**Rules for the 4th Annual Lambton Shores**

**2021 U15 LL/HL Silver Stick**

Revised November 11, 2021

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. An official travel permit must also be presented. 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 5 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 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 points . Two byes in the same division may be ruled as cause for a change in the 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:

U15 One ten minute stop time period and two fifteen minute stop time periods.

7. Teams are to be ready to go on the ice 15 minutes prior to their game time.

8**.** Overtime:

a) In preliminary Round Robin games: Preliminary Games that end in a tie after regulation will remain as a tie.

b) Quarter-final and semi-final games: The first 5 minute overtime period (stop time) will be played 3 on 3. The first overtime goal will determine the winner. If it is still tied then it will go to a second 5 minute will be 2 on 2 (stop time). If it is still tied at the end of the second overtime period then it will be a shootout. Before the shootout begins the teams will select their 3 shooters. Then they teams will follow the game sheet placement of players.

The changing of ends by the goaltenders at the end of regulation time and the resurfacing of the ice between overtime periods will be at the referee's discretion.

9. Upon completion of the preliminary round play, all teams will be seeded 1st to 5th in their in individual pool as follows:

i) Best win/loss record in preliminary round robin play (2 points for a win, 1 point for a tie, 0 points for a loss). The team with the most points is seeded higher.

ii) If two teams are tied, use the head to head result if applicable. If still 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 top 2 teams move on to the quarter finals. Once the reseeding has taken place with these 6 teams, the top 2 teams with the highest ranking has a bye to the semi-finals.

In both the preliminary round and quarter finals the seeding and reseeding will be as follows:

i) Best win/loss record in preliminary round robin play (2points for a win, 1 point for a tie, 0 points for a loss). The with the most points is seeded higher.

ii) If 2 are tied, the team with the most wins is seeded higher. If still tied, use the tiebreaker.

iii) If 3 teams are tied, the team with the most wins is seeded higher. If still tied, use the tiebreaker.

This method will be used in all cases to find the seeding of each team in preliminary and quarter finals.

11. The remaining teams will play 4th-5th and 3rd-6th in the quarter finals. Winners advancing to the semi-finals.

**TIEBREAKER** (this only applies if teams are tied).

Teams are awarded 5 period points in each game.

1/2 period point for tying a period

1 period point for winning a period

1 period point for tying a game

2 period points for winning a game

I. The team with the most period points is seeded higher

II. If two teams tied with period points, use head to head if applicable.

III. If still tied, use total goals for divided by total goals against. highest value is seeded higher.

IV. 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 in the tournament is seeded higher.

V. If still tied, toss of a coin determines who is seeded higher.

12. All protests or disputes must be submitted in writing to the director within 15 minutes at the end of each game. The director's disposition of such disputes will be final.

13. Any suspension under the OHF or OMHA rules will also be a tournament suspension.

14. Any team official or player receiving a major penalty for fighting or a match penalty will be immediately suspended from the tournament.

15. 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.

16. There shall be **NO** time outs.

17. 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).**