

2018 Napanee Andy McGarvey Memorial Hockey Tournament

Friday 16 Nov - Sunday 18 Nov 2018

Rules and Regulations

1. OMHA Code of Conduct applies to all participants.
2. Hockey Canada, Ontario Hockey Federation (OHF) and OMHA Rules and Regulations apply, unless modified or elaborated on in this document.
3. Tournament Schedule and Standings are available at www.mcgarveymemorial.ca.
4. Players are only permitted to be rostered to one (1) team for the tournament.
5. All 5 minute major penalties for fighting will automatically disqualify the player (s) from any further games in the tournament.
6. Tournament Format: Every team is guaranteed to play a minimum of three (3) games.
7. **CHECK IN:** Team Manager or Coach **must** check in at the Registration Desk at the arena of their **first game** a minimum of half an hour before the start of their first game.
 1. The team's current Official Roster and Travel Permit must be presented and handed in at check in, if not already sent/presented to Tournament Director. Teams will not be permitted to play until their official Roster **and** Travel Permit have been provided.
 2. Each team's staff **must** sign in at the Registration Desk at the arena where their game will be played, prior to the game starting. Game sheets are to remain at the Registration Desk until handed to the timekeeper.
8. Games: Every team is guaranteed a minimum of three (3) games.
 1. **All team bench staff shall sign each game sheet prior to that game.**
 2. Games other than the first game of the day, may begin up to fifteen (15) minutes prior to the scheduled start time.
 3. Teams must be prepared to play fifteen (15) minutes prior to the scheduled start time (except as per 8.2. above).
 4. All warm-ups, pep talks, and team rituals must be concluded prior to the team going on the ice.
 5. Teams are permitted a three (3) minute on-ice warm-up prior to the start. However, if the Tournament schedule is running behind, the warm-up will be reduced to two (2) minutes.
 6. Delay in game start may result in a "Delay of Game" penalty to the offending team.
 7. Game times will be as follows: Novice, Atom, and Peewee (all divisions) will be 10-10-10 minute stop time periods. Bantam and Midget divisions will consist of 10-15-15 minute stop time periods.
 8. During the third period only, if a goal differential of five (5) or more goals exists, run time will be utilized until the goal differential is reduced to three (3) goals.
 9. Teams are requested to vacate their dressing rooms fifteen (15) minutes post game, and to leave the rooms in a clean and tidy condition.
9. Home teams are requested to wear light (white) coloured jerseys, while Visitor team will wear dark. Referees will make final call in the event there is a discrepancy.
10. **Ranking:** All teams are guaranteed three (3) games, some teams will play four. Points will be awarded as follows: win equals two (2) points, tie equals one (1) point, and loss will be zero (0) points, and a bonus half (0.5) point will be awarded for shut-outs.

1. Championship awards will be handed out to first and second place team based on points in some divisions. Ties in points will be resolved through the following process:
 - A. Head to head record involving the tied teams.
 - B. Team with least goals against in all games played.
 - C. Best ratio of goals for versus goals against (GF / Total G) in games played.
 - D. Coin toss.
 - E. The possibility of playing an additional game on Sunday.
2. Some divisions will have the top two teams play in a FINALS game for the Championship, as per the Schedule.
11. Timeouts: No timeouts will be permitted except in Semi and Final games. Each team will be permitted one thirty second timeout in the Semi and Final (Championship) game.
12. **Overtime:** Overtime will only occur during a Semi or Final (Championship) game, and will be as follows:
 - 1) Overtime will consist of a short rest period, no changing of ends, one (1) five (5) minute sudden death stop time period.
 - 2) Overtime will be 4 on 4 plus goaltenders, unless a penalty occurred in regulation, that penalty will carry over. Goaltenders may be pulled once overtime commences.
 - 3) If overtime results in tie, teams will enter sudden death shoot out, best of three players. First three shooters must be different players. Each team will shoot concurrently.
 - 4) Once the third shooter from each team has shot, they may be used again.
13. **Champion Photographs:** Teams *are not* permitted to take photos on-ice. There is a dedicated location near the resurfacing doors on the Goodyear arena for photos.
14. **Mouth Guard Policy:** All OMHA teams are required to wear mouth guards, and it is highly recommended for all players to wear one, however, mouth guard use is governed by each participating teams' home branch regulations.