



## **Ennismore Eagles U16 A/B Fall Tournament Rules**

- **5 Team Format** - Each team will play each other once in round robin play (4 games/team)
- Each game will consist of 3 periods of 10 10 15 - stop time - No Flood
- There will be a 3 min warmup before each game.
- As this tournament is being played on 1 ice pad, games may be close together but never back to back with the exception of the final round robin game and the Consolation game depending on team standings. A rest period will be scheduled between the final round robin game and Consolation game.
- Due to the timeframe of games, we will strive to keep the tournament running on time! We will NOT ask teams to start early to allow for rest periods. Rest periods may be shortened in length due to unforeseen circumstances and the tournament falls behind schedule.
- If a team has a goal differential of 5 goals or more in the 3rd period, the 3rd period will become runtime. If during runtime the score gap becomes less than 5, the period will return to stop time. In a runtime scenario the clock will only stop if gameplay is stopped for an injured player or at referee discretion for any other circumstance.
- Each team will be allowed one 30 second time out per game (round robin and final)
- Points will be awarded as follows
  - 2 points for a win
  - 1 point for a tie
  - 1 **BONUS** point for a shutout per game
- A tie at the end of round robin play will be resolved as follows
  - If two teams are tied - Head to Head (winner advances)
  - If more than two teams are tied or if Head to Head still results in a tie
    - Least amount of goals against
    - Least amount of penalty minutes
    - A draw will take place

- At the end of round robin play, teams will be ranked 1 through 5. The teams ranked 3rd & 4th will advance to the Consolation Game. Teams ranked 1st and 2nd will advance to the Championship Game.
- At the end of the 3rd period in the Consolation Game and Championship game if the game is tied, a shootout will commence to determine the winner.
  - Shootout Rules
    - Teams will select 3 shooters (please know prior to the final games who will be shooting for you and what order - know who will be shooting if the decision needs to go beyond 3 shooters - this will help save time)
    - All 3 shooters from each team will shoot one at a time (alternating teams) - The team with the most goals during the shootout wins!
    - If the game is still tied after each team has gone through their 3 shooters, the shootout will continue with each team selecting one more shooter until a winner is determined - sudden death with each team getting an opportunity to shoot one more time until one team scores and the other one doesn't.
    - Each team will have to go through 9 different shooters before repeating shooters who have previously shot.

## **General Rules**

- Rosters and permits must be submitted to the Tournament Coordinator no later than 1 week in advance of the tournament start date  
[crystal.lockhart@hotmail.com](mailto:crystal.lockhart@hotmail.com)
- Registration fees must be paid in full
- All players must be wearing full equipment while on the ice including neck guards and mouthguards.
- All decisions by referees are final during game play and will be in accordance with OMHA penalties & suspensions
- All decisions by the Tournament Coordinator are final regarding any disputes or interpretation of the rules
- Please respect our arena, arena staff, referees, all volunteers, opponents (players and coaches) and spectators! Failure to do so will result in your removal from the tournament.