



38th Annual Guelph Power Play Tournament Rules & Regulations

Our tournament is sanctioned by the Ontario Minor Hockey Association and is therefore understood that all playing rules and tournament regulations are enforced.

Registration

1. Each player must be assigned to an approved Player's certificate/roster showing the player's birth year. All certificates/rosters will be verified at the Tournament Registration Office located at the West End Recreation Centre. Because teams are playing at multiple locations, each Manager **MUST** register their team prior to their 2nd game. Registration will include a review of the team's official roster, AP roster and travel permit. A team failing to register before their 2nd game will result in a forfeit of all games played to that point.
2. Each team will dress up to a maximum of 17 skaters including 2 goalies. Each team can roster a total of 19 players. Affiliated players must be declared at the same time as registering their team and approved player certificates/rosters must be provided. Only AP Players declared at the time of registration will be eligible to play in the tournament. Additional AP Players **WILL NOT** be permitted after the initial registration. No player may play for two (2) teams during the tournament. If however an affiliated player's team has been eliminated from the tournament, that player would be eligible to play with the higher category team his is affiliated to.
3. The Tournament Committee reserves the right to make any or all decisions regarding the interpretation of the rules, objections or protests involving disputes, or any conduct of players or team officials during the tournament. The Tournament Chair's decision will be final. There will be no protest made to the Tournament Committee regarding suspensions or penalties. All protests must be made in writing within 90 minutes upon completion of said game and must be presented at the tournament registration office. Only the team manager or 1 team representative will be permitted to represent the team during any protest.
4. Any player, coach, manager, team official or spectator who does not conduct themselves in the best interest of the principles of minor hockey will be eliminated from further tournament activity. All suspensions and match penalties will be forwarded to that team's league. Please note that any vandalism will not be tolerated and the costs associated with repairs relative to any such activity will be directly billed to the appropriate team's center for payment.
6. Teams must be at the scheduled arena 1 hour before game time. Teams not reporting on time to the ice will forfeit the game to the opposing team. Teams must be dressed and ready to play a scheduled game at least 20 minutes prior to scheduled start time. Ice will be flooded after each game and teams are requested to be ready to go on ice immediately following the flood. Pre-game warm-ups will be limited to a maximum of four minutes. Immediately after the flood the clock will be set at 4 minutes more than the scheduled 1st period stop time minutes and the teams will begin their warm-up. The referee will blow the whistle with 2 minutes remaining in the warm up for teams to line up and shake hands. The clock will continue to run until the first stoppage of play, after the opening face-off. Both teams must be ready for the opening face-off after the four-minute warm-up. If they are not, the first period playing time will be sacrificed.
7. Teams designated "Visitors" will occupy the bench marked as such and will be required to change sweaters if, in the opinion of the referee, there is a colour similarity.



8. OMHA rules are in effect. Please review all tournament rules. Remember it is your responsibility to know the rules (OMHA and Tournament). In the case of the Minor Pee wee divisions and above, this tournament will be considered a contact event.

Round Robin Play

9. During round robin play, team position will be determined by the following point system:
- 2 points for a win
 - 1 point for a tie
 - 0 points for a loss
10. For 4 team divisions, all teams will play 3 round robin games with the 1st place team advancing to the final with the 2nd and 3rd place teams advancing to the semi-final game.
11. For a 5 team division, all teams will play 4 round robin games with the 1st place team advancing to the final with the 2nd and 3rd place teams advancing to the semi-final game.
12. For a 6 team division, all teams will play 3 round robin games with the top 4 teams advancing to the semi-final games.
13. For an 8 team division, all teams will play 3 round robin games with the top 2 teams from each group advancing to semi-final games.
14. For a 9 team division, all teams will play 4 round robin games with the top 4 teams advancing to the semi-final games.
15. For a 10 team division, all teams will play 3 round robin games with the top 4 teams advancing to the semi finals.
16. Ties in standing will be broken using the following criteria:
1. Head to head competition.
 2. Most wins in round robin play
 3. The highest goal average will result in the higher ranking (Goals for divided by the sum of goals for and against).
 4. Most goals for in round robin play
 5. Least goals against in round robin play.
 6. Least penalty minutes in round robin play.
 7. If still tied, coin toss will be used determine outcome.

Semi-Finals & Finals

17. For 6, 8, 9 and 10 team divisions the home team for the final game will be determined using the following method:
1. The highest goal average during the semi-final game will result in the higher ranking (Goals for divided by the sum of goals for and against).
 2. Most goals for during semi-final game.
 3. Least goals against during semi-final game.
 4. Least penalty minutes during semi-final game.
 5. If still tied, coin toss will be used determine outcome.



18. In the case of a tie during regulation time, the following format will take place. First goal wins! A buzzer will acknowledge allotted time. Only line changes on the fly are permitted.
- Five minute stop time 3 on 3 skaters plus goalie.
 - If still deadlocked, shoot out format will be as follows. One player from each team will shoot simultaneously at the opposing net, when instructed by the referee. No player may shoot a second time until all players have shot once.
19. One (1), 30 second time out will be permitted per team during semi-final and final games. No time out will be permitted during overtime play or shot-out.

General Information:

20. The “Mercy Rule” (running time) will apply in **ALL** games, including round robin. This will commence at the beginning and/or during the 3rd period when the score differential is 5 goals or greater. This “Mercy Rule” will remain in affect for the remainder of the game, regardless of score differential. The only time the clock will be stopped during running time is if an on-ice injury should occur or at the direction of the referee.
21. It is the responsibility of each team to keep track of their standing during the tournament. The Tournament Committee will ensure on-line scoring is kept up to date, but teams are responsible to monitor for advancement to semi-finals and finals.

Game MVP

22. During tournament play, each team will be asked to select the player of the game from the opposing team. Please be prepared to report your selection at the 5-minute mark of the third period. Awards will be presented on ice at the conclusion of each game where time permits. Players should line up on their respective blue line until presentations are complete.
23. At the end of the presentations, the teams will exit the ice as directed by the on-ice officials.

Championship Games

24. As the conclusion of each championship game, each team will line up on their respective blue lines until **ALL** presentations are complete. Awards will be presented to the finalist team first and then to the champions team. Any player or team official who received a suspension during the final game will not be permitted to attend the awards ceremony.

Length of Games

- Novice to Minor Atom Divisions: 10 – 10 – 15 Stop Time
- Atom to Peewee Divisions: 10 – 15 – 15 Stop Time