



56th 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.

All players and team officials must provide approved roster and sign in 1 hour prior to participating in first game.

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

A six-goal differential at anytime in the game will result in the clock running at straight time.

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

All round robin games will utilize a five point system. One point will be awarded for each period won, one half point for each period tied. Two points will be awarded for each game won, one point for each game tied.

The top four teams in each division (top two in each group) accumulating the most points in their respective grouping will advance to the semi-final game.

If teams are tied for points accumulated, the following format will be used to determine which teams advance to the semi-final round.

- 1) Greater result of total goal differential of all round robin games played (total goals "for" minus total goals "against").
- 2) Greater total goals "for" of all round robin games played.
- 3) Lesser total goals "against" of all round robin games played.
- 4) Lesser total penalty minutes of all round robin games played.

Tie breaking process for semi-final & final games will be as follows:

- 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.
- 3) If game remains tied after the 3-on-3 format, three penalty shots will be assigned to three individual players on each team. Those players will be identified on the game sheet prior to the game starting. All of the first three penalty shots will be shot. Then individual penalty shots will continue until a winner is declared. No player can take more than one penalty shot until every player on each 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 short handed.

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.

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.