



AYLMER MINOR HOCKEY ASSOCIATION Silver Stick LL Tournament Rules

1. This is an OMHA sanctioned tournament. All OMHA rules and regulations will apply to tournament games.
2. Coaches should report to the arena at least one hour prior to the start of their first game in order to sign in/verify rosters. All teams must have their official team roster submitted in advance.
3. All teams must be at the arena 30 minutes before game times and be ready to go on the ice 15 minutes prior to the scheduled starting time of the game. Inability to be on the ice on time will mean automatic forfeit of the game. Team officials must complete the game sheet at tournament headquarters no later than 15 minutes prior to game time.
4. Game lengths will be as follows:
 - Atom – 10-10-10 (10-10-15 for Semi-finals and final)
 - Peewee – 10-10-15 (same for Semi-finals and final)
 - Bantam – 10-10-15 (10-15-15 for Semi-finals and final)
 - Midget – 10-10-15 (10-15-15 for Semi-finals and final)
5. Atom and peewee games will be officiated by 2 referees.
6. All Bantam and Midget games will be officiated by 2 linesmen and 1 referee.
7. There are no time outs allowed in round robin play. Each team will be permitted one 30 second timeout in Semi-Final and Championship.
8. Teams will be guaranteed a 3 games.
9. All teams are to have home and away sweaters.
10. All Round robin games will be scored 2pts for a win, 1 pt for a tie, 0 pts for loss. If two or more teams are tied after the round robin, the below official Silver Stick tiebreakers will be applied in this order:
 - a) Head-to-head record between tied teams.
 - b) Team with best record (most wins counts first) gains higher position
 - c) GFA **percentage of all games played within the Round Robin.
 - d) Lowest total penalty minutes incurred in Tournament within the Round Robin
 - e) Team that scored first goal in game between two tied teams
 - f) Coin Toss.
11. Overtime Game Play Examples
 - i. If there is a tie after regulation time in the Semi-Final or Final game, a sudden victory 5:00 minute stop-time period with 4 skaters vs. 4 skaters (with goalies) will commence. If still tied, a player is removed and a 3-on-3 is conducted for another 2:00 minutes stop-time.
 - ii. After the second sudden victory overtime period, if the game remains tied, three (3) players (shooters) from each team will be declared and shall participate in a shootout. Each team will take three shots unless the outcome is determined earlier in the shootout. Hockey Canada regulations for penalty shots will govern the execution of each shot. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot.
 - iii. All players are eligible to participate in the shootout unless they are serving a ten minute misconduct or have been ejected from the game for any reason.
 - iv. When regulation time ends and the teams are 5 on 3, teams will start the overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of



play, player strength is adjusted to 4 on 3 or 4 on 4, as appropriate. If the teams start the 2nd overtime 4 on 3, once the teams are returned to full strength, the teams will return to 3 on 3 at the next stoppage in play.

12. Any protest must be handed in within 15 minutes from when the game ended with a \$50.00 fee. Fee will be returned if you win the protest.
13. All decisions made by the tournament committee are FINAL.
14. Fighting in Silver Stick® is not allowed. Any player or team official assessed a fighting major will be suspended for the remainder of that tournament.
15. Any player, and/or team official, who is assessed a match penalty will be suspended for the remainder of that tournament with follow up forwarded to the governing body.
16. Any major penalty will be according to OMHA rules.
17. Abuse of players, other coaching staff, officials, or tournament officials will not be tolerated and will result in the person and/or persons of the team being ejected from the tournament without refund. This includes abuse by players, coaches, or parents.
18. Remember the main goal is to have fun, good luck to all teams and players.

**How to determine a GFA Formula GFA closest to 1.000 advances Goals for + Goals against = total goals; GFA = goals for divided by total goals. e.g. $25 + 15 = 40$; $GFA = 25/40 = .625$