



Central Perth Zehr U13 LL Invitational Rules



1. This is an OMHA sanctioned tournament. All OMHA rules and regulations shall apply.
2. Each team is guaranteed 4 games.
3. Teams must be dressed and ready to play at least 15 minutes in advance of their scheduled game time if games are ahead of schedule.
4. Teams will be held responsible for any damages caused to the facilities utilized for this tournament. It is the responsibility of the team officials to inspect the dressing room prior to occupancy and report any damage previously caused immediately to the tournament officials.
5. Team officials are responsible to ensure that the team's dressing room always remains locked.
6. The CPMHA, the tournament committee and the facility provider accept no responsibility for the loss/theft of, or damage to any personal property left in the dressing rooms at any time.
7. If there are conflicting sweater colours, the home team will be expected to wear sweaters of contrasting colours. Please bring 2 sets of sweaters.
8. There will be a 3-minute warm-up period prior to each game.
9. The warm-up clock will start once the referee/linesman step on the ice.
10. All round robin games will be 10-10-10 stop time periods with no time outs. Semi-final and finals will be 10-10-15 and have one 30sec. time out for each team.
11. All games except semi-finals and finals will be played on points system based on Win, Lose, or Tie. There will be no OT in round robin. Win=2pts, Tie=1pt, Loss=0pts.
12. If 2 or more teams are tied, this is how the tie will be broken:
 - a. The record against each other (head to head)
 - b. The team with the fewest goals scored against them
 - c. The team with the best differential in all games
 - d. The team with the most goals scored
 - e. The team with the fewest penalty minutes
 - f. A coin toss

13. Individual or team suspensions shall be enforced as per the OMHA manual of operations.
14. Abusive behaviour by any player, team official or fan will not be tolerated and will result in the guilty person(s) being expelled from the tournament.
15. In the event of a dispute, the decision of the Tournament Convenor shall be final.
16. Overtime for semi-finals and final are sudden victory:
 - a. 5 minutes 3 on 3 with goalie
 - b. If still tied, each team will select 5 players for a shoot-out. All 10 players will shoot once on a rotation basis. The team scoring the most goals will be declared the winner. If still tied the shootout procedure will repeat with a different 10 players until a winner is declared.
17. Mercy rule: if a team is ahead by 5 or more goals in the third period, straight time will begin until the gap is reduced to less than 5 goals, then the clock will revert to stop time. The only time the clock would be stopped is if an on-ice injury should occur.
18. Play, learn and have fun!