



Wingham Regional Silver Stick

Rules and Information

1. EACH TEAM IN THE TOURNAMENT IS GUARANTEED 3 GAMES.
PERIOD LENGTHS – U11 - 10,10,15 AND U18 - 10,15,15
2. EACH TEAM WILL RECEIVE A MEAL AFTER THEIR FIRST GAME.
3. ALL TEAMS RECEIVE SILVER STICK PARTICIPATION PINS.
4. THE TOURNAMENT IS SANCTIONED BY THE INTERNATIONAL SILVER STICK HOCKEY ASSOCIATION AND THE OMHA.
5. TOURNAMENT ACCEPTANCE WILL BE CONFIRMED 3 WEEKS PRIOR TO THE TOURNAMENT.
6. EQUIPMENT CANNOT BE STORED IN THE ARENA.
7. ALL TEAMS MUST BRING TWO SETS OF SWEATERS.
8. EACH U11 TEAM WILL BE ALLOWED A 3 MINUTE WARM UP, EACH U18 TEAM WILL BE ALLOWED A 5 MINUTE WARM UP, PRIOR TO THE START OF THE EACH GAME.
9. ALL GAMES WILL BE STOP TIME, UNLESS THERE IS A FIVE GOAL DIFFERENCE IN THE THIRD PERIOD, AT WHICH TIME THE CLOCK WILL NOT BE STOPPED FOR THE BALANCE OF THE GAME REGARDLESS OF ANY CHANGE IN THE SCORE. PENALTIES THAT ARE ASSESSED IN RUN TIME WILL BE THE SAME AS REGULAR TIME. (IE. - 2 MIN WILL BE 2 MIN IN RUN TIME, 4 MIN PENALTY WILL BE 4 MIN)
IF AN INJURY OCCURS IN RUN TIME THE CLOCK WILL BE STOPPED AND WILL START AGAIN AT THE FACE OFF.
10. THE MAXIMUM GOAL DIFFERENTIAL THAT WILL BE AWARDED IS 5 GOALS.
11. FOR ROUND ROBIN PLAY:

U18 B DIVISION

(a) THE TEAMS WILL PLAY IN THE ROUND ROBIN SERIES (3 GAMES EACH), WITH TWO POINTS FOR A WIN, ONE POINT FOR A TIE AND ZERO POINTS FOR A LOSS.

(b) THE TEAMS WILL BE SEEDED ACCORDING TO THEIR ORDER OF FINISH. THE TOP 2 SEEDED TEAMS FROM EACH GROUP WILL MOVE ON TO THE SEMI FINAL PLAYOFF ROUND. IF THERE IS A TIE, THE TIE BREAKING PROCEDURE BELOW WILL BE USED.

U18 C DIVISION

(a) TEAMS WILL PLAY IN THEIR ASSIGNED ROUND ROBIN SERIES (3 GAMES EACH), WITH TWO POINTS FOR A WIN, ONE POINT FOR A TIE AND ZERO POINTS FOR A LOSS.

(b) TEAMS WILL BE SEEDED ACCORDING TO THEIR ORDER OF FINISH. THE TOP SEEDED TEAM FROM EACH GROUP WILL MOVE ON TO THE SEMI FINAL PLAYOFF ROUND. 1 WILDCARD ENTRY WILL BE AWARDED. IF THERE IS A TIE, THE TIE BREAKING PROCEDURE BELOW WILL BE USED.

U11 B DIVISION

(a) TEAMS WILL PLAY IN THE ROUND ROBIN SERIES (2 GAMES EACH), WITH TWO POINTS FOR A WIN, ONE POINT FOR A TIE AND ZERO POINTS FOR A LOSS.

(b) TEAMS WILL BE SEEDED (1ST THROUGH 7TH) ACCORDING TO THEIR ORDER OF FINISH. SEED 1 WILL RECEIVE A BYE TO THE SEMI FINAL PLAYOFF ROUND. IF THERE IS A TIE, THE TIE BREAKING PROCEDURE BELOW WILL BE USED.

U11 C DIVISION

(a) TEAMS WILL PLAY IN THE ROUND ROBIN SERIES (2 GAMES EACH), WITH TWO POINTS FOR A WIN, ONE POINT FOR A TIE AND ZERO POINTS FOR A LOSS.

(b) TEAMS WILL BE SEEDED (1ST THROUGH 13TH) ACCORDING TO THEIR ORDER OF FINISH. SEED 1, 2 AND 3 WILL RECEIVE A BYE TO THE QUARTER FINAL PLAYOFF ROUND. IF THERE IS A TIE, THE TIE BREAKING PROCEDURE BELOW WILL BE USED.

ROUND ROBIN TIE BREAKING PROCEDURE

(a) IN THE EVENT OF A TIE AT THE CONCLUSION OF REGULAR SCHEDULED ROUND ROBIN, THE FOLLOWING WILL PREVAIL:

- I) IF STILL TIED, THE WINNER OF THE GAME BETWEEN THE TWO TIED TEAMS WILL TAKE THE HIGHER POSITION.
- II) IF STILL TIED, PREFERENCE WILL BE DETERMINED BY DIVIDING THE TOTAL "GOALS FOR AND AGAINST" "INTO THE GOALS FOR". THE TEAM WITH THE HIGHEST PERCENTAGE TAKES THE HIGHER POSITION.
- II) IF STILL TIED, THE TEAM WHICH SCORED THE FIRST GOAL IN THE GAME BETWEEN THE TWO TEAMS TAKES THE HIGHER POSITION.
- IV) IF STILL TIED, THE TEAM THAT SCORED THE FASTEST FIRST GOAL OF THE TOURNAMENT TAKES THE HIGHER POSITION.
- V) IF STILL TIED, WINNER WILL BE DECIDED BY A COIN FLIP.

