

Bob Beaumont U9/U11 Local League Tournament Rules

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. If you have questions about the required documentation, please email the tournament director. \*\* A travel permit and copy of an approved team roster is required before a team’s first game.

2. All 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:

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 suspensions will be served in the tournament.
3. The Tournament Director’s ruling on any issue arising from the tournament concerning suspensions is final.

4. This is a U9 and U11 Local League Tournament, consisting of 6 teams in U9 and 11 teams in U11, each team is guaranteed 4 games.

5. Team rosters will be limited to 19 players (includes goalies).  
  
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. U9: There will be 1 group of 6 teams, the teams will be seeded 1-6 after playing the round robin. Top 4 teams advance to the semi-finals. The winners of each semi-final move on to the finals.

U11: There will be 2 groups one of 5 teams and one of 6 teams, the teams will be seeded after playing a round against the teams in their group. Top two teams in each division move onto the semi-finals. The winners of each semi-final move on to the finals.

9. All games in the preliminary round robin will consist of a 10-10-10 minute period game format, with a 3-minute warm up. There will be no overtime in the preliminary round. The standings 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.

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

1. Team with the most wins.
2. Round Robin Winner of the teams (Head-to-Head) (if applicable)
3. Goal Formula, will be determined by this formula:
4. Total number of goals for (TGF) divided by Total number of goals for + Total number of Goals against (TGA) ie. TGF / (TGF + TGA)
5. The highest value from the formula above will advance.
6. If still tied the winner will be determined by the following criteria:

Team with the fewest Penalty Minutes.  
ii. The team who scored the most goals for.  
iii. The team with the best goal differential.  
iv. The team that scored the quickest goal start a game.  
v. Lastly the tournament convener will hold a coin toss to determine the winner.

10. Final games will be 10-10-15 stop time. One 30 second timeout is permitted in the Championship (Final) games. In the event of a tie in a championship game the tie will be broken using the overtime format as follows:

1. Overtime will be one 10-minute period, sudden victory.
2. 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.
3. Player substitutions will be permitted.
4. Goalies will switch ends so teams will have the “long change”.
5. If still tied after first overtime, teams will switch ends and start another 10-minute overtime period.
6. Overtime periods will continue until a team scores.

11. Mercy rule - when any team is ahead by 5 (five) or more goals in the third period the tournament will utilize 'run time'. In this situation, the game will proceed under 'run 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 2 minutes running time.

12. Time outs - One-30 second timeout per team in the championship (finals) game only.

13. All teams where possible will bring two sets of sweaters. The Tournament Director will designate the home team. If possible, home team will wear light colour sweaters. Visitors will wear dark color sweaters. If in the referee’s opinion there is a conflict with the sweaters, the visiting team will change.

14. Teams should be prepared to start up to 15 minutes ahead of a scheduled game time.

15. The tournament director will have the final say in all questions or disputes arising from the tournament.

16. 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.

17. 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.