**PMHA HOUSE LEAGUE TOURNAMENT RULES**

1. C.H.A. rules, HEO Regulations and the UOVMHL
2. **Teams are guaranteed three games in all divisions**.
	1. Games in all divisions will consist of three ten (10) minute periods
	2. No time outs are allowed in any tournament games
	3. Over time will only be played in the semi-final and championship games

**Point System:** All preliminary round games will be played on a point system with a maximum of two points allocated as follows: (2) points for a win, one (1) point for a tie.

In the event that a team forfeits a game or fails to complete a game, a score of 3-0 will be recorded and the winning team will be awarded 2 points.

1. **Tie Breakers (for Seeding following Preliminary Rounds)**

In the event that two or more teams earn the same number of points after the preliminary round, the tie will be broken based on the following system:

I.    Winner of head to head games

II.    The team with most wins

III.     The team with fewest losses

IV.    The team with the best ratio of [goals for/ (goals for + goals against]

V.    The team with the fewest goals scored against them.

VI.    The team with the fewest penalty minutes.

VII.    The team that scored the earliest goal in any game of the tournament

VIII.    The flip of a coin.

**Overtime and Shoot-Out Procedure (Semi-final and Championships)**

If a semi-final game is tied after regulation time, the teams will play a 5-minute, 3-on-3, sudden death overtime period, followed by a sudden death shoot-out, if required. 3 Shooters to start, best of 3, if still tied then one at a time will shoot.

In a championship game the 3-on-3 overtime period will be 10 minutes, followed by a sudden death shoot out, if required.  If a team is assessed a penalty in the overtime period, the other team will be allowed to ice a fourth skater for the duration of the penalty.  Upon the expiration of the penalty, the team that was serving the penalty can also ice a fourth skater until the next stoppage, after which play will return to the 3-on-3 format for the duration of the overtime period.  In the event of a shoot-out, no player on a team will be allowed to shoot a second time until every player on the team has attempted a shot (excluding goalies).  If time permits, the teams will alternate shooters, with the home team deciding which team shoots first.  3 Shooters to start best of 3, if still tied then one at a time will shoot.

4. For semi and championship games, the placement of teams and designation of home and visiting teams will be made by the tournament convenor on the basis of the team records as determined by rules 2 and 3.

5. The team manager or coach must check in forty five (45) minutes before first game with their official team list (signed by their District registrar).

6. Games may start, and teams must be ready to go on the ice, fifteen (15) minutes before scheduled game time. All warm-up, pep talks and team rituals shall take place before the team goes on the ice. Teams will be allowed only two (2) minutes warm up on the ice prior to the game. Undue delay could result in a delay of game penalty against the offending team.

7. If the goal spread between the teams reaches six (5) goals or more, running time will be used instead of stop time, as long as the goal spread remains at six (5) or more goals. The game returns to stop time if the goal spread reduces to 4 or fewer goals.

1. Teams are asked to leave their dressing rooms in a neat and clean condition within thirty (30) minutes of the conclusion of their game. No cameras, no camera cell phones, no video cameras are permitted in the dressing rooms.
2. All players will be required to sign the ODMHA sign in sheet before the first game. This should be done by the team, in their dressing room and returned to the exec room. This is the responsibility of the team mangers or coach of the team.
3. Any player receiving any three (3) minor penalties shall be assessed a game ejection penalty for the remainder of that game. A player from the ice will serve the minor penalty. Players will be EJECTED from the tournament for fighting.
4. WALKING ACROSS THE ICE SURFACE WILL RESULT IN A TWO (2) MINUTE PENALTY.
5. No protest aloud.
6. Tournament convenor will have the final say.