

U14C Championship General

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.

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. Penalties given to Team Coaching Staff, which would result in multiple game suspensions under normal league play, will result in immediate removal of that individual for the balance of the Tournament.
5. All O.M.H.A. rules will apply.
6. All teams must register their team at the office prior to their first game at the arena in which they play.
7. Please be prepared to start your games 15 minutes early (early starts are at the referee's discretion).
8. Home Teams wear white jerseys/Away Teams wear dark jerseys; however, the tournament director can alter the jersey colours due to conflicts.
9. Points scoring system: 2 points for a win, 1 point for a tie, 0 points for a loss.
10. Ties count in Round Robin play. If there is a discrepancy between the website and the rules below under game structure, we will follow the tie breaking rules below.
11. 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.
12. 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.
13. 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.
14. All required team documents must be in tournament officials' possession before playing your second game of the tournament. If these documents are not in tournament officials' possession before the game starts, the team will forfeit the game, awarding the WIN or all (2) points to the opposing team. A score of 2-0 will be posted. 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. Team documents will never be shared.

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

16. 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.

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

18. 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.

19. 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.

1. GAME STRUCTURE - PERIOD LENGTHS

U14-U21: 15-15-FLOOD-15

2. ROUND ROBIN STANDINGS - TIE BREAK PROCEDURES

In the event of a tie in the standings at the end of the round-robin, for any position (1st, 2nd, etc.), the following procedure will be used to break the tie:

2.1 - Two Teams Tied

I. Head to head winner - The winner of the round robin game between the two tied teams will gain the higher seeding position.

II. The team with the most wins in the round robin gains the higher position.

III. If the two teams are still tied after the first two options are considered, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. All round robin games to be included.

IV. If the two teams are still tied after the first, second and third options (i, ii & iii), the team with the least number of penalty minutes throughout all round robin games, gains the higher position.

V. If the two teams are still tied after the first, second, third and fourth options (i, ii, iii, iv) then the team with the fewest goals against throughout all round robin games, gains the higher position.

VI. If the two teams are still tied after the first, second, third, fourth and fifth options (i, ii, iii, iv & v) then the team with the most goals for throughout all-round robin games, gains the higher position.

VII. If the two teams are still tied after the first, second, third, fourth, fifth and sixth options (i, ii, iii, iv, v,vi) then the team which scored the first goal in the game between the tied teams gains the higher position.

VIII. If the two teams are still tied after the first, second, third, fourth, fifth, sixth and seventh options (i, ii, iii, iv, v, vi, vii), a single coin toss will determine which team gains the higher position.

2.2 - Three or More Teams Tied

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

I. If three teams or more are tied, the point record established **in the games among the tied teams only** will be used as the first tie breaking formula in deciding which team(s) shall advance.

II. The team with the most wins (among tied teams) would gain the highest position.

III. If teams are still tied after the first and second options (i & ii) then the team with the best goal average gains the highest position (all round robin games). The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. All round robin games to be included.

The above exercise of 2.2 III. establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

SCENARIO 1:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = 3 seed – Does Not Advance

Team 3 - .650 = 2 seed – Advances **

SCENARIO 2:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = Still tied with team 3 – go to next scenario

Team 3 - .500 = Still tied with team 2 – go to next scenario

SCENARIO 3:

Team 1 - .650 = Still tied with team 2 – go to next scenario

Team 2 - .650 = Still tied with team 1 – go to next scenario

Team 3 - .500 = Does not advance

IV. If the teams are still tied after the first, second and third options (i, ii & iii), the team with the least number of penalty minutes throughout all round robin games, gains the higher position.

V. If the teams are still tied after the first, second, third and fourth options (i, ii, iii, iv) then the team with the fewest goals against throughout all round robin games, gains the higher position.

VI. If the teams are still tied after the first, second, third, fourth and fifth options (i, ii, iii, iv & v) then the team with the most goals for throughout all-round robin games, gains the higher position.

VII. If the teams are still tied after the first, second, third, fourth, fifth and sixth options (i, ii, iii, iv, v, vi, vii), a single coin toss will determine which team gains the higher position.

3. ELIMINATION GAMES - OVERTIME RULES

I. Should the teams be tied at the end of Regulation time, a 10 minute 5-on-5 sudden victory overtime period will be played with a 3-minute break between the 3rd period and 1st overtime.

II. Teams will not change ends for this first overtime period.

VIII. If a game is still tied after overtime, the winner will be determined by a shootout:

i. Home Team will shoot first

ii. 5 vs 5 shooters

iii. If still tied after all 5 shooters, a 1 shooter vs 1 shooter sudden victory will take place.

iv. No player can shoot twice until all team members have taken a shot.

v. If a player is in the penalty box as the third overtime period ends, they are NOT eligible to shoot in the shootout.

vi. Teams with an unequal number of shooters will be able to reuse shooters once the team with the smaller number has had all players shoot once.

4. No Protests – tournament committee decision is final in all cases.