AMHA Break the Ice Tournament rules 2019

Notice: Only Head Coaches and Team Managers are permitted in the Tournament Office. Team managers are required to register with the AMHA representative at the main arena (Ajax Community Centre) prior to their first game. Official Roster and Travel Permits must be provided prior to the start of the first game or team will not be permitted to play.

1. Referee’s decision and/or Tournament Director Decision is Final. Only Tournament Directors are permitted in the referees change room during the tournament. Failure to comply will result in expulsion from the Tournament.

2. No protests allowed.

3. All fighting majors will result in immediate suspension, from the tournament, for offending player(s). At the Referees discretion, after 3 minutes of stop time, the clock may continue to run during fighting situations, or scrums in the 3rd period of any game, including semi-finals and finals.

4. All O.M.H.A. rules will apply.

5. Each team will be prepared to start your games 15 minutes early of posted Schedule Time.

6. Games will consist of 3 Stop Time Periods of 10-10-15 for all divisions.

7. If any team is ahead by five or more goals in the third period the tournament will be utilizing ‘straight time’. In this situation, the game will proceed under ‘straight time’ unless the gap is reduced to three goals, at which point the clock will revert back to stop time. The only time the clock would be stopped during time is if an on-ice injury should occur. All penalties are running time.

8. Points scoring system: 2 points for a win, 1 point for a tie, 0 points for a loss.

10. One 30 second time-out per team is allowed in Championship Final Games.

11. Ties at the end of Round Robin Standings will be broken as follows:

A) Winner of game between tied teams (Head to Head). If 3 or more are tied, Head to Head is excluded as a tiebreaker (unless 1 team has wins over the other two teams tied).
B) Best Plus/Minus (GF-GA)
C) Goal Differential Percentage ((GF-GA)/Total Goals)
D) Fewest Goals Against
E) Most Goals For
F) Fewest Penalty Minutes
G) Coin Toss

Any team with a fourth-round robin game, the fourth game on your schedule will NOT be a point scoring game. Goals For and Against will NOT count towards tie break rules.

12. A maximum of 6 goal differential will be counted as the final score and used as such in tie breakers (eg. if you win 8 to 1, a 7 to 1 score will be posted, 6 goal differential). We encourage coaches to be respectful to other teams by not running up the score.

13. Overtime in Elimination games, Quarter-Finals and/or Semi-Finals will consist of a shootout. 3 shooters per team, simultaneous shootout. Linesmen are permitted to call goals during the shootout. The team with the most goals is the winner. If tied, a sudden death simultaneous shootout will occur until a winner is decided. No shooter can shoot twice until all players have taken a shot. Players who have a penalty at the end of regulation time are not permitted to participate in the shootout until every player has had one turn during the shoot-out.

14. Overtime in Championship Finals will consist of one (1) 5-minute Sudden Death period. If still tied: 1-minute 4 skaters, 1-minute 3 skaters, 1 minute 2 skaters, 1 minute 1 skater. 1-minute skater continues until there is a winner. The
goalie must remain in the net during all sudden death periods (with exception to a delayed penalty call). If a team receives a penalty during the 1-minute sessions, the offending player will leave the ice and cannot return to play for any remaining sessions. The penalty is deemed over at the end of the particular session. On 1-1 play, if a player receives a penalty, the non-offending team will add a player to the game, the offending player must leave the ice, and a new player substituted in his place.

15. Prior to the start of each game the clock will be set to 14:00. Each team will have 3 minutes to warm up (signaled by buzzer) and 1 min for shaking hands and receiving instruction from coaching staff. The clock will not stop at the 10:00 minute mark, it will continue to run regardless of readiness. (no exceptions)

16. If a team is scheduled to play a round robin game does not show up to play the game the opposing team will be awarded two points, and a score of 1-0 posted, if both teams do not show up to play the game both teams will receive (0) zero points. If a team scheduled to play in a semi-final or final game does not show up to play the game, a WIN will be awarded to the opposing team 1-0.

17. All required team documents must be in tournament officials possession before playing your first game of the tournament, if these documents are not in tournament officials possession before the game starts the team will forfeit the game awarding the WIN and all (2) points to the opposing team, a score of 1-0 will be posted.

Required Documents:
a) An Approved Team Roster for the current (2019/2020) hockey season.
b) An Approved Travel Permit for the Tournament.

Both documents are to be from your Local League Governing body.
(OMHA/GTHL/etc…)

18. No loud noise making devices such as air horns are permitted in the arena.
19. The TOURNAMENT OFFICIAL(S) decision(s) will be final and there will be no appeal process.

20. Teams must respect arena rules and leave dressing rooms in a tidy fashion. Teams or players disrespecting the facilities, arena staff or leaving the dressing rooms in a mess, can be suspended from the tournament.

21. Abuse of officials both ON and OFF the ice may result in tournament / league suspension.

22. Any Abuse of Tournament Staff may result in Tournament Ejection.