

## U21 Robert E. Young Memorial Tournament Rules

1. All OMHA Regulations apply. No exceptions.
2. Prior to competing, each team must provide the approved team roster and travel permit to the Tournament Director (Jared Foxon, [jaredfoxon@gmail.com](mailto:jaredfoxon@gmail.com)) Please send this by November 17th, 2025. Entry fee must also be collected before October 10th, 2025. Failure to provide the required documentation will disqualify the team from the tournament. Should you have to cancel we will return \$1200 up until October 31st, and after that will only be able to refund the \$1200 if your spot is filled with another team as schedules and icetime will be allocated and billed.
3. A player must play in one round robin game, to be eligible to play in the semi-finals or finals.
4. All teams must report to the Tournament Director or Assistant Director one hour prior to their first game time to receive game sheets and submit a signed signature sheet. Teams must be ready to start all games fifteen minutes ahead of the scheduled start time.
5. Any Team, player or coach, found abusing dressing rooms or other Community Centre facilities may be banned from further tournament involvement. Fees will not be reimbursed and all damages will be charged to the team.
6. The Tournament Committee reserves the right to make decisions regarding any interpretations of these rules, and all decisions will be final.
7. Tournament organizers and representatives are not responsible for lost or stolen articles. All teams participating in the tournament shall be responsible for their own insurance coverage.
8. Each round robin game will consist of one Ten minute period and two fifteen minute periods. Semi-final and championship games will consist of three, fifteen minute periods.
9. Any player and/or team official who receives a fighting penalty, match penalty or gross misconduct will be suspended for the remainder of the tournament. Any player/team official who receives a game misconduct will receive a one-game tournament suspension
10. MERCY RULE: There will be no stoppage of time if the goal differential is four or greater. If the goal differential is reduced to three then time stoppage will resume. The only time the clock will be stopped during 'run time' is if an on-ice injury should occur. All Penalties are running time.

### Round Robin Play Point System (Round Robin)

Each team will play three games within their pool

Each Game will use the "point system"

Ice will be resurfaced every two periods during round robin

No overtime will be played during the round robin

#### Point system:

2 points for winning the game

1 point per team for a tie

0 points for losing the game

The top 2 teams from each pool will advance to the semi final cross over.

Ties will be decided by:

1. Head to Head. Only if two teams are tied
2. Best goals for and against (plus/minus) in the tournament will advance
3. Most goals scored in the tournament will advance
4. Least goals allowed in tournament will advance
5. Least penalty minutes (10 minute penalties do not count)
6. Team coaches will flip a coin

#### Top 2 teams from each pool will move on to the semi finals

The team that finished 1st in pool A will play the team that finished 2nd in pool B

The team that finished 1st in pool B will play the team that finished 2nd in pool A

Each team will be allowed one thirty-second time out during the semifinal and championship

Ice will be resurfaced before each game as well as between the second and third period

If a semifinal or championship game is tied after regulation time there will an overtime period using the following format:

The period will commence with a five-minute (semi-final) or ten-minute (championship), sudden death three-on-three period during which time three players and a goalie must be on the ice. Penalties will see the non-offending team add a player to the ice. If still tied after five minutes (semi-final) or ten minutes (final), a shootout will be used to determine the game winner.

In the event of a shootout, each team will select three shooters. If it is still tied after all three shooters have gone, then a sudden-death shootout will occur. Every player on the team must shoot before a player can shoot again.

Teams will flip a coin for first shot order.