

PETERBOROUGH LIFTLOCK ATOM TOURNAMENT

GENERAL INFORMATION.

Team Manager must register team prior to their first game at the Evinrude Center 911 Monaghan Rd.

- ... ALL players must wear approved **throat protectors** as per CHA Rules.
- ... ALL players must wear an **intra-oral mouth guard**; if it is a policy of their own Association.
- ... Prior to start of game, players will line up at center ice and **TOUCH GLOVES** (no handshakes).
- ... OHF Policy 12: At the **Novice / Atom levels both genders** may dress in the same dressing room at the same time with the presence of two adults / staff.

TOURNAMENT PLAYING RULES:

ALL OMHA rules governing hockey shall apply; with the following additions:

1. Any player receiving a major penalty for fighting will be automatically suspended from the tournament
2. Any player receiving a gross misconduct penalty or match penalty is automatically suspended from the tournament.
3. Any team official receiving a penalty for fighting will be automatically suspended from the tournament.
4. The referees are sole judges of ALL goals.
5. ALL games will be stop-time consisting of 2-ten minute and 1-15 minute periods. There will be no overtime played until after completion of the round robin format. **NO TIME-OUTS ALLOWED.**
6. ALL overtime will be ten minute sudden victory periods.
7. Each team **MUST** have a certified Coach and Trainer.
8. Any team official receiving a gross misconduct or game misconduct penalty will automatically suspended from the tournament.
9. ALL other matters will be dealt with by the Tournament Committee and their decision will be final.
10. A player will be allowed to play for one team only during the tournament.
11. Before the start of each game, two minutes will be put on the time clock and the clock will start running when the Zamboni has left the ice. When the clock reaches zero, the game will begin.
12. Scheduled game times are approximate. Extra time is built into the schedule so you must be ready to play fifteen (15) minutes prior to your scheduled game time.
13. No one, other than players, coaching staff and trainers are allowed in the dressing rooms before and after games. A maximum of four coaching staff and one trainer are permitted in the dressing room.
14. A maximum of five team officials, including certified Coach and Trainer, are allowed on the bench for tournament games.

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DETERMINING STANDINGS & WINNERS IN ROUND ROBIN PLAY:

Rules similar to those used in Olympic Hockey will be used to determine standings in the event of a tie in round robin play. Tournament operated under OMHA/CHA Sanctions and Regulations.

Note: When three or more teams are tied in points at the completion of Round Robin play; once one team's standing is determined, revert back to Rule No. 1 to determine next best team.

A) GROUP STANDINGS IN ROUND ROBIN PLAY

1. Each group will play a point series: 2 points for a win, 1 point for a tie.
2. If only two teams are tied in points, whichever team won the game played against the team in which it is tied, places higher.
3. If two or more teams are tied, the team with the fewest goals against* places higher.
*When calculating goals against, the **maximum** goals against per game is 7.
4. If two or more teams are still tied, the team with the greatest goal spread* places higher.
*When calculating goal spread, the **maximum** goal spread per game is 7.
5. If only two teams are still tied, the team that scored the first goal in the game against the team in which it is tied, places higher.
6. If two or more teams are still tied, the team with the fewest penalty minutes* places higher and vice versa.
* For the purposes of calculating penalty minutes, 2min minor, 5 min major, and 10 min misconduct penalties will be used.
7. If two or more teams are still tied, the tournament committee shall determine the standings by ordering a PLAY-OFF SCHEDULE (refer to Part C below).

B) DETERMINING WILD CARD STANDINGS

Only Rules No. 1, No. 3, No. 4 and No. 6 above will apply.

C) PLAY-OFF SCHEDULE

The tournament committee shall determine the schedule. Games will consist of one 10-minute (stop-time) period. If still tied, 10-minute sudden victory overtime periods will be played until a winner is determined.

- D) TIE GAMES** – In the event overtime becomes necessary to determine a winner, sudden victory overtime will be played until a winner is declared.