**Napanee Fallen Stars Memorial**

**Tournament Rules House League & Local League**

**All teams must register at the arena of your first game with official roster & travel permit. If you can send the roster and permit by email in advance of the tournament, this is also accepted & recommended.**

1. All game results will be posted at the arena and the NDMHA tournament website.
2. All teams are required to sign in **45 minutes** prior to their first game at the registration table.
3. Tournament rules are in accordance with Ontario Minor Hockey Association (OMHA). Teams will comply with the rules of the tournament and the OMHA. This is a sanctioned tournament.
4. All teams are guaranteed 3 games consisting of 3-10minute stop time periods and a 2minute warm up from the time the gates are closed.
	1. Home teams will be designated as per tournament schedule.
	2. If there is a 5-goal spread in the 3rd period, the clock will begin runtime.
	3. Once running time starts, the only time the clock stops is for an injury or if a goal spread returns to 3.
5. No timeouts in Round Robin play. One (1) 30second time out will be allowed for each team in Quarter Final, Semi-Final and Championship games.
6. 2 points for a Win; 1 point for a Tie; 0 points for a Loss.
7. TIE BREAKERS: In the event of a tie in the standings, the final results will be decided by:
	1. Results of the head to head game (win or loss) applies for Round Robin games. If 3 or more teams are tied, go to b).
	2. Most Total Wins
	3. Goal Differential. The team with the highest tournament goal average. This is determined by the total goals scored divided by the total goals for & against. EXAMPLE: Team 1 scores 10 goals and gives up 14 goals. 10/24 = 0.417.
	4. Least amount of penalty minutes in all games played.
	5. Most goals scored.
	6. Fewest goals allowed.
	7. Coin Flip
	8. QUARTER FINAL, SEMI-FINAL & CHAMPIONSHIP games: In case of a tie, there will be a 4v4 – 3minute running time period. Last 30seconds will be stop time. If still tied, a 3v3 – 3minute running time period, with last 30seconds stop time. If still tied, a 2v2 – 3minute running time period, with last 30seconds stop time. If still tied, a 1v1 – 3minute running time period, with last 30seconds stop time. If still tied, 1v1 format continues until someone scores.
	9. If penalties occur in overtime, a player on ice will have to leave ice and sit for 1 minute. The clock will stop after offending team touches puck & will restart after faceoff. **If a major penalty occurs in overtime, a player on ice will have to sit for 5 minutes.**
8. Game Forfeits will result in a 5-0 win.
9. Penalties that occur in the 3rd period that carry over into overtime are served their full time assessed.
10. A major fighting or gross misconduct penalty will result in player suspension from the tournament.
11. Any Team Official (coach, trainer, manager) ejected from a game will also be suspended for the remainder of the tournament.
12. Coaches are responsible for their team conduct while their team is at the arena.
13. Any Parent, Player, or Team Official will be ejected (as may the Entire Team) from the tournament for ANY act of Unsportsmanlike conduct with NO REFUND.
14. Any disputes will be settled by the Tournament Committee and all decisions are final.