

Owen Sound Silver Stick Regional Rules

1. All OMHA and CHA rules will apply (Neck Guards and Mouth Guards are mandatory. GTHL & Alliance teams are exempt).
2. Team representative must have emailed a copy of team's official roster, and their permission to play prior to Wednesday November 3rd. Please have a team rep drop by to pick up their team package prior to the team's first game.
3. All teams must have a certified trainer on the bench at all times.
4. All teams must be prepared to play 5 minutes prior to scheduled game time.
5. The team designated as the HOME team must occupy the HOME bench and wear LIGHT colour jerseys. Home teams are listed second in the schedule.
6. All game suspensions shall be assessed as per OMHA / OHF regulations. Suspensions are an Official's call and the tournament committee cannot over turn any suspensions handed out by an Official. It is common to have coaches and/or parents approach the Tournament Committee protesting a suspension penalty issued by a referee. It must be emphasized to all coaching staffs and parents that the Tournament Committee cannot and will not overturn any penalty issued before, during or after a game regardless of the circumstances. The suspension appeal process can be found in the OMHA Manual of Operations.
7. Any Fighting Major will result in automatic player disqualification for the remainder of the tournament.
8. Point system for preliminary Round Robin Play; 2 points for a win, 1 point for a tie, 0 points for a loss.
9. There is no overtime in Round Robin Play / Pool Play.
10. A 3 minute warm up will commence on the clock when the Zamboni leaves the ice. Please make sure your team is ready to go on the ice.
11. Owen Sound Minor Hockey (OSMH) strongly supports the Zero Tolerance Policy against the abuse of OMHA Officials. Any player, team member, team official or spectator may be asked to leave the playing area or arena premises by an OSMH Official. Parents and guests are the responsibility of the team. Inappropriate parent or guest behaviour towards the competing team, any children, referees, coaches, arena staff, tournament staff, OMHA staff and/or other parents may result in the expulsion of the team from the tournament.
12. Teams are asked to change as quickly as possible after their game and to vacate the dressing rooms within 20 minutes following the game. Teams are expected to leave the dressing rooms in good clean condition. Any team that causes damage to a dressing room will be held liable and may be removed from the tournament.
13. No timeouts during Round Robin / Pool Play. 30 second time out (1 per team) allowed in all QTR / Semi Finals & Finals.
14. Coaches, you are responsible for your players conduct while at the arena(s).

15. Standings after the Round Robin preliminary games of the tournament will be decided on the following basis:

1. Team with most points.
2. Winner of game between tied teams (if two teams are tied), if more than 2 go to #3 below.
3. Highest Scoring % i.e. goals you scored divided by total goals scored. i.e. 3 games played won 2-0, lost 4-1, won 5-3. You scored 8 goals divided by 15 (total goals scored) = .5333
4. Highest percentage takes higher placing.
5. Team with the most wins
6. Fewest total penalty minutes
7. Most goals scored.
8. If still tied the latest time of first penalty is the higher seed.

16. Floods: Ice will be resurfaced at the beginning of each game.

17. LENGTH OF GAMES WILL BE AS FOLLOWS. (All tournament games must comprise 3 stop time periods scheduled as per OMHA Regulation 10.2a) & 10.2b). **However when any team is ahead by five or more goals in the third period the tournament will utilize 'straight time'. Any penalties, during this time, will be running time, minor penalties will be 3 minutes in length.** In this situation the game will proceed under 'straight time' unless the gap is reduced to three goals, at which point the clock will revert back to stop time. The only time the clock would be stopped during time is if an on-ice injury should occur.

For All Divisions 3 Periods - 10 15 15

QTR / Semi Finals / Finals Games 3 Periods 10, 15, 15 OT

OVERTIME FORMAT: (QTR / Semi Finals & Finals ONLY)

18. 1 -5 minute stop time sudden victory will be played. Play will be 4 on 4 format. If still tied, there will be one 5 minute sudden victory played. This will be 3 on 3.

19. If teams are still tied a shoot-out will commence. 3 different shooters will shoot. If still tied after each team has had their 3 shooters then a sudden victory shoot-out will commence. Each team will send 1 different player at a time to centre ice (note the 1st 3 cannot go again). From the 4th shooter on it becomes a sudden victory shoot-out.

20. iPads will be available at the tournament office in each rink. It is the responsibility of each team to review their roster, identify suspended players and/ or inactive players. Each bench staff will need to electronically sign the game sheet at the tournament table prior to the game.

Due to Municipal and Insurance regulations, at no time are players allowed on the ice without a helmet. Spectators are never allowed on the ice at any time to take pictures or for any other reasons. We respectfully request your co-operation and compliance.

Absolutely no air horns permitted at any facility.

NO PROTESTS WILL BE ACCEPTED. THE TOURNAMENT COMMITTEE'S DECISIONS WILL BE FINAL.