



Caledonia District Minor Hockey Association 2023/24 Challenge Cup – Sanction #12325 Tournament Rules



OVERVIEW

1. This is an OMHA sanctioned tournament.
2. OMHA rules and tournament regulations apply to all games.
3. The tournament guarantees a 3-game minimum for each team.
4. Teams must be prepared to play at 12 pm on Friday. The tournament committee will do their best to schedule out of town teams as late as possible however there is no guarantee.
5. U11, U15 & U18 Groups
 - a. Round robin games within 2 divisions.
 - b. Semi-Final games have 1st place cross over with 2nd place in the other division.
 - c. Championship
6. U13 Group
 - a. Each team plays two preliminary games to determine seeding for the Quarter Finals.
 - b. Quarter Final games for all teams except 1st place (bye).
 - c. Semi-Final games for 1st place and the three Quarter Final winners.
 - d. Championship
7. All Players must play in at least one preliminary game to be eligible to play in any elimination, Quarter Final, Semi-Final, or Championship game.
8. Curfews do not apply during this tournament.

REGISTRATION

1. Participation in the tournament is based on a first to register and remit payment basis. The CDMHA Tournament Committee reserves the right to accept or decline any team.
2. Teams must supply a copy or the original approved OMHA roster or applicable approved roster before your first scheduled game. Failure to provide the approved OMHA roster will result in the team being disqualified from participating in the tournament until submitted. Affiliated players must be included on your approved team roster to be eligible to play. If you will be using coaches or trainers from your association "At Large Roster", you must provide a copy of that as well. Game sheets will be cross referenced with official rosters.



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3. Only Players listed on the official tournament roster sheet will be allowed to participate in the tournament. No names can be added after the first game. If you have a player who is unable to attend the first game, is sick or injured or suspended, their name must still be on the first game sheet. Gamesheets will be done electronically through Gamesheet Inc.
4. All teams must provide a valid Travel Permit from their association.

GAMES

1. Teams must register at least one hour prior to the start of their first game.
2. Teams must be prepared to start each game 15 minutes prior to the scheduled start time.
3. “Home” teams will be designated on the tournament schedule.
4. Where there is a conflict in jersey colours, the “Home” team will be required to wear jerseys supplied by the tournament. All jerseys must be returned immediately after the game and be in the same condition as they were loaned out. Failure to do so will result in expulsion from the tournament.
5. There will be a 3-minute warm-up prior to each game.
6. All preliminary round games will be 10-10-10 stop time periods with no overtime.
7. Points during the preliminary rounds will be awarded as follows: (a) 2 points for a win and (b) 1 point for a tie.
8. If a team defaults a game, the non-offending team will be awarded a 3-0 win.
9. Mercy Rule: When any team is ahead by five or more goals in the 3rd period, the game will proceed under run 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 run time is if an on-ice injury should occur which requires the trainer to attend to the player. All penalties called when mercy rule is in effect are time and a half (Example: 2 minutes is 3; 4 minutes is 6; 5 minutes is 7:30) (OMHA Regulation 19.1m).
10. In case of a tie after the preliminary round – if two teams are tied the higher seed will be decided by the winner of the head-to-head game. If still tied or more than two teams are tied the higher seed will be determined in the following order
 - (a) The team having the most wins
 - (b) the team with the fewest goals against
 - (c) The team with the least amount of penalty minutes – two minutes for a minor and five minutes for a major. Misconducts will not be included in the penalty minute total.
 - (d) longest shutout streak to start the tournament.
 - (e) coin toss.



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11. All Quarter Final games will be 10-10-10 stop time with overtime rules as listed in #13 below.
12. All Semi-Final and Championship games will be 12-12-12 stop time periods with overtimes rules as listed in #13 below.
13. Quarter Final, Semi-Final & Championship tie breaker rules:
 - (a) Teams will play a 5-minute overtime period.
 - (b) The overtime period will be played three on three plus goaltenders.
 - (c) Teams will not change ends during the overtime period.
 - (d) Penalties will be served during the overtime period and any penalties from the third period will be carried over to the overtime period. Teams will play shorthanded in the overtime period. If a team has one penalty in the overtime period it will be played at 4 on 3 plus goaltenders, two penalties in the overtime period it will be played 5 on 3 plus goaltenders. Teams will revert to three on three after first stoppage when penalties are complete.
 - (e) If the game remains tied after the overtime period, the winner will be declared by a shootout.
 - (f) Teams will not change ends for the shootout.
 - (g) Each team must designate the first three shooters prior to the start of the elimination game. This form will be available at the tournament table when signing the gamesheet.
 - (h) The "Home" team will choose which team shoots first.
 - (i) If a winner is not decided after the first 3 shooters, a sudden victory shootout will occur. Players cannot shoot again until all players have taken a shot.
 - (j) If additional shootout rounds are required, the shootout rotation will remain the same as the previous round.
 - (k) If a player is serving a penalty at the end of overtime, that player is not eligible to participate in the shootout.
14. Each team will have one thirty (30) second timeout in the Quarter Final, Semi-Final, and Championship games only.
15. Any player or team official ejected from a game for a major or match penalty must serve the penalty during the remainder of the tournament. OMHA regulations and suspensions apply to all penalties assessed during tournament games.
16. All fighting major penalties, gross misconducts and match penalties will result in an immediate suspension from the tournament.



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TEAM ETIQUETTE

1. Team Officials are responsible to ensure that the team's dressing room always remains locked. The Caledonia Minor Hockey Association, the Tournament Committee and the facility provider accepts no responsibility for the loss/theft of, or damage to any personal property left in the dressing room at any time.
2. Teams will be held responsible for any damages caused to the facilities utilized for the tournament. It is the responsibility of the Team Officials to inspect the dressing room prior to occupancy and report any damage previously caused immediately to the Tournament Officials.
3. Audio players are permitted in the dressing rooms provided that the volume is kept at a reasonable level and cannot be heard in the hallways.
4. Audio must be appropriate for all age groups.
5. Players or team officials are not permitted in the referee's rooms at any time.
6. Team Officials, players, and fans will treat their opponents, referees, timekeepers and any other team or tournament official with respect and dignity.
7. There will be zero tolerance for any verbal or physical abuse. An individual's actions can result in a team's expulsion from the tournament.

TOURNAMENT COMMITTEE

1. In no event shall the tournament sponsors, the tournament committee and its volunteers, game officials and/or Caledonia Minor Hockey Association be responsible for any liability, claim, loss, damage or expense of any kind arising during the tournament weekend, howsoever caused including but not limited to injuries, facility or equipment damages or thefts.
2. The committee reserves the right to make any/all decisions on
 - (a) The interpretation of the tournament rules.
 - (b) Changes to round robin play based on the actual number of participating teams.
 - (c) Tournament objections and protests.
3. ALL DECISIONS WILL BE FINAL.