



**Parry Sound Hockey Club's  
2013 Annual Bobby Orr Hall Of Fame Classic  
Novice Atom Tournament  
Rules and Regulations**

1. Only Hockey Canada (HC) carded or affiliated players will be allowed to participate. Approved HC Player documentation shall be presented to the tournament chairperson one-hour prior to your first game. Staff must present and hold appropriate and current certifications as required. Teams outside the O.M.H.A. jurisdiction must provide a letter of permission from their respective association. **Please do not forget your approved Documentation as your team will not be allowed to participate. If you have questions about the required documentation please call the tournament convener.**
2. All minor and major penalties shall be in accordance with OMHA rules. Copies of **all** game sheets will be sent to the Regional Representative of the OMHA.
3. Suspensions received during the tournament will be served in the tournament as follows:
  - 1) ***Any fighting or match penalty results in expulsion from the tournament. In addition, a copy of the game sheet will be sent to the team's minor hockey organization for further action.***
  - 2) ***Any penalties or suspensions will be served in the tournament.***
  - 3) ***The Tournament Conveners ruling on any issue arising from the tournament concerning suspensions is final.***
4. This will be a Novice-Atom tournament with each division made up of a maximum of 10 teams. Each team is guaranteed three games.
5. Team rosters will be limited to 19 players (includes goalies). Players can only play for one team.

6. Team officials are responsible for their player's conduct both on and off the ice.
7. All teams are required to report to the tournament office one hour prior to each game so that game sheets can be completed. Teams must be ready to play 15 minutes prior to their scheduled game time. Teams must be ready to proceed to the ice immediately after the previous game. However no staff or player is allowed on the ice surface until the Zamboni has left the ice and the resurfacers door is closed.
8. Ice re-surfacing will take place at the end of each game.
9. There will be two groups of up to five teams in each of the Novice and Atom divisions. Preliminary play will be a round robin within each group with the two top teams from each group moving to semi-final games. The first place team from each group will play the second place team from the other group. The two top teams from the semi-finals will advance to the Championship game.  
***This format may vary depending on the number of teams enrolled or available ice time.***
10. There will be a three-minute warm up period before each game (time permitting). The clock will commence as soon as the referees step on the ice.
11. All games in the preliminary round robin and the semi-final games will be three 10-minute periods, stop time. There will be no overtime in the preliminary round. The standing in a group shall be decided on the point system.
  - 1) ***Two points for a win.***
  - 2) ***One point for each team in the event of a tie.***
12. In the event of a tie at the conclusion of the divisional round robin play:
  - 1) ***The result of the game between the two teams when they played each other will determine the winner.***
  - 2) ***If wins and losses at this time are the same then preference will be determined by:***

**Total number of goals for divided by Total number of goals for + Total number of Goals against.**

**The highest value from the formula above will advance.**

**If still tied the winner will be determined by the following criteria.**

**3) The team who received the fewest number of penalties during the round robin.**

**4) The team that scored the first goal in the game between the two teams.**

**5) The team that scored the most goals for in the first periods of the round robin games.**

**6) Lastly the tournament convener will hold a coin toss to determine the winner.**

13. Championship games will be 10 - 10 - 12, stop time (time permitting). In the event of a tie in the semi-final or championship games the tie will be broken using the player reduction system as follows:

**1) Overtime periods will be two (2) minutes stop time sudden victory.**

**2) All Overtime periods -4 skaters + a goalie.**

**3) Player substitutions will only be allowed at the end of each overtime period. If a player is injured during overtime play, a substitution will be permitted, the opposing team will also be permitted to substitute one player if they wish to do so.**

**4) Teams will not be able to pull their goalies during overtime except during a delayed penalty situation.**

**5) At the end of an overtime period, the resuming faceoff will be conducted at the nearest faceoff circle where the previous period ended (not at centre ice).**

14. Mercy rule - when any team is ahead by 5 (five) or more goals in the third period the tournament will have the option of utilizing 'straight time'. In this situation the game will proceed under 'straight time' unless the gap is reduced to 3 (three) goals, at which point the clock will revert back to stop time. The only time the clock will be stopped during time is if an on-ice injury should occur. All penalties are running time.

15. Time outs - One 30 second time out per team in the semi finals and finals only.

16. All teams will bring two sets of sweaters (Home and Away). The Tournament Convenor will designate the home team. The home team will wear light colored sweaters. Visitors will wear dark colored sweaters. If in the referee's opinion there is a conflict with the sweaters, the home team will change.
17. Each team's first game start times, once confirmed, will not be changed.
18. The tournament convenor(s) will have the final say in all questions or disputes arising from the tournament.
19. The sponsors of this tournament, its officials, arena manager and all persons concerned with the tournament will not be held liable for any injury or accident which may be incurred by any player or team official while participating in, coming to or going from the tournament.
20. Attention: The Tournament Committee reserves the right to revoke any Abusive individual's privilege to be present at the arena. By paying the entry fee which includes the Gate Fee, all players, staff, parents, and spectators are subject to this rule.

***Parry Sound Hockey Club Privacy Statement.***

The Parry Sound Hockey Club is committed to respecting and protecting the privacy of our Member Partners, their associations, individual members, their families and our employees. The personal information collected in our course of administering our hockey programs will be used and disclosed for the sole purpose of administering the Rules, Regulations and By-laws of the Parry Sound Hockey Club and/or for the purpose of registering the person in the program for which they have enrolled and may be used to provide them with the information necessary for participation.