

CHATHAM REGIONAL
Silver Stick® Qualifier
December 2015

1. All players will shake hands before the game begins.
2. Playing and Tournament rules are those of the **OMHA** and **CHA/OHF**.
3. Team managers or coaches are to check in with the tournament office forty five (45) minutes before the game time. Games sheets are to be completed and returned to the tournament office thirty (30) minutes prior to the start of the game. **All teams must be prepared to go on the ice thirty (30) minutes before the scheduled game time.**
4. Team rosters must be submitted with the tournament office before the start of the tournament. All AP players should be noted beside their name on game sheets with AP beside their name
5. All players at registration must have an official player registration card or certified player sheet from your member association. (i.e. **OMHA, Alliance, USA Hockey**)
6. The tournament format will be a round robin with a point system in place. Each team will be guaranteed three (3) games.
7. The tournament committee reserves the right to make any or all decisions regarding
 - a) Interpretation of the rules
 - b) Objections or protest involving disputes or conduct at the Tournament.
8. A total of no more than 19 players may dress, of which 2 must be goaltenders.
9. When colors of competing team sweaters conflict, the home team will change. **Home teams** are to wear their **white or light** coloured **jerseys**. The **visiting team** will wear their **dark jerseys**.
10. **Any player who incurs a major penalty for fighting will be suspended for the duration of the tournament.**
11. Any coach who is ejected from a game will also be suspended for the remainder of the tournament.
12. All penalties will be served in stop time. Two minutes for minors, five minutes for a major. **If, during a finals game, a player incurs a penalty that has not expired by the end of the game, the player in the penalty box will not be allowed to participate in a shoot out.**
13. All games will consist of three (3) stop periods.
14. **Game Forfeiture** - If a game is forfeited (weather conditions, other), a score of 5-0 will be awarded to the winning team
15. A five goal differential 'run time' rule will take effect only at the start of the third period and will only stop if the score between the two teams goes below five. However, if a penalty is called during 'run time' mode, the clock will revert to 'stop time' mode until the penalty expires. Once the penalty expires, the clock will revert to 'run time' mode again.

i. Atom	10-10-10
ii. Peewee	12-12-12
iii. Bantam	10-15-15
iv. Midget	13-15-15
16. **To keep the tournament on schedule a curfew time may be identified for each game (except the Finals). The decision to institute a curfew will be at the discretion of the tournament director or his/her delegate.**
17. Points awarded for games are as follows.
 - a) **2** – Points for a win
 - b) **1** – Point for a tie

18. **Round Robin series play**, if two or more teams are tied, the following tie-break rules will be applied
- Team winning the game played between the two teams
 - If the teams are still tied in Round Robin play, use goals for (GF) divided by goals for (GF) plus goals against (GA) ($GF / (GF + GA)$). Team with highest factor is winner.
 - If tied after goal differential, the lowest total of penalty minutes will apply.
 - If still tied, team with the lowest goals against average will be deemed the winner.
 - If still tied, a flip of the coin will determine the winner.
19. **Semi-Final Round play**, participants are determined by rules outlined in the Round Robin series play.
- a) 1st place team in Pool A will play the 2nd place team from either Pool A or B +
 - b) 1st place team in Pool B will play the 2nd place team from Pool B or A
 - c) If the two teams are tied after regulation time, then the following will apply:
 - i. A five (5) player shootout will take place.
 - ii. 6 players (in case of suspension or injury) must be selected before the game for your shootout.
 - iii. No player in the penalty box at the end of the game can participate in the shootout.
 - iv. If all five players have completed the shootout and they are still tied, then the players from the bench must be selected until a winner is deemed.
20. **NO PLAYER MAY SHOOT TWICE UNTIL ALL PLAYERS FROM THE BENCH HAVE BEEN USED.** Then you return to your original order of five (5) players.
21. **In the Championship Final**, if the two teams are tied after regulation time, the following will apply:
- 1 – 10 minute sudden death overtime period.
 - If tied after sudden death, a five (5) player shootout will take place.
 - 6 players (in case of suspension or injury) must be selected before the game for your shootout.
 - No player in the penalty box at the end of the game can participate in the shootout.
 - If all five players have completed the shootout and they are still tied, then the players from the bench must be selected until a winner is deemed.
 - **NO PLAYER MAY SHOOT TWICE UNTIL ALL PLAYERS FROM THE BENCH HAVE BEEN USED.** Then you return to your original order of five (5) players.
22. All protest must be made to the convener of the tournament within (20) minutes of your game in writing and must accompany a \$150.00 cash fee (non refundable if you lose) refer to section 125 of the OMHA manual
23. **All decisions by the Tournament Committee Executive shall be final and without appeal.**
24. In case of injury or unforeseen problems, the committee reserves the right to alter length of game times as needed.
25. A **two-minute warm-up** is allowed prior to the start of each game. The buzzer will sound to pick up the pucks and shake hands. To ensure a timely start, there is to be no cheering around the goal net, you must proceed to your bench immediately or face a delay of game penalty. **(THIS WILL BE ENFORCED)**
26. There will be one-30 second per team time-out allowed in the **Championship play only**.
27. All **Champion and Finalist Teams** will receive 23 trophies, players to receive theirs first and the rest to be distributed to the coaching staff as they see fit. The small keeper cup is for the team to keep, while the large keeper cup is to remain with KMHA. (In the event that the large trophy is taken a \$750.00 charge will be charged to your home association.)
28. Any damage done by any team may mean automatic forfeit of **ALL remaining games; none refund of tournament entry fee, and will be billed for all damages, permanent disbarment from any future tournaments in Chatham. Your teams name will also be passed on to all other Tournament Directors for possible disbarment from other Tournaments. Team coaching staff is responsible for dressing room prior and after game**
29. **PLEASE NOTE THAT THE TOURNAMENT SCHEDULE IS SET AND FINAL.**