**Rules for the 3rd Annual Lambton Shores**

**2019 Bantam LL/HL Silver Stick**

1. To be eligible to participate in this tournament, approved OMHA rosters or Canadian or American equivalent must be presented to the registration office prior to the team's first game.  Affiliated players must also provide approved documentation.
2. This tournament is fully sanctioned by the Ontario Minor Hockey Association, and all OMHA rules apply.
3. Each team roster may contain a maximum of 20 players and 6 team officials. The tournament roster sheet must include all eligible players and officials prior to the start of each team’s first game. There will be no additions permitted thereafter.
4. Selections of teams, game times and necessary byes will be the product of the draw.  Schedule is subject to change.
5. Any team failing to appear for a game as outlined on the official schedule shall be considered losers by a 1 to 0 score (Winning team receives 5 period points.  Two byes in the same division may be ruled as cause for a change in schedule.). The Tournament Executive has the right to reschedule.
6. Tournament format is four (4) game preliminary Round Robin play. Length of game shall be as follows:  
     
   Bantam: One ten minute stop time period and two fifteen minute stop time periods.
7. Overtime:  
   a) In preliminary Round Robin games: Preliminary Games that end in a tie after regulation will remain as a tie.  
   b) Semi-Final and Championship games: These overtimes will be played 3 on 3. Sudden victory 10 minute stop time overtime periods as required.  The first overtime goal determines the winner (the changing of ends by the goaltenders is at the referee’s discretion)(resurfacing of the ice between periods is at the referee’s discretion).
8. Upon Completion of the Preliminary Round Play, All teams will be seeded 1st to 5th in their individual Pool as follows:
   * 1. Best win/loss record in Preliminary Round Robin Play (2 points for a win, 1 point for a tie, 0 points for a loss). Team with the most points is seeded higher.
     2. If two teams are tied, use head to head result if applicable. If still tied, the team with the most wins is seeded higher. If still tied, use the Tiebreaker.
     3. If 3 or more teams are tied, the team with the most wins is seeded higher. If still tied, use the Tiebreaker.
9. Once each Pool has all its teams seeded, the 1st place team in each Pool will be reseeded 1st, 2nd, and 3rd for Elimination Round Play. They will be seeded based on the following:
   * 1. Best win/loss record in Preliminary Round Robin Play (2 points for a win, 1 point for a tie, 0 points for a loss). Team with the most points is seeded higher.
     2. If two teams are tied, the team with the most wins is seeded higher. If still tied, use the Tiebreaker.
     3. If all 3 teams are tied, the team with the most wins is seeded higher. If still tied, use the Tiebreaker
10. Once each Pool has all its teams seeded, the 2nd place team in each Pool will be reseeded 4th, 5th, and 6th for Elimination Round Play. They will be seeded based on the following:
    * 1. Best win/loss record in Preliminary Round Robin Play (2 points for a win, 1 point for a tie, 0 points for a loss). Team with the most points is seeded higher.
      2. If two teams are tied, the team with the most wins is seeded higher. If still tied, use the Tiebreaker.
      3. If all 3 teams are tied, the team with the most wins is seeded higher. If still tied, use the Tiebreaker
11. The teams seeded 1st and 2nd for the Elimination Round will receive a bye to the Semi-Finals, and the teams seeded 3rd, 4th, 5th, and 6th for the Elimination Round will play in a Quarterfinal Game, 3rd vs 6th and 4th vs 5th.

**Tiebreaker**

Teams are awarded period points as follows: (5 period points will be awarded in each game)

½ period point for tying a period  
1 period point for winning a period  
1 period point for tying the game

2 period points for winning the game

1. The team with the most period points is seeded higher
2. If two teams tied with period points, use head to head if applicable.
3. If still tied, use total goals for divided by total goals (for and against) [GF / (GF + GA)] -  highest value is seeded higher.
4. If still tied, use the time of the earliest goal in the tournament. The time of each teams 1st goal of the tournament is used, the team that scored the earliest goal in the tournament is seeded higher.
5. If still tied, toss of a coin determines who is seeded higher
6. All protests or disputes must be submitted in writing to the director as soon as possible. The director’s disposition of such disputes will be final.
7. Any suspension under the OHF or OMHA rules will also be a tournament suspension.
8. Any team official or player receiving a major penalty for fighting or a match penalty will be immediately suspended from the tournament.
9. Any coach, manager, trainer or player found to be making a travesty of the game shall be removed from further participation at the Tournament Director’s discretion.
10. There shall be no time-outs.
11. Preliminary and Elimination Round Tie Breaker - **The tournament headquarters committee will have the final say on the tie breaker based on the rules above (regardless of what might appear on the website)**.