



## **2010 OMRHA SANCTIONED TOURNAMNET RULES**

<b>GAME PLAY</b>	Teams will be guaranteed a minimum of 3 games
<b>AWARDS</b>	Team awards (medalions or Trophies) to Champions and Finalists.
<b>Torhs Awards</b>	Top Goalie (GAA) and top Scorer, awarded in each division based on round robin games.
<b>MVP Awards</b>	Awarded to MVP of Championship Games

### **TOURNAMENT RULES AND REGULATIONS**

1. All games will be played under National Inline Hockey Association (NIHA) Official Rules, **INCLUDING** Torhs qualifiers. Narch Qualifying Events, Narch rules will apply.
2. The maximum number of players per team roster is 14 (2 goalies, 12 skaters).
3. All player rosters must be submitted with payment and entry package. The roster form of all Teams must be the same as the Roster submitted and approved by the OMRHA office. The roster submitted to the event must be an OMRHA approved roster copy. The OMRHA approved AP list should also accompany the roster form.
4. Any coach/manager/coaching staff suspended during the tournament and is involved as part of the coaching staff with more than one team will not be permitted to coach any team until suspension is fully served with reference to the team in which the suspension was received. Same rule applies to any suspended player.
5. Team manager must confirm team Roster at check in, no later than prior to 2<sup>nd</sup> game of the tournament.
6. All protests must be filed in writing along with cash or certified cheque (payable to OMRHA in the amount of \$100 within two hours of end of game, to the tournament official residing in the arena where the disputed game is played.
7. **Event Chair and OMRHA and Arena staff have full authority to suspend a player, coach, coaching staff member or parent or fan, for the event and the Arenas for any verbal or physical abuse to any event staff, official, player, team official or spectator.**
8. Players must wear the same jersey number for home and away jerseys.
9. All players must wear full facial protection except in the Adult and Senior divisions.
10. All OMRHA teams must have binder with **“Player Identification Forms”** for each player and AP players. Non OMRHA teams or players must have original ID with a current picture.



## Tie Breaking Rules

The tie breaking procedure at the end of round robin play (in the event that teams are tied with equal number of points for the quarter final, semi-final and/or final positions, the following procedure will apply :

**At the end of preliminary round, should two or more teams be tied in points, the tie - breaker format will be in this order:**

**1) Result of head - to - head competition.**

**This rule applies ONLY if all teams tied have played each other and one team has beaten all the other teams involved. Otherwise skip to the next tie-break rule and apply the below rules until the tie is resolved.**

**In the case where more than 2 teams are tied, apply these tie breaking rules until one team is eliminated. When a team is eliminated, start at the beginning of the tie breaking rules with rule #1 – “Results of Head to Head competition”. Continue this process until all ties are resolved.**

**2) Least total goals allowed by the team during the course of a tournament.**

**3) Most goals scored by the team during the course of the tournament.**

**4) Four – player shootout.**

**In any quarter, semi or final games, if the score at the end of regulation is tied, the teams will play a 5 minute “sudden death” overtime period. If the score remains tied, then there will be a four – player shootout to decide the game.**

**NOTE:** If there is any dispute or misunderstanding with the above rules, the Tie Breaking Rules of OMRHA supercedes these tie breaking rules. Tie Breaking rules will be posted at the main arena for the tournament and posted rules will supercede these rules.

## Game Information

- 2 minute warm up ( time clock will run - 30 seconds remaining buzzer will sound )
- teams are not allowed on the surface until all players and coaching staffs have exited. Failure to comply with this may result in a minor penalty.
- teams must have 5 dressed players to start a game.
- The three penalty rule is in effect. Any three penalties in a game will result in a game ejection.
- **All game ejections, major penalties and misconducts will be reviewed and further suspensions or discipline may be assessed. It is the responsibility of the coaching staff to ensure this is confirmed by an OMRHA Tournament Host Official, before the involved player, coach or team official steps on the floor or bench to play or coach another game with any team (if playing or coaching in multiple divisions).**
- All suspensions will follow the OMRHA suspension guidelines and will be reviewed individually by OMRHA event staff for final ruling.
- Round robin play will award 2 points for a win 1 point for a tie
- Teams should be prepared to go on the surface 15 minutes prior to their scheduled game time.
- Games will not start earlier than 15 minutes to scheduled game times.
- Teams will be granted one 30 second time out per game. In playoff games no additional time outs will be granted in over time.
- There will not be a mercy rule in effect (a goal differential greater than 5 will not be displayed on the score board), unless it's a NARCh qualifier. If a Narch qualifier, there will be an eight goal mercy rule, and the actual score will always be displayed. **But there will be the "running clock rule" see below.**

**Round Robin and Playoff games** - Two 15 minute stop time halves. If at any time in the game, the goal differential is 5 goals or greater the clock will run and will stop again only when back to within 2 goals. Clock will run again if a differential of 5 goals or greater is again reached.

**Playoff games** - Two 15 minute stop time halves (**running clock rule will apply**). If tied at the end of regulation, a 5 minute sudden death overtime. If still tied – 4 man shootout. If still tied, sudden death shootout.