SCMHA TOURNAMENT RULES:  
  
All OMHA and OHF and Hockey Canada rules will apply (NECK GUARD and MOUTH GUARDS ARE MANDATORY if compulsory by your Governing Body re: Insurance Coverage) plus the following additions:  
  
1.Each team's designated coaching staff must report to the arena for the first game ONE HOUR before game time to present all necessary documentations.  
  
2. Team officials must present prior to their first game:  
    a. Approved Team Roster- approved by their ( OMHA, Alliance, GTHL, NOHA, USA Hockey; etc) Governing Body.  
  
    b. A Travel Permit or letter of Permission from their local hockey organization must be presented to the Tournament officials prior   to the first game.   
  
    c. If teams do not have the proper approved player and team official documents (as outlined in 2-a) for registration at the time of the Tournament, they will not be permitted to play the tournament games.  
  
    d. All teams must have a certified trainer on the bench at all games. If a certified trainer cannot be present, please inform us and we will ensure that a trainer will be available for your team.  
  
3. All players and coaching staff officials registration documents (as outlined in 2-a) must be available for examination at anytime during the course of the Tournament upon request.  
  
4. All teams must be prepared to play 15 minutes prior to scheduled game time.  
  
5. Any teams failing to ice a team (Players :minimum of 7 skaters plus 1 goaltender; Team Officials: of one carded coach) shall forfeit that game (1-0).  
  
6. If a player is late to a game, they must be on the game sheet and on the ice before the end of the 2nd period.  
  
7. All players must wait until the ice machine is off the ice and the gate is closed before entering the ice pad. Players maybe subject to suspension from the tournament for entering the ice pad early.   
  
8.Use of sticks to bang on the glass prior to the start of play is not permitted. Referees will be instructed to assess a 2-minute penalty to the offending team.  
  
9. In the event that there is a 5 goal or more score differential with less than 5 minutes remaining in the third period the clock will become running time. If the goal differential becomes within 3 then the clock will revert back to stop time. During running time the clock will stop should any on-ice injuries occur."

10.All players will shake hands at the start of each game. Referees will not allow shaking hands after games.

11. TIMEOUTS- In Semi-finals and Finals games, each team is allowed one (1)-30 second time-out during the course of the game. There will be no timeouts in any other games.  
  
12. All players must use CSA approved equipment including mouth guards- as per the stipulation of your Governing Body re: Insurance Coverage. Goaltenders must use CSA approved helmets, neck guards, drop shields and mouth guards as per the stipulation  of your Governing Body re: Insurance Coverage.  
  
13. ALL PLAYERS MUST HAVE HELMETS ON UNTIL THEY LEAVE THE ICE.  
  
14. The team designated as the HOME team must occupy the HOME Bench and wear LIGHT color jerseys.  
  
15. All game suspensions shall be assessed as per OMHA regulations.  
  
16. Point system for preliminary round- Points will be rewarded with 2 points for winning the game. There will be no ties due to the overtime format.  
  
17. Only players whose names are listed and approved at the time of their team's registration will be eligible to compete in the tournament. This includes Affiliated Players (AP's). Teams may dress a maximum of 19 players for a game of which two (2) must be goaltenders.  
  
18. If there is a tie between the 1st Place finishers, or finishers within the same pool, then the tie breaking rules apply which are:  
  
     a. Winner of game (if any) between tied teams (If not a balanced schedule then proceed to b)  
     b. Goals percentage ( goals for divided by the goals for plus against) Highest Percentage moves on.  
     c. Fewest penalty minutes  
     d. Roll of the dice (3 teams) highest number advances - flip the coin (2 teams)  
  
19. Length of round robin games shall be as follows:  
  
              Warm-up       1st     2nd     3rd            OT Format            Penalty Shot, Shootout  
  
                   2              10      10       15                Yes                      Yes ,see OT Format  
  
              Semi-Final and Final Games:  
  
              Warm-up       1st     2nd     3rd             OT Format           Penalty Shot, Shootout  
  
                   2               10      15      15                 Yes                       Yes, see OT Format  
  
NO PROTESTS WILL BE ACCEPTED. THE TOURNAMENT COMMITTEE'S DECISIONS WILL BE FINAL.  
  
TIE-BREAKERS FOR ALL GAMES:  FIRST GOAL WINS IN OVERTIME.  
  
A tie-breaking roster will be supplied to the Manager before each game. it must be completed and returned to the tournament official a minimum of 15 minutes before the start of the game. No game will end in a tie. If at the end of regulation time the game is tied, the tie breaking procedure will be as follows:    
  
THE OVERTIME SHEET WHICH MUST BE FILLED OUT IS PROVIDED AT THE TOURNAMENT.  
  
No protests will be accepted. The Tournament Committee's decision will be final.