



44th Annual International Silver Stick® Brampton Regional – Rules and Regulations

This is an OMHA sanctioned tournament and all OMHA and Hockey Canada rules of play will apply unless otherwise noted. All suspensions will be served immediately starting with the next tournament game. This is in accordance with OMHA Manual of Operations.

- **ONLY PLAYERS AND TEAM OFFICIALS ON THEIR ASSOCIATION'S ROSTERS WILL BE PERMITTED TO PARTICPATE IN THE TOURNAMENT.**
- **ONLY TEAMS WITH PERMISSION FORMS/TRAVEL PERMIT WILL BE PERMITTED TO PARTICIPATE**

Teams **MUST** present approved association team roster sheets **prior** to the start of the tournament and **no later** than one hour prior to their first tournament game. This includes "officials at large" and affiliated players. Please include a letter of permission or travel permit from your local executive or governing body (i.e. GTHL, Alliance Hockey etc...). Team managers are asked to report to the Tournament office (located in each arena) approximately **one hour prior** to the first scheduled game. Coaches will be asked to sign game sheets at the tournament prior to **EACH** game.

Teams are required to bring their own lock for the dressing room doors

Visiting teams (as per the schedule) will wear dark sweaters. Home teams will wear white sweaters.

All players are required to wear BNQ approved neck guards. OMHA affiliated teams must wear approved mouth guards and goalies must wear a dangler. Teams from outside of the OMHA are required to follow the requirements of their parent body. **ALL PLAYERS MUST LEAVE THEIR HELMETS ON UNTIL THEY LEAVE THE ICE.**

Each team must be prepared to play up to 20 minutes prior to the scheduled game times.

Playing time will be stop time - **Games may be curfewed to keep on schedule**

	<u>R.Robin & Semis</u>	<u>Finals</u>
NOVICE	10-10-15	10-10-15
ATOM	10-10-15	10-10-15
PEEWEE	10-10-15	10-15-15
BANTAM	10-15-15	15-15/15 /Flood
MIDGET	15-15/15	15-15/15 /Flood

Given the popularity of the International Silver Stick® and with the limited availability of qualified referees we may be utilizing the two official systems for some age groups and levels.

All referee's decisions are final and all decisions of the tournament committee are final. No protests will be heard or considered.

At the discretion of Tournament Officials, any Team Official who crosses the ice surface before or after a game may be assessed a miscellaneous bench minor to be served in that game or the next, as the case may be.

The two (2) minute warm-up will begin as soon as the referees get on the ice. After the handshake the game will begin IMMEDIATELY. If one team is not lined up and ready to go, the officials at their discretion are to issue a 2 minute bench minor for delay of game.

All games are stop time. If the goal spread is 5 goals or more (e.g. 6 – 0) at any point of the 3rd period, running time will commence until the goal spread is 3 goals (e.g. 6 – 3).

There will be no overtime or time outs in round robin play. In the semi finals and championship final each team will be permitted one 30 second time out.

After the completion of the round robin, teams will be ranked based on the number of teams in their respective division.

Foul language will not be tolerated. Referees have been instructed to issue gross misconducts to players and coaching staff for abusive language. This may result in ejection from the game AND the remainder of the tournament.

Game sheets cannot be removed from the Tournament Office. Upon conclusion of the game, completed game sheets can be picked up from the Tournament Office.

Affiliated players must have played in at least one (1) round robin game to qualify to play in the Quarter, Semi & Championship Round(s).

If your team is using Affiliated Players (AP's), or Coaching Staff from another team within your organization you must provide copy of that player's/Coaching Staff team's APPROVED roster or a roster that indicates they are an affiliated player on the first day of registration! On the game sheet AP players must be marked with "AP" beside their name. There are NO exceptions!

ROUND ROBIN TIE BREAKERS

Division standings will be determined by two points for a win and one for a tie; in the case of a tie between two teams in group standings or wildcard position the higher position will be determined as follows:

Two Teams Tied:

- 1.0 The winner of the round robin game between the two tied teams gains the higher position.
- 1.1 The team with the most wins in the round robin gains the higher position.
- 1.2 If the two teams are still tied after 1.1 has been applied, then the team with the best goal differential gains the higher position. The goal differential of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for plus total number of goals against.

NOTE: All round robin games are included.

Example: For = 10 goals
 Against = 4 goals
 Goal Differential $\frac{10}{10+4} = .714$

NOTE: The higher goal differential value gains the higher position.

