# Georgian Bay Islanders Tournament Rules 2025

1. Hockey Canada and OMHA rules shall apply except were listed below.
2. Any division that has a non-OMHA team in the age division, must follow the OHF minimum suspension guidelines" as per OMHA tournament guide page 20
3. Any fighting major or maltreatment (rule 11) will result in the automatic player disqualification for the remainder of the tournament.
4. A maximum of eighteen skaters and 2 goalies may be registered with each team.
5. A copy of an OMHA team roster must be presented to tournament officials prior to the first game. Changes to the roster must be made in writing. No roster changes will be permitted after the first game has been played.
6. All teams MUST report to the arena at least 30 minutes prior to the scheduled start time of any game.
7. All iPad Game sheets must be filled out, signed by both teams, and returned to the tournament convenor 10 minutes before the start of the game.
8. All teams MUST be available to play 15 minutes prior to the scheduled start time of any game.
9. All Round Robin games are pre-set on the schedule. Home teams during elimination games are determined by which team had the better record after round robin play.
10. Home teams must wear light-colored jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise the opposing team and the tournament officials of any conflict 30 minutes prior to game time.
11. When a team is ahead by five (5) or more goals in the third period in this situation the game will proceed under “run time” unless the gap is reduced to three (3) goals, at which point the clock will revert back to stop time. The only time the clock would be stopped during the time is if an on-ice injury should occur. All penalties are running time of two (2) minutes.
12. Players will shake hands before the game once the referee gives the go ahead. Misconduct penalties given after the conclusion of the game will be subject to a 1-game suspension except were governed by Rules 2 and 3 above.
13. It is the Team’s responsibility to ensure a clean dressing room is left upon completion of their game. All teams must vacate the dressing room 20 minutes or less after their game is completed.
14. Always respect the referees.
15. All officiating decisions, whether made on-ice by referees or off-ice by the tournament officials, are FINAL. There will be no appeals!

# Tournament Format

Divisions of 4: Teams will be placed into one pool. The 1st place team will play the 4th place team and 2nd place team will play the 3rd place team for the semis. The 2 winners will play for the championship.

Divisions of 5: Teams will be placed into one pool. Top 4 teams will play in the semis with 1st Place vs 4th place and 2nd place vs 3rd place. Winners of the semis will play in the finals.

Divisions of 6: Teams will be placed into two pools of 3. The top team from each pool after round robin will receive a bye into semis. The other 4 teams will play quarter final game. 2nd Pool A will play 3rd in Pool B and 2nd in Pool B will play 3rd in Pool A. Winner of the quarter games will play the 2 teams that received a bye. The 2 winners of the semifinals will play in the finals.

Divisions of 8: Teams will be placed into two pools of 4. The top 2 teams from each pool after round robin will play in the semifinal. 1st in pool a will play 2nd in pool b and 1st in pool b will play 2nd pool a . Winners of the semi will play in the final.

# Round Robin Games

1. Round robin games will consist of three stop time periods as follows:
   1. U10-U13: 10-10-15.
      1. Flooding of the ice will occur at the end of each game.
      2. A minimum of Two (2) on-ice officials.
   2. U14-U18: 10-15-15.
2. Flooding of the ice will occur at the end of each game.
3. A minimum of Two (2) on-ice officials.
   1. Flooding of the ice can be deferred or moved between periods at the Tournament Committee’s

discretion.

* 1. One time-out in round robin for each team

1. Teams will be awarded two points for a WIN, 1 Point for a TIE and Zero Points for a LOSS.
2. Standings after the round robin will be calculated based on the points awarded as per Rule # 20 In the event of a tie the following criteria will be used to break the tie.
   1. Most Wins
   2. Head-to-Head Winner between the tied teams (not applicable in a 3-way tie)
   3. Scoring Differential for all games
   4. Fewest goals against
   5. Least penalty minutes
   6. Most goals for
   7. Coin Toss

# Semi-Finals, Consolation, and Championship Games

1. Games are played to a Winner.
2. Games will consist of three stop time periods as follows:
   1. U10-U13: 10-10-15.
      1. Flooding of the ice will occur at the end of each game.
      2. A minimum of Two (2) on-ice officials.
   2. U14-U18: 10-15-15.
3. Flooding of the ice will occur at the end of each game.
4. A minimum of Two (2) on-ice officials.
   1. One-30 second time out will be allowed for each team.
   2. Each Team must designate 3 shooters (S1, S2,S3) prior to the start of the game.
5. Teams do not change ends for Overtime or Shoot Outs.

# Overtime

1. In the event of a tie at the end of regulation time a SUDDEN VICTORY 3 MINUTE overtime will commence. Teams will play four on four for this 3-minute overtime.
   1. If a penalty is assessed, teams will play four on three.
   2. When the penalty expires, the teams will return to four on four. If a team is assessed a second penalty while the first penalty has not expired then play will be 5 on 3, if there is no whistle, it goes to 5 on 4 when the first player comes out, then goes to 5 on 5 when the second player comes out. Play returns to four on four on the next stoppage in play.
2. If still tied at the end of overtime, a 2nd SUDDEN VICTORY 2 MINUTE overtime will commence. Teams will play three on 3 for this 2-minute overtime and changes will only be allowed on the fly, no changes on a whistle.
   1. If a team is assessed a penalty, the penalized team will remain at 3 skaters while the non-penalized team plays with four skaters (ex: four on 3) AT NO TIME WILL THERE BE LESS THAN 3 PLAYERS AND A GOALIE PER TEAM ON THE ICE.
   2. When the penalty expires the teams will play four on 4 until a whistle. If a team is assessed a second penalty while the 1st penalty has not expired then play will be 5 on 3, if there is no whistle, it goes to 5 on 4 when the first player comes out, then goes to 5 on 5 when the second player comes out. Play returns to three on 3 on the next stoppage in play.
3. There will be NO FLOODS between Overtime Periods.
4. If still tied at the end of overtime a SHOOTOUT will commence.

# Shootout

1. Any player serving a penalty at the end of the overtime will NOT be eligible to participate in the Shoot Out and must remain in the penalty box for the duration of the Shootout.
2. All Players, except Shooters and Goalies, will be on the bench.
3. Shooters from both teams will shoot simultaneously, starting at center ice.
4. Coaches must use the designated shooters in order on the game sheet. (ex: S1, S2, S3)
5. This is a BEST OF 3 Shootout.
6. If still tied after 3 shooters the coach will designate the next shooter until the game is decided. Shooters from both teams will shoot simultaneously until a goal is scored by one of the teams only (declaring a winner).
7. A player can only shoot once until the smallest of the rosters of eligible players has been gone through completely (minus goalies) at which point the team with the larger roster may elect to have a player who has already shot, shoot again.

The Tournament Committee reserves itself the final word on the interpretation of the rules.

We respectfully ask for your assistance in that no people enter the ice surface for team photographs due to OMHA, Municipality & Town insurance regulations.

Good Luck to all teams!