



St-Isidore Minor Hockey Association

TOURNAMENT RULES

1. All O.D.M.H.A and Hockey Canada rules are in effect. All decisions made by on or off ice officials are considered final.
2. A maximum of 19 players will be accepted per team.
3. The team manager or coach must register with a tournament official no later than 30 minutes prior to game time and his/her team should be ready to play no later than 10 minutes prior to the scheduled game time. A maximum delay of 5 minute will be allotted prior to declaring the game forfeited.
4. The tournament is a "Pool" format and each team will be guaranteed a minimum of 3 games.
5. 1 Time Out will be given to each team in the **Final Championship game only**.
6. Games will be played in the following manner:
 - a) The first two periods will be 10 minute stop time periods with a maximum of 15 minutes of straight time.
 - b) The third period will be a 10 minute stop time period with no time limit.
7. Pool Winners and Possible Tie Breaker. Each team will receive 2 points for a win, 1 point for a tie. NO points for a loss. Should two teams be tied for the Pool lead, here is the order which will be utilized to determine the winner.
 - a) Head to Head result
 - b) Goals For and Against differential
 - c) Fewest Goals Allowed
 - d) Most Goals For
 - e) Least amount of Penalty Minutes received
 - f) Coin Toss
8. In the case of a tie after three periods; **Quarter Finals, Semi-Finals and Final Only**
 - a) A sudden victory overtime period of 5 minutes will be played 3 on 3 plus a goaltender.
 - b) In the case of a penalty, the opposing team will add a player. At the end of the penalty, the penalized player will return to the ice surface until the next stoppage in play. The game will then resume 3 on 3.
 - c) If the game is still tied after overtime, each team will select 3 players for an alternate shot "shoot out". The HOME team will have the OPTION of shooting first. **Any player(s) serving a hold over penalty at the end of overtime will NOT be eligible for the shoot-out.**
 - d) If there is a tie after 3 shooters, teams will then send one shooter at a time until the tie is broken. Teams may NOT select the same shooter twice until all players have taken at least one shot (excluding goaltenders).