- 1.3 If the two teams are still tied after 1.2 has been applied, the team with the least number of penalty minutes throughout all of the round robin games, gains the higher position.
- 1.4 If the two teams are still tied after 1.3 has been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
- 1.5 If the two teams are still tied after 1.4 has been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied:

Note: When three or more teams are tied, the three or more team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd etc seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team or more tie breaker will continue to determine the seeding of the remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

- 2.0 If three teams or more are tied, the point record established among the tied teams only [using only the results of games played amongst the tied teams] will be used as the first tie breaking formula in deciding which team(s) shall advance. The team with the most wins (among the tied teams) would gain the highest position.
- 2.1 If the teams are still tied after 2.0 has been applied, then the team with the best goals differential gains the highest position. The goal differential of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for plus total number of goals against.

NOTE: All round robin games are included.

Example: For = 10 goals
 Against = 4 goals
 Goal Differential $\frac{10}{10+4} = .714$

NOTE: The higher goal differential value gains the higher position.

The exercise of 2.1 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, then 2.2 is applied. They do not go back to the "Two Team Tiebreaker".

- 2.2 If teams are still tied after 2.1, the team with the most goals for (all round robin/preliminary games played) will gain the higher position.
- 2.3 If the teams are still tied after 2.2 has been applied, the team with the least number of penalty minutes throughout all the round robin games will gain the higher standing.
- 2.4 If teams are still tied after 2.3 has been applied, a coin toss shall determine the higher standing. In a 3 team coin toss, the odd team gains the higher position and another coin toss will be held to determine the standing of the other two teams.

SEMI FINAL & CHAMPIONSHIP GAME TIE BREAKERS

If tied at the end of regulation play, one 10 minute (stopped time) 5-on-5, sudden victory period will be played. Teams will not change ends.

If tied at the end of the overtime, a shootout will decide the winner. Each team will designate 3 shooters. Players who are serving penalties at the end of the overtime period may not participate in shootouts except as noted below. Each team will have three shots with the winner being decided by the most goals. Players from both teams will take their penalty shots alternately with the teams defending the goal in which they defended in the 3rd period. A coin toss will determine which team will shoot first with the winner of the coin toss selecting their choice of order. The home team will select heads or tails. Goalies may be replaced between shots.

If the game remains tied the shootout will continue one shooter, alternating, sudden victory provided each team has had an equal number of shots. Shooters will be selected from the players who have not taken shots before. Players who had been serving a penalty will be eligible to participate in this round but only after all other players have participated.

SPECIAL PLAYING RULES

Fighting in International Silver Stick® competition is not allowed. Any player or team official who fights will be assessed a major penalty and a minimum 2 game suspension, as well as be suspended from the remainder of the tournament and all future International Silver Stick® activities in the current season. Any player or team official who is assessed a match penalty will be suspended from the remainder of the tournament and all future International Silver Stick® activities in the current season. Notice of all suspensions during the tournament will be forwarded to the OMHA.

The International Silver Stick® Brampton Regional is a contact tournament for Bantam and older.

Advancement Criteria – Round Robin Play or Qualifying Rounds -

7 Team Divisions:

Teams will play a randomly selected 2 game qualifying series and then be reseeded based on the tie breaker formula. The 1st place team will get a bye to the Semi-Finals. The remaining 6 teams will play a quarter final; the 2nd place team (home) will play the 7th place team (visitor), the 3rd place team (home) playing the 6th place team (visitor) and the 4th place team (home) playing the 5th place team (visitor). The winners of the Quarter-Finals will advance to the Semi-Finals; the 1st place team will play the 3rd seed winner of the QF, the 1st seed winner of the QF will play the 2nd seed winner of the QF. The winners of the Semi Finals will proceed to the Championship game. The tie breaker formula will be applied, using Qualifying Round games only, to determine the home position in the Championship game.

8 Team Divisions:

Teams will play a full round robin qualifying series within their respective 4 team divisions A or B. At the conclusion of the round robin, teams will be seated and the top two teams from each division will advance. Two Semi-Finals will be played, with the 1st place A division (home) playing 2nd place B division (visitor) and 1st place B division (home) play 2nd place A division (visitor). The winners of the Semi Finals will proceed to the Championship game. The tie breaker formula will be applied, using Qualifying Round games only, to determine the home position in the Championship game.

12 Team Divisions:

Teams will play a round robin within their division. There will be 3 division winners and 1 wild card. The highest seed of the remaining teams within the 3 divisions will be the wild card. Wild card will be determined using the tie breaking rules.