

Dresden Minor Hockey Association

Dresden Kinsmen Cup

Tournament Rules

- 1) All players must be O.M.H.A house league/local league players and must play for their own team. **No select teams or major teams will be allowed.**
- 2) **All teams are to bring their OMHA approved roster along with three most recent game sheets from the 2007/2008 season for review by the tournament executive prior to their 1st game. If any team fails to supply this information, that team may forfeit each game until the proper paper work is supplied.** This may seem harsh but this is the only way that we can insure that ALL teams are legitimate. If you are a new coach/manager and do not understand what the roster/player cards are, contact your organization registrar and he/she will be able to supply you with the correct information.
- 3) Teams are to be at the Dresden Arena no later than one-half (1/2) hour prior to their scheduled game.
- 4) All games will be played under OMHA rules.
- 5) Any **major** penalty at any time is an automatic suspension from the remainder of the tournament (e.g.; Stick infractions, checking from behind or abusing or harassing an official).
- 6) All players and team officials must sign in before the tournament begins.
- 7) Only players and coaching staff will be allowed near the players bench and dressing room. **No Parents Will Be Allowed In This Area.**
- 8) Games consist of 3-10 minute periods. There is no overtime in round robin play. The Bantam semi-finals and final games will consist of 2-10 minute & 1-15 minute periods.
- 9) If a team is winning by 4 or more goals, play will be running time. Penalties will be 3 minutes during running time. There will be no running time during semi-final or final games in the tournament.
- 10) Round robin play is by the point system:
 - 2 points for winning a period
 - 1 point for tying a period
 - 4 points for winning a game
 - 2 points for tying a game
- 11) If there is a tie in the round robin, the tie breakers are in the following order:
 - 1 – head to head (points in their game)
 - 2 – lowest goals against
 - 3 – goals for
 - 4 – lowest penalty minutes
 - 5 – flip of a coin
- 12) **OVERTIME:** only occurs in the quarter-finals, semi-finals and the finals. There will be a 5 minute sudden victory overtime period. Each team will play with 4 players plus a goalie. If there is no scoring, then a second 5 minute overtime period begins with each team with 3 players plus a goalie. Play will continue with 3 players until there is a goal scored and the game is over. When you start the overtime

or any time during the overtime it is up to the coach if he/she wants a goalie on the ice. You can play with an extra attacker if so desired. There will be no changes at any stoppage of play. Changes must be on the fly.

- 13) Overtime penalties: If a penalty occurs during the overtime, the penalized team does NOT lose a player but the opposing team ADDS a player. When the penalty is over, the penalized player joins the play until there is a stoppage of play at which time both teams take a player off. There will be no changes at any stoppage of play. Changes must be on the fly.
- 14) All protest must be submitted to the tournament committee 15 minutes following the game. The tournament committee ruling is final.