

ORILLIA MINOR HOCKEY ASSOCIATION  
TYKE/NOVICE HOCKEY FESTIVAL  
April 1 to April 3, 2011

**FESTIVAL RULES & REGULATIONS**

Festival Entry Deadline:    March 1, 2011

**A. AUTHORITY**

The Festival Coordinator/Committee or the designated representative(s) thereof, shall have complete authority with respect to the interpretation and/or application of the Festival Rules and Regulations.

All decisions of the Festival Coordinator/Committee, or the designated representative(s) thereof, shall be considered final and binding on all parties.

**B. GENERAL**

1. The Festival shall be conducted in strict accordance with all Canadian Hockey Association rules and regulations, and all additional rules and regulations as may be determined by the Festival Coordinator/Committee.
2.
  - a) Notwithstanding item B (1), all participating teams are also required to conduct themselves in strict accordance with any additional rules and/or regulations which may also be applicable as a result of such team's membership in, or participation with a local governing body (i.e. Minor Hockey Association, regional Amateur Hockey Association, etc..) authorized to enact same, particularly with respect, but not limited to, the use of approved equipment and safety protection (i.e. neck guards, etc..).
  - b) The Festival Coordinator/Committee will enforce this provision to the best of their ability; however the Coordinator/Committee accepts no responsibility for ensuring that Festival Teams adhere to local rules and/or regulations of which the Festival Coordinator/Committee is unaware.

**C. TEAM REGISTRATION**

1. Teams will not be confirmed into the festival until a completed "Team Application Form" and the full team entry fee has been received by the festival coordinator.
2. The teams that are accepted into the Festival will be determined by the date that they are received by the Festival Coordinator, PROVIDED they have supplied the Coordinator with all the information and documentation required by the Festival Entry Deadline.
3. The "Team Application Form" MUST be signed by a "Person in Authority" with the team's home association. This acknowledges that the team has approval from their home association to participate the festival.
4. The waiver contained on the application form must be completed and signed prior to participating in the festival. Teams may register for the festival prior to receiving the additional documentation from their Governing Body, HOWEVER no teams will be confirmed into the Festival until all documentation is received by the Festival Coordinator.
5. Teams may be required to provide additional documentation to verify that they are entered into the appropriate division. ***It is the team's responsibility to ensure that they are entered into the appropriate division.*** Failure to enter your team in the appropriate division may result in the team being removed from further festival play with no reimbursement of entry fee or any other incurred costs.
6. Teams that are not members of the O.M.H.A. must provide travel permits, in advance, to be eligible to play in the festival.
7. Teams will be notified, by email once they have been confirmed into the festival.
8. The Coordinator reserves the right to refuse a team entry into the Festival.

#### **D. TEAM SIGN-IN**

1. All teams are required to register and sign-in at the location of their first game, at least 45 minutes prior to their first game.
2. **A SIGNED & APPROVED ELECTRONIC TEAM ROSTER (or Player's Cards) MUST BE PROVIDED PRIOR TO YOUR FIRST GAME.**
3. Team rosters and/or player's cards will be brought to the Festival Headquarters, by Festival staff and retained at that location until the team is eliminated from Festival play. It is the responsibility of each team to pick up the cards and/or rosters from Festival Headquarters after the team is eliminated from further play.

#### **E. FESTIVAL FORMAT**

1. The main intent of the festival format is for the participants to have fun and enjoy the experience of playing games against different teams.
2. Wherever possible, the Festival shall consist of a Round Robin segment, in which each division will be divided into two (2) or more pools of teams. All teams in each pool will play the other competing teams once.
3. The Round-Robin segment of the Festival may be followed by a Playoff style elimination round.
4. All teams will be guaranteed three (3) scheduled games.
4. The Festival coordinator reserves the right to alter the Festival format, if needed.

#### **F. GAME FORMAT**

Unless otherwise determined by the Festival Committee for scheduling purposes:

1. All Festival games shall consist of a two (2) minute warm-up, followed by three (3) ten (10) minute stop time periods.
2. If possible, an ice clean shall be provided prior to each.
3. No Overtime shall be played during the Round-Robin segment of the Festival.

#### **F. TIES IN ROUND-ROBIN STANDINGS**

In the event of a tie at the end of the round-robin series, the following will be used to break the tie:

1. If only two (2) teams are tied than the winner of the round-robin game between the two tied teams gains the highest position.
2. If there are three (3) tied teams, or if the two-(2) teams are still tied after F1 has been applied, than the team with the most wins in the round robin will gain the higher position.
3. If the teams are still tied after F1 & F2 have been applied, then the team with the least goals allowed will gain the higher position.
4. If the teams are still tied, then the team with the most goals scored will gain the higher position.
5. If the teams are still tied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:  
*Divide the total number of goals for & against into the total goals for, with the team having the higher percentage taking the higher position.*  
*Example: Goals for 10; goals against 4; 10 divided by 14 = .714*  
*Note: ALL round-robin games are included. The highest percentage gains the higher position.*
6. If the teams are still tied, then team with the least number of penalty minutes throughout all the round-robin games will gain the higher position.
7. If the teams are still tied after all of the above have been applied, than a single coin toss will determine which team gains the higher position.

