



**68<sup>th</sup> Annual**  
**Mitchell Minor Hockey**  
**U13 Tournament**

All Hockey Canada & 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 an 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.

ALL warm-ups are to be done outside the arena only. Stretching and low level warm-ups may be done in the assigned dressing room only. No sticks with golf balls, tennis balls, pucks, etc. are to be used in hallways or dressing rooms.

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

However, when any team is ahead by four or more goals in the third period the tournament will utilize "straight time". In this situation, the game will proceed under "straight time" unless the gap is reduced to two goals, at which point the clock will revert 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".

### *On-ice Warm-up Protocol:*

15 minutes will be placed on the clock, when ice is ready after the flood the clock starts.

At 12 minutes, buzzer or ref whistle signals teams to finish warmup, pick up pucks, and proceed to shake hands. Clock will continue to run.

Game will start at the 10-minute mark or before, clock does not stop until first stoppage of play after 10-minute mark.

**NO TIMEOUTS IN ROUND ROBIN PLAY, ONE 30 SECOND TIMEOUT PER TEAM IN SEMI-FINALS AND FINALS.**

### *All round robin games:*

Winning team receives 2 points for a win. If game tied both teams receive 1 point.

### **LL Division**

This will be a 9-team division, with all teams guaranteed 4 round robin games. Top 6 teams advance to playoff round. Quarter finals on Sunday morning will feature 4<sup>th</sup> vs 5<sup>th</sup> and 3<sup>rd</sup> vs 6<sup>th</sup>. Semi-final will feature 1<sup>st</sup> vs Winner of 4 vs 5 & 2<sup>nd</sup> vs winner of 3 vs 6. Winner of each of the semi-final games will meet in the finals.

### **A / B Division**

All A & B teams will be guaranteed 4 round robin games. The top 4 teams will advance to Sunday's semi-final, seeded as 1 vs 4 & 2 vs 3. Winner of each of the semi-final games will meet in the 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 next round. If a 3 or 4-way tie between teams go direct to 2.

1. Head-to-Head game results
2. Wins
3. Total Goal % - Goals For divided by Goals For + Goals Against

(example – 7 goals for & 3 goals against;  $7 / 10 = .700$  Total Goal %)

4. Greater total goals “for” of all games played
5. Lesser total goals “against” of all games played
6. Lesser total penalty minutes of all games played

### **Tie Breaking process for semi-final & final games**

1. The first 5-minute sudden death, stop time period will be played in a 3 on 3 format.
2. If still tied, a second 5-minute sudden death, stop time period will be played in a 2 on 2 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, return to 3 on 3 format. If there is a minor penalty in 2 on 2 play, it will then become 3 on 2 until penalty is over then player comes out of penalty box to make it 3 on 3. At first stoppage of play, return to 2 on 2 format
3. If game remains tied after the 2 on 2 format, three penalty shots will be assigned to three individual players on each team. All 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.
4. 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.
5. Should a player (or players) be in the penalty box at the end of the 2 on 2 overtime period they are not allowed to be a player selected to take any of the penalty shots

### **Additional Rules**

1. Any player or team official assessed a major penalty which would normally constitute a game misconduct will sit out the next scheduled tournament game.
2. 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.

3. In the event of a sweater colour clash, the visiting team will be required to change sweaters. The tournament committee decides home team. Home team wears white jerseys.
4. The tournament committee is requesting the assistance of team players and officials to help keep dressing rooms tidy after each game.

**ALL REFEREE CALLS ARE FINAL**

**THE TOURNAMENT COMMITTEE WILL SETTLE ANY DISPUTES**