

NobleKing Minor Hockey Association

2012 Challenge Cup Tournament Rules, Revision #1

1. This is an OMHA-Sanctioned Tournament. Tournament regulations and OMHA rules will apply.
2. All decisions of the Tournament Committee are FINAL.
3. There are no Appeal or Protest procedures during this tournament. All referee decisions are final.
4. **NOBLEKING MINOR HOCKEY ASSOCIATION WILL ABIDE BY AND ACCEPT "ZERO TOLERANCE" FROM ANY PLAYER, COACHING STAFF, OR PARENT INVOLVED IN OUR TOURNAMENT.**
5. Insurance is the responsibility of each individual team. In signing the entry form, the team representative on behalf of his team releases the sponsors of the above tournament from any liability caused by injury or accident which may be incurred by the team or its members while participating in the tournament.
6. Teams will be responsible for any damage to dressing rooms and other arena facilities. Report any damage to a tournament official before using the assigned dressing rooms. It will be the individual team's responsibility to ensure that the dressing room doors are locked. The tournament accepts no responsibility for loss or theft from dressing rooms. Teams must be out of the dressing room 20 minutes after the completion of their games.
7. **PROOF OF OMHA ELIGIBILITY AGE MUST BE PROVIDED UPON ARRIVAL AT THE TOURNAMENT WITH AN APPROVED ROSTER.**
8. **ALL CENTERS MUST HAVE ORIGINAL APPROVED ROSTERS AND TRAVEL PERMITS (OR PERMISSION FROM THEIR ASSOCIATION IF FROM WITHIN THE OMHA) OR THEY WILL NOT BE PERMITTED TO PARTICIPATE IN OUR TOURNAMENT AS PER OMHA REGULATIONS. SIGNATURE SHEETS ARE NO LONGER REQUIRED.**
9. Please report to the registrar at the tournament office least one hour prior to game time.
10. Teams must bring two sets of sweaters.
 - a) Designated HOME team will wear "WHITE" sweaters;
 - b) Designated VISITOR will wear "DARK" sweaters;
11. Round-robin games will be three 10 minute stop time periods (or longer) as per OMHA Regulations. There will be NO OVERTIME in the round robin games.
12. The clock will continue to run when a team is winning by 5 goals or more in the third period. The clock will return to stop time if the goal differential returns to less than 5.
13. Game MVP's are to be selected by the opposing coaches.
14. Points during round robin play will be awarded as follows:
 - a) 2 points for the winner of the game;
 - b) 1 point for each team for a tie;
15. In case of a tie in points after the round robin series, the winner will be decided by:
 - a) Head to head (in the event that more than two teams are tied, all tied teams must have played each other for this tie breaker to be used);
 - b) If still tied, (total goals for/(total goals for +total goals against) The higher number wins;
 - c) If still tied, the team with the least amount of penalty minutes (minor and major penalty minutes only – not including misconducts and suspensions);
 - d) If still tied, the team with the most goals for;
 - e) If still tied, the team with the least goals against
16. For determining Semi-Final and Final Game participation
 - a) In four team divisions, 1st and 2nd proceed to the Finals;
 - b) In five team divisions, after 4 game RR, the top 2 teams proceed to the Finals
 - c) In six team divisions, the top 4 teams proceed to the Semi-Finals;
 - d) In eight team divisions, the top 2 teams in each of the two four-team divisions will proceed to the Semi-Finals;
17. The semi-final games will be 10,10,15 (or longer) with the same overtime as the championship games detailed in #18.
18. In the Championship games, the periods will be 10,10,15 (or longer) stop time. In the event of any tie, there will be a five-minute 4 on 4 "SUDDEN VICTORY" with goalies. If still tied, there will be shoot out. Coaches will choose 3 shooters prior to the game and if a winner is still not decided after the 3 shooters, a sudden victory shoot out will occur (NHL rules). Players cannot shoot again until all players have taken a shot.
19. Championship games: All players in the semi's or final game must have played at least one of the round robin games during the tournament. If not, he or she will be asked to become a spectator.
20. There will be one timeout allowed per team in the Final game only.
21. Floods are to happen at the beginning of each game. No one is allowed on the ice until the ice maintenance staff is off and the doors closed.
22. Game starting times must remain flexible in that they may be moved back or forward as circumstances dictate. Teams must be ready to go on the ice up to 15 minutes prior to scheduled game time.
23. **ANY TEAM PLAYER OR TEAM OFFICIALS WHO ARE EJECTED FROM A GAME FOR A MAJOR PENALTY OR MATCH PENALTY MUST SERVE THE PENALTY FOR THE REMAINDER OF THE TOURNAMENT. PLAYER OR TEAM OFFICIALS MUST ALSO SERVE PENALTIES DURING REGULAR SEASON AND OR/PLAYOFF GAMES AS PER OMHA. ANY HITTING OR CHECKING FROM BEHIND PENALTIES WILL BE AS PER OMHA RULES.**
24. **HAVE FUN!**