## **G. TIED GAMES**

If at the end of regulation time the score is tied, the teams shall take a two (2) minute rest at their benches and the following shall apply:

1. The teams shall not change ends
2. The puck shall be faced off at centre ice and the play shall continue with a five (5) minute Sudden Victory Overtime Period, with the following stipulations:
  - A) The teams shall play 3 on 3 plus the goaltenders
  - B) In the event that one team is serving a penalty at the end of regulation or a team is penalized during the overtime period, it shall be 4-on-3 until the first whistle after the penalty has expired. At the expiration of the penalty the penalized player shall return to the ice and the teams shall play 4-on-4 until the first whistle at which time the teams shall revert to 3-on-3.
3. If the score is still tied after the Sudden Victory Period, than a shootout will take place to determine a winner. The following rules will apply to a shootout:
  - A) Each coach will select 3 shooters and inform the referees prior to the start of the shootout
  - B) The home team shall be given the option of shooting first or second.
  - C) The two teams shall alternate taking shots until each team has taken three (3) such shots
  - D) Notwithstanding item 3(a), no shots shall be taken after the outcome of the shootout has been determined. For example: If after each team has taken two shots, Team X has scored twice and Team Y has not scored at all, neither team shall take their third shot.
  - E) Goaltenders shall not be eligible to participate, as a shooter, in an Overtime Shootout.
  - F) Players who are ejected prior to the completion of the sudden victory overtime, and/or are in the process of serving a penalty at the completion of the sudden victory overtime period shall not be eligible to compete in the overtime shootout.
  - G) If the game is still tied after each team has taken three (3) shots, each team shall continue to take alternating shots until a winner has been declared.
  - H) All eligible players must shoot once before any player is permitted to shoot for a second time.
4. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
5. If either team declines to play in the necessary Overtime period or periods, the game shall be declared a loss for that team.
6. The Festival Coordinator shall have the authority to render a decision under any emergency situation.

## **H. DISCIPLINE**

1. Any player or team personnel ejected from a game will be suspended from the teams' scheduled FESTIVAL games based on the OHF minimum suspension guidelines. (NO APPEAL).
2. If deemed necessary by the Festival Coordinator, further disciplinary action may be applied.
3. Any player or team official receiving a Gross Misconduct or a Match Penalty at any time and/or for any reason during the Festival shall be suspended for the remainder of the Festival.

## **I. PROTESTS**

There will be NO protests allowed at this Festival. Any concerns are to be addressed with the Festival Coordinator.

## J. RESPONSIBILITIES/CONDUCT OF PARTICIPANTS

1. Players, team officials, parents, spectators and/or related volunteers, are to conduct themselves in a professional, courteous and appropriate manner at all times. Particular with respect, but not limited to, the treatment of on-ice officials, off-ice officials, facility staff, members of the Festival Committee, and/or other players, parents, spectators, and/or related volunteers. The Festival Coordinator shall reserve the right to discipline (i.e. eject, suspend, remove from the premises, etc.) players, team officials, parents, spectators and/or related volunteers, for actions which the Festival Coordinator deems to have been improper, regardless of where such action took place (i.e. on-ice or off-ice) and whether or not such action resulted in a penalty being assessed
2. Players, team officials, parents, spectators and/or related volunteers shall not be permitted in the designated Referee room for any reason.
3. Team officials shall be held responsible for the conduct of their team's parents, spectators and/or related volunteers, and shall, immediately upon being asked to do so by the Festival Coordinator, or a designated representative thereof, assist in the control of such person(s) within the facility, and/or the removal of such person(s) from the facility. The Festival Coordinator reserves the right to suspend any team whose team officials do not cooperate in this manner.
4. The City of Orillia has an *“Acceptable Behavior Policy”* in place at all Orillia recreational facilities. Copies of the entire City of Orillia **RESPECT +** program will be provided to each team.

## K. MISCELLANEOUS

1. A Goaltender shall not be permitted a “warm-up” following a Goaltender change during a Festival game, regardless of the reason (i.e. injury, etc.) for such change.
2. The Home Team for each Round-Robin Festival game shall be the team so designated in the Official Festival Schedule.
3. All teams shall use only the facility Dressing Room assigned to them during each Festival game, and shall assume full responsibility for securing and/or otherwise protecting any/all of their belongings.
4. In the event of a jersey conflict the home team will change jerseys.
5. **No Time-outs will be allowed in any festival game.**

## L. MOUTH GUARDS

Effective January 1st, 2002, OMHA has implemented a “mandatory mouth guard” policy. All players **MUST** wear an approved mouth guard **AT ALL TIMES** while participating in games, practices or warm-up drills. Failure to follow this rule will result in a 10-minute misconduct penalty (M14) to the player. No further suspension will follow.

*Note: If a teams governing body (i.e. Alliance) does not require the mandatory wearing of mouth guards, then that team is exempt from this policy.*

## M. GAME TIMES

Teams must be at the arena and prepared to start 15 minutes prior to the published scheduled start time.



A community approach to encouraging positive behavior in all sports and recreation programs and facilities.