

AJAX PICKERING RAIDERS MINOR HOCKEY ASSOCIATION – TOURNAMENT RULES

Notice: Only Head Coaches and Team Managers are permitted in the Tournament Office. Teams are required to register with the 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.

DIVISION CROSS OVER GAMES IN SEMI's/FINALS IN SPECIFIED DIVISIONS ONLY

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. All O.M.H.A. rules will apply. No Body Checking in BB or Select Divisions.

If a division has all OMHA teams, then OMHA suspension rules apply. If a division as a team outside of the OMHA, OHF suspension rules apply.

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

6. Please be prepared to start your games up to 10 minutes early.

7. Game periods consist of 10-15-15 periods. NO Floods between periods, however, at the discretion of the arena staff or tournament staff a flood may be added.

8. 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. Run-time clock does not stop if a time out is called by a team.

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.

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

THESE RULES SUPERCEDE WEBSITE 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. Best Plus/Minus (GF-GA)

4. Fewest Goals Against

5. Most Goals For

6. Fewest Penalty Minutes (Only 2 min/5 min majors for participants and 10 min misconducts to coaching staff will be counted)

7. Coin Toss

12. 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.

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

14. If a team scheduled to play a round robin game does not show up to play the game, the opposing team will be awarded all 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.

15. 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.
16. **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.
17. **Overtime in Finals** will consist of one (1) 5-minute Sudden Death period of 3-on-3. If still tied, Sudden Death continues with 2-minute 2-on-2 skaters, then 2-minute 1-on-1 skaters. 1-on-1 continues until there is a winner. The goalie must remain in the net during all sudden death periods (with exception to a delayed penalty call) session and teams must be ready with next players or a delay of game penalty may be assessed. At the beginning of each session the faceoff will be at centre ice. There is no break at the end of each session.
18. One 30 second time-out per game, per team, including round robin play.
19. 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, a delay of game penalty will be assessed to the offending team(s).
20. Team documentation will not be shared with any team. 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.
21. No loud noise making devices such as air horns are permitted in the arena.
22. No on-ice presentations for bronze medal games.
23. 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.
24. Home Teams wear White Jerseys and Away Teams wear Dark Jerseys; however, the tournament director can alter the Jersey Colours due to conflicts.
25. Anyone causing disruption in the tournament's office will be banned from the office for the remainder of the tournament.
- 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 for the balance of the tournament. The Tournament Director, in conjunction with the City of Pickering and Town of Ajax, has the authority to ban people from the arena during tournament play. Security cameras are in place and are monitoring every referee room in this facility. As decided by the Tournament Director, any team causing a disturbance off the ice and/or violating this rule whether team official, player or team spectator, the head coach will be suspended for 1 game for each offense. The Tournament Director, in all cases, has final determination as to whether a suspension will be assessed. No appeal or protest allowed. Please make sure your parent group understands these rules.**
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. Vandalism to the arena will be prosecuted by the City of Pickering/Town of Ajax.