations or scrums of any game, including semi-finals and finals.

4. O.M.H.A. rules will apply where applicable.

5. All teams must register their team at the office prior to their first game at the arena in which they play.

6. Please be prepared to start your games 15 minutes early (early starts are at the referee's discretion).

7. Game periods will consist of 10-10-15 for all divisions.

8. **Home Teams wear white jerseys**/Away Teams wear dark jerseys; however, the tournament director can alter the jersey colours due to conflicts.

9. If there is a 5-goal spread or greater in the 3rd period in any games (including semi-final and final games), the clock will be allowed to run. If the spread becomes less than 5 goals, the clock will revert to stop time.

10. Points scoring system: 2 points for a win, 1 point for a tie, 0 points for a loss.

11. Ties count in Round Robin play. If there is a discrepancy between the website and the rules below, we will follow the tie breaking rules below.

12. Ties in Round Robin Standings will be broken as follows:

THESE RULES SUPERCEDE WEBSTIE STANDINGS

1. Winner of game between tied teams (Head-to-Head). Head-to-Head is excluded as a tie breaker when more than 2 teams are tied, even if the tied teams have, or have not, played each other in the round robin.

2. Most Wins

3. Differential (GF minus GA)

4. Fewest Goals Against

5. Most Goals Scored

6. Fewest Penalty Minutes (only 2min, 4min and 5min majors will be used in calculation)

7. Coin Toss

13. A maximum of a 6-goal differential will be counted as the final score and used as such in a tie breaker (eg. if you win 8 to 1, a 7 to 1 score will be posted, 6 goal differential). We encourage coaches to be respectful to other teams by not running up the score.

14. All defaulted/forfeited games will result in a score of 2-0 posted.

15. If a team scheduled to play a round robin game does not show up to play the game, the opposing team will be awarded two points, and a score of 2-0 posted. If both teams do not show up to play the game, both teams will receive (0) zero points. Teams failing to show up for round robin play will not qualify for post round robin play. The APMHA reserves the right to review each situation and allow the team to participate in post robin play. If a team scheduled to play in a semi-final or final game does not show up to play the game, a WIN will be awarded to the opposing team.

16. All teams must supply adequate bench staff to participate in the tournament. If a team shows up without a trainer, they may use the other team's trainer. However, if both teams do not show up with a trainer, then both teams will be defaulted and receive 0 points. The Tournament is not responsible to supply any bench staff to your team.

17. **Overtime in Semi-Finals** will consist of a shootout. 3 shooters per team, simultaneous shootout. Linesmen are permitted to call goals during the shootout. The team with the most goals is the winner. If tied, a sudden death simultaneous shootout will occur until a winner is decided. No shooter can shoot twice until all players have taken a shot.

18. **Overtime in Finals** will consist of one (1) 5-minute Sudden Victory period of 3-on-3. If still tied, Sudden Victory continues with 3-minute 2-on-2 skaters; then if still tie, 1-on-1 skaters (20 minutes will be posted on the clock; an additional 20 minutes will be posted on the clock if necessary). 1-on-1 continues until there is a winner. The goalie must remain in the net during all sudden victory periods (with exception to a delayed penalty call). Teams must be ready with the next players, or a delay of game penalty may be assessed at the referee's discretion. At the beginning of each session, the faceoff will be at centre ice. Change on the fly or play stoppage.

19. One 30 second time-out in all games. No additional time-outs for overtime periods during SF/F games.

20. Prior to the start of each game, a 3-minute warm up will be put on the game clock. The clock will stop at 10:00 before the first puck drop. At the referee's discretion, if either team is delaying lining up for the initial game faceoff, the referee can start the clock in advance of the first puck drop.

21. If a game cannot be finished, for any reason, the current score is the final score; at the discretion of the tournament director.

22. No loud noise making devices such as air horns are permitted in the arena.

23. Bronze medal games are division specific. No on-ice presentations for bronze medal games.

24. Any of the rules and regulations may be changed or altered at the discretion of the Tournament Committee. The Tournament Official(s) decision(s) will be final and there will be no appeal process.

25. Players removed from the game must be accompanied by team staff until the player has entered the dressing room.

26. No person may be within 20-feet of a Referee/Official at any point when they exit the ice surface or within 20-feet of the referee change room doors. In addition, anyone creating a disturbance is subject to disciplinary action by the OMHA/ APRMHA. Anyone who fails to follow this policy may face disciplinary action which could include sanctions and being banned from the arena.

Security cameras are in place and are monitoring every referee room in this facility. As decided by the tournament chairperson, any team violating this rule whether team official or team spectator, the head coach will be suspended for 1 game for each offense. The tournament chairperson, in all cases, has final determination as to whether a suspension will be assessed. No appeal or protest allowed.

27. Teams must respect arena rules and leave dressing rooms in a tidy fashion. Teams or players disrespecting the facilities, arena staff/tournament staff or leaving the dressing rooms in a mess, can be suspended from the tournament. Please pay close attention to the above rule 24. Please be advised that all facilities have a complex security camera system and vandalism to the arena will be prosecuted by the City of Pickering/Town of Ajax.