



Annual John Horvat Novice LL Tournament

General Information

Location: The Bothwell Arena, Bothwell, Ontario

<https://goo.gl/maps/o22er8W3cW8RwBFD6>

Dates: **Friday, January 28th - Sunday, January 30th, 2022**

A Schedule will be posted after registration closes.

Cost - \$700 per team; *e-transfer* to lonigrover@hotmail.com

Coaches

Please **submit** a copy of:

- your official **team roster**
- your **Travel permit**
- and the **Google form** that will be sent to you (for information for our free Tournament Programs)

Tournament Rules are attached here (at the end) for your perusal.

Team Info

- All teams will play a minimum of 3 games; please be ready to play 15 minutes prior to game time.
- Games will use the full-ice surface.
- Each team member will receive a food and beverage voucher following their first game.
- All players will receive a souvenir for participating in the tournament.
- There will be the traditional Skills Competition events with prizes and lots of fun!



COVID-specific procedures:

- All spectators will have to show proof of vaccination to enter the arena.
- We will not be providing vendor booths or photographers.
- There will not be a food booth open in the arena but we will be partnered with a community restaurant to offer participants and spectators food services. More information to come.

Spectator Information

There will be **NO admission fee** at this tournament for spectators! We hope spectators will support our Raffle and 50/50 draws.

Free programs will be available at the door. Please be sure to take one as a souvenir.

We ask that everyone help keep our facilities and change rooms clean!

Please help us show our gratitude toward our local sponsors and businesses by visiting our downtown area between games.

Tournament Rules (as per the OMHA 2021-2022 Document)

This Tournament will be conducted under the more rigorous rule interpretations as specified by Hockey Canada and enforced by the OMHA.

This is an OMHA Sanctioned tournament.

On-Ice Officials are provided by the OMHA. Their rulings cannot be disputed or over-ruled by the Tournament.

REGULATIONS: All tournament games are played under Hockey Canada minor rules and tournament regulations.



1. Notice of all suspensions during the tournament will be forwarded (with a full report of the circumstances) to the players' regular league officials. The tournament Rules/Discipline Committee may require players and team staff to appear at hearings into these matters.

2. Teams must be registered with the HC or International affiliates (and/or their Provincial/State affiliates). Proof of registration must be available upon request. Participating teams must have a sanction permit or letter or permission to participate in the tournament from their HC or International affiliated branch.

3. **Player Eligibility:** All players must have an approved HC/or equivalent player's card or roster sheet available for inspection by Tournament officials. Team managers will submit a team list of players eligible to play to Tournament officials and will have the necessary supporting documentation (valid HC cards or roster sheet) available for examination by Tournament officials at the time of initial registration. This includes AP's. No player will be permitted to compete if not on an approved and official roster sheet or card.

4. **Composition of Teams:** Each team may play nineteen (19) properly registered and affiliated players per game, however, only (17) seventeen players may skate and two (2) goaltenders may dress for each game.

5. **Team Colours:** Sweater Changes (if necessary) will be decided by the toss of a coin. It is preferable for teams to have two contrasting sets of sweaters.

6. **Home/Visiting Teams:** Home/Visiting teams are pre-determined for pool play. For the play-off round, the home team may be decided by the toss of a coin. Home teams will wear light/white sweaters.

7. **Mandatory Equipment:** Helmets, throat guards, mouth guards and face masks are compulsory for all players. Face masks and helmets, as approved by HC (Canada), HECC (USA) and IIHF (International) must be worn during this tournament.

8. **Dressing Rooms:** Only players, team officials named on the team list and Tournament officials will be permitted in team dressing rooms.

9. **Game Sheets:** The game sheet must be completed by both teams twenty (20) minutes prior to game time.

10. **Game Officials:** All referees and linesmen officiating in the tournament will be qualified and registered by HC.

11. **Time and Conditions of Play:** Warm-up time will be determined by the referee in consideration of available time. Teams must be prepared to play 15 minutes prior to scheduled start time and/or when



the referee calls the players to centre ice for the initial face off will be subject to a delay of game penalty and possible forfeit of the game.

12. **Game Timing** - All stop time: 10min. 10min. 12min.

13. **Overtime: Only for Semi-Finals (if applicable) and Final Games.**

14. **Semi-Finals:** One five minute stop time period, 3 skaters plus goaltender, change ends. Sudden victory. Shoot-out if necessary.

15. **Finals:** One five minute stop time period 4 skaters plus a goaltender. One five minute stop time period 3 skaters plus goaltender, change ends. Sudden victory. Shoot-out if necessary.

16. **Penalties in OT:** The minimum # of players on the ice per team will be 3, maximum 5 (excluding goalies). If a team receives a penalty when only 3 players are on, the other team will add a player until the next stoppage after the penalty expires. Teams will then revert back to 4-4 or 3-3 as per rules 14 and 15.

17. **Shoot-Out:** Select three players per team. Teams shoot at the same time and all three shoot. If no winner, continue in sets of one, using different players. Goalies must be those who were last used in overtime. Continue rotation in the same order until there is a winner. If one team completes its player rotation before the other because it has fewer players, without a winner, both teams will be allowed to revert to their starting sequence and to repeat that sequence.

18. **Mercy Rule:** Please note that if at any time in the third period there is a five goal lead by either team, the remainder of that period will be played in running time, without stopping the clock. Time will continue to run throughout the period or until the goal differential becomes 2 or less.

19. **Time Out:** Each team is entitled to one (1) thirty second time-out per game in the semi-final and final games only. No time outs are allowed during the round robin/qualifying games

20. **Body Checking:** Not permitted

21. **Early Game Starts:** Games may start up to 15 minutes earlier than the advertised time. If both coaching staff agree, they can start earlier than 15 minutes ahead of schedule.



STANDINGS

Round Robin Format, for seeding teams.

Round Robin/seeded: 2 points for a win, 1 point for a tie, 0 points for loss

TIE BREAKERS (for round robin format)

Ties in standings will be resolved as follows:

1. The winner of the game between the two tied teams, or
2. If that game ended in a tie, or the teams did not play each other, the team with the higher goal differential of goals for and against (goals for divided by goals against, with the higher percentage winning, or
3. If there remains a tie, the team that scores the first goal in the game between the two tied teams.
4. In the event of a tie among three (or more) teams, group standings will be determined by the best record of goals for vs goals against average, as per (2) above, and if a tie still exists, then the provisions of section (1) and (3) above, in that order, will be applied.
5. If all of the above result in a continuing tie, the standing will be resolved by lowest penalty minutes, or

If all of the above result in a continuing tie, a coin toss will decide which team advances.

These rules will be applicable to all relevant placings (i.e. first vs. second vs. third vs. fourth).

Bracket Format

1. Elimination brackets following round robin play for Bottom 3 seeded teams: Teams will play in the consolation bracket with the #7 seed getting a bye to the consolation final.
2. Elimination for final bracket, top 6 seeded teams: Teams will play as follows, seeds 1 and 2 receive a bye to the semi-finals. 6 seed VS 3 seed and 5 seed VS 4 seed to advance to the semi-finals VS seeds 1 and 2.