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# 61st Annual Mitchell Minor Hockey Pee Wee Tournament

All CHA & OMHA playing rules will apply plus the following tournament rules.

## Tournament Rules

Teams must be at the arena no later than 45 minutes prior to scheduled game time and teams must be prepared to play earlier in the event that the tournament runs ahead of schedule.

**Team officials must sign in and provide a OMHA travel permit and approved OMHA roster showing all players and bench staff 1 hour prior to participating in first game.** Players or bench staff not on an approved roster will not be allowed to participate.

**Playing Times: All games will be 10-10-15 stop time.**

However when any team is ahead by five or more goals in the third period the tournament will have the option of utilizing "straight time". In this situation the game will proceed under "straight time" unless the gap is reduced to three goals, at which point the clock will revert back to stop time. The only time the clock would be stopped during time is if an on-ice injury should occur. All minor penalties will still be 2 minutes running time if we are playing "straight time"

Teams will be allowed a 2-minute warm-up before each game.

**NO TIMEOUTS IN ROUND ROBIN PLAY, ONE 30 SECOND TIMEOUT per TEAM in SEMI-FINALS and FINALS.**

**All round robin games THERE WILL BE NO POINT PER PERIOD SYSTEM THIS YEAR.** Winning team of game receives 2 points for win, if game tied both teams receives 1 point each.

**7 team BB – CC division** will play 2 round robin games, teams will then be seated 1 to 7 and all games then after will be elimination games until champion is decided. 1<sup>st</sup> place team receives a bye 1<sup>st</sup> round, 2<sup>nd</sup> vs 7<sup>th</sup>, 3<sup>rd</sup> vs 6<sup>th</sup>, 4<sup>th</sup> vs 5<sup>th</sup>. See schedule

The top two teams of each group in the **8 team C – D division** accumulating the most points in their respective grouping will advance to the semi-final crossover games, ( 1<sup>st</sup> vs 2<sup>nd</sup> & 2<sup>nd</sup> vs 1<sup>st</sup> ), with the winners of the semi-finals will advance to the **C – D Finals**.

The top four teams in the **6 team AE 3, 4 & 5 division** accumulating the most points in the group will advance to the semi-final crossover games, ( 1<sup>st</sup> vs 4<sup>th</sup> & 2<sup>nd</sup> vs 3<sup>rd</sup> ), with the winners of the semi-finals will advance to the **AE Finals**.

The top two teams of each group in the **8 team LL division** accumulating the most points in their respective grouping will advance to the semi-final crossover games, ( 1<sup>st</sup> vs 2<sup>nd</sup> & 2<sup>nd</sup> vs 1<sup>st</sup> ), with the winners of the semi-finals will advance to the **LL Finals**.

### **TIE BREAKER FOR ALL DIVISION STANDINGS AT THE END OF ROUND ROBIN**

If teams are tied for points accumulated, the following format will be used to determine which teams advance to the semi-final round. (if a 3 or 4 way tie between teams go direct to # 2)

- 1) Head to Head game results
- 2) Greater result of total goal differential of all round robin games played (total goals “for” minus total goals “against”).
- 3) Greater total goals “for” of all round robin games played.
- 4) Lesser total goals “against” of all round robin games played.
- 5) Lesser total penalty minutes of all round robin games played.

### Tie breaking process for semi-final & final games (as well for BB – CC elimination games)

- 1) The first 3-minute sudden death, stop time period will be played in a 4-on-4 format.
- 2) If still tied, a second 3-minute sudden death, stop time period will be played in a 3-on-3 format. If there is a minor penalty in 3 on 3 play, it will then become 4 on 3 until penalty is over then player comes out of penalty box to make it 4 on 4. At first stoppage of play after that teams go back to 3 on 3.
- 3) If game remains tied after the 3-on-3 format, three penalty shots will be assigned to three individual players on each team. All of the first three penalty shots will be shot. If still tied then individual penalty shots (sudden victory) will continue until a winner is declared. No player can take more than one penalty shot until every player on his or her team has taken one.

Note: Should a player (or players) be in the penalty box at the end of regulation time, they will remain until their penalty time has been served. The penalized team(s) will begin sudden death period shorthanded. **Should a player (or players) be in the penalty box at the end of the 3 on 3 overtime period they ARE NOT A LOUD TO BE A PLAYER SELECTED TO TAKE ANY OF THE PENALTY SHOTS.**

Any player or team official assessed a major penalty which would normally constitute a game misconduct will sit out the next scheduled tournament game.

Any player or team official who receives a Fighting, Match or Gross Misconduct penalty at any time will automatically be suspended from further tournament play.

In the event of a sweater color clash, the visiting team will be required to change sweaters. The tournament committee decides home team. Home team wears white jerseys.

The tournament committee is requesting the assistance of team players and officials to help keep dressing rooms tidy at the conclusion of each game.

All referee calls are FINAL.

**The TOURNAMENT COMMITTEE will settle any disputes.**

