



Bobby Orr Hall of Fame U18 Rep Tournament

1. Only Hockey Canada (HC) rostered or affiliated players will be allowed to participate. Approved HC Player documentation shall be presented to the tournament director prior to your first game. Staff must present and hold appropriate and current certifications as required. Teams from outside the OMHA jurisdiction must provide a letter of permission from their respective association. If you have questions about the required documentation please email the tournament director.
2. All minor and major penalties shall be in accordance with OMHA rules. All referee's decisions are final. There are no protests.
3. Suspensions received during the tournament will be served in the tournament as follows:
 - a. Any fighting, major 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.
 - b. Any penalties or suspensions will be served in the tournament.
 - c. The Tournament Director's ruling on any issue arising from the tournament concerning suspensions is final.
4. This will be a U18 Representative Tournament, consisting of eight 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. Ice resurfacing will take place at the end of each game.
8. There will be a single group of eight teams. The top 4 seeded teams will advance to the Semi final stage.
9. All games in the preliminary round robin will consist of a 10-15-15 minute period game format. There will be no overtime in the preliminary round. The standings in a group shall be decided on the point system.
 - a. Two points for a win.
 - b. One point for each team in the event of a tie.



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In the event of a tie at the conclusion of the divisional round robin play:

- a. The result of the game between the two teams when they played each other (head to head) will determine the winner. If the result of the head to head game was a tie, the team with the most wins will move on.
- b. If wins and losses at this time are the same then preference will be determined by this formula:
 - i. Total number of goals for (TGF) divided by Total number of goals for + Total number of Goals against (TGA) ie. $TGF / (TGF + TGA)$
 - ii. The highest value from the formula above will advance.
- c. If still tied the winner will be determined by the following criteria.
 - i. The team who received the fewest number of penalties during the round robin.
 - ii. The team that scored the first goal in the game between the two teams.
 - iii. The team that scored the most goals for in the first periods of the round robin games.
 - iv. Lastly the tournament convener will hold a coin toss to determine the winner.

10. Semi Final & Championship games will be 10-15-15 stop time (time permitting - including ice time availability). 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:

- a. Overtime will be one 5 minute period, sudden victory.
- b. Each team will have 3 skaters + 1 goalie. If a penalty occurs, the non-offending team will add a skater to make it 4 on 3. No team will have less than 3 skaters on the ice.
- c. Player substitutions will be permitted
- d. Goalies will switch ends so teams will have the "long change".
- e. Teams will NOT be able to pull their goalies during overtime except during a delayed penalty situation.
- f. If still tied after 5 minutes, a single elimination shootout will occur;
 - i. Home team decides who will shoot first.
- g. If the team shooting first scores, the team shooting second must score to continue the shootout. If one team scores and the other team doesn't not, the game is over.

11. 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.



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12. Time outs - One 30 second timeout per team in the semi finals and finals only.
13. All teams will bring two sets of sweaters. The Tournament Director will designate the home team. The home team will wear dark colored sweaters. Visitors will wear light colored sweaters. If in the referee's opinion there is a conflict with the sweaters, the home team will change.
14. The tournament director will have the final say in all questions or disputes arising from the tournament.
15. 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.
16. The Tournament Committee reserves the right to revoke any Abusive individual's privilege to be present at the arena. We are a zero tolerance club.