12. TIE BREAKING PROCEDURE FOR THE 1st PLAYOFF ROUND AND QUARTER FINAL PLAYOFFS.
- a) THE TEAMS WILL PLAY A 10 MIN SUDDEN VICTORY OVERTIME PERIOD. THE FIRST TEAM TO SCORE WILL BE DECLARED THE WINNER.
 - b) IF TEAMS STILL TIED, A 3 PLAYER SHOOTOUT ALTERNATE SHOT WILL FOLLOW. THE TEAM WITH THE MOST GOALS IN THIS SHOOTOUT WILL BE DETERMINED AS THE WINNER. IF STILL TIED, THE SHOOTOUT WILL CONTINUE, ONE PLAYER (CANNOT BE A PLAYER FROM THE 1ST THREE) PER TEAM, SUDDEN VICTORY FORMAT.
13. TIE BREAKING PROCEDURE FOR THE SEMI FINAL AND FINAL PLAYOFFS.
- a) THE TEAMS WILL PLAY A 10 MIN SUDDEN VICTORY OVERTIME PERIOD. THE FIRST TEAM TO SCORE WILL BE DECLARED THE WINNER.
 - b) IF TEAMS STILL TIED, THE 10 MIN SUDDEN VICTORY OVERTIME FORMAT WILL CONTINUE UNTIL A WINNER IS DECLARED.
(NOTE: Ice flooding will be at the discretion of the Tournament Director).
14. ALL TEAMS MUST PRODUCE THEIR OMHA APPROVED PLAYER ROSTER **1 HOUR BEFORE THE START OF THEIR GAME**, WHICH WILL BE CHECKED BY OUR REGISTRATION OFFICERS.
- REMEMBER – SHOULD THE TOURNAMENT BE RUNNING AHEAD OF SCHEDULE. TEAMS MUST BE AT THE ARENA ONE HOUR PRIOR TO GAME TIME AND BE PREPARED TO PLAY ½ HOUR PRIOR TO THEIR GAME TIME ON SATURDAY AND SUNDAY.**
15. ANY PLAYER, COACH, MANAGER, OR TRAINER NOT PROPERLY APPROVED, WILL NOT BE ALLOWED TO COMPETE.
16. CLASSIFICATION MUST CORRESPOND TO YOUR CURRENT OMHA REGISTRATION.
17. IF A MAJOR PENALTY IS RECEIVED FOR FIGHTING, THE PLAYER IS EXPELLED FROM THE TOURNAMENT.
18. ALL PROTESTS OR DISPUTES MUST BE SUBMITTED TO THE TOURNAMENT DIRECTOR NO LATER THAN ONE HOUR FOLLOWING A GAME. THE TOURNAMENT DIRECTOR'S DISPOSITION OF SAID DISPUTE WILL BE FINAL.
19. ANY TEAM FAILING TO APPEAR FOR A GAME AS OUTLINED ON THE OFFICIAL SCHEDULE SHALL BE CONSIDERED LOSERS BY A SCORE OF 3 TO 0. THE TOURNAMENT DIRECTOR HAS THE RIGHT TO RESCHEDULE.

NOTE: International Silver Stick has designated specific areas for Regional Tournaments to obtain teams from for their tournaments. Regional Tournaments must accept teams from their area first to fill their tournaments. You must apply to the Regional Tournament in your area if you wish to go to a Silver Stick Tournament. If you are not accepted into the Regional Tournament in your area, you may apply to other Silver Stick Regionals providing proof that you applied to the Regional in your area.

EXTREME WEATHER:

South Western Ontario can experience extreme winter weather. In the case of extreme weather, the Tournament Director will monitor local conditions and make decisions on play or no play. There are many local accommodations available. Generally, teams are expected to arrive in time for games as long as the roads are not closed by the O.P.P. Very often there are alternate routes available. If you are nervous about traveling at this time of year, please book some local accommodation. If roads are closed by the O.P.P. then teams are expected to obey these closures and use alternate routes. It may occur that early morning or late evening games get cancelled but mid-day games do not. There is a big difference between traveling in darkness and traveling in daylight. If you encounter closed roads, look for reasonable alternate routes. If it looks like you may not be able to make your game on time, contact the Tournament Director – U18 at (519) 531-0835 (cell) or Tournament Director – U11 at (519) 450-8042 (cell). The first back-up date for any game is the first day any arena facilities are available. Any arena may be used if this occurs, not just the Wingham arena.

Games will be played in the North Huron Westcast Community Complex located in Wingham. This is an NHL size ice surface with six large dressing rooms, a first aid room, fitness club, swimming pool, squash courts and a hall. Our facilities should guarantee a great time for everyone.

We hope you will join us for our 38th annual tournament.

Your participation will be greatly appreciated.

