



GENERAL TOURNAMENT RULES – HOUSE LEAGUE

1. CHA rules, ODMHA regulations and the ODMHA Code of discipline shall apply to all teams, except as noted.
2. Teams are guaranteed three games in all divisions. Games in all divisions will consist of three 10-minute stop time periods. No time-outs are allowed in any tournament games. Overtime will be played only in quarter-final, semi-final and championship games
3. Standings will be based on points: 2 points for a win, 1 point for a tie.
4. TIE-BREAKING in round robin standings will be based, in order, on:
 - A. The head-to-head record involving the teams tied.
 - B. The best ratio of (*Goals For*) divided by (*Goals For + Goals Against*) in all round robin games.
 - C. The team with the lowest goals against
 - D. The team with the lowest number of penalty minutes (misconducts count as 10 minutes.)
 - E. A toss of a coin by the tournament chairman or designate.
5. For all final round games, the placement of teams and designation of home and visiting teams will be made by the tournament chairman on the basis of the team records as determined by rules 3 and 4. (if applicable, wild-card teams always place after division winners).
6. OVERTIME in quarter-final, semi-final and final games shall be conducted in consecutive 5-minute sudden death overtime periods. During sudden death overtime periods, teams will play with 3 skaters plus a goalkeeper. Substitutions are allowed. When a penalty would result in one team having less than 3 skaters, the penalized team shall play with 3 skaters and the other team shall add one (or two) player(s) for the duration of the penalty, returning to the proper number of players at the first stoppage in play following the expiration of the penalty.
7. The team manager or coach must check in at the tournament office one hour before first game with their team list (signed by their District Registrar). Teams may change their roster at this time, provided they have acceptable documentation. Teams may register their full team roster. Teams with less than 19 carded players may register affiliate players, but affiliates cannot bring the roster above 19. Teams must **have original signed documentation for all affiliates.**
8. Games may start, and teams must be ready to go on the ice, 15 minutes before the scheduled game time. **All warm-ups, pep-talks and team rituals shall take place before the team goes on the ice.** Teams will be allowed only a 2-minute warm-up on the ice prior to the game. Undue delay could result in a delay-of-game penalty against the offending team.
9. If the goal spread between two teams reaches 7 goals or more, running time will be used instead of stop time, as long as the goal spread remains at 7 or more goals. The game returns to stop time if the goal spread reduces to 6 or fewer goals.
10. Teams are asked to leave their dressing room in a neat and clean condition within 30 minutes of the conclusion of their game.
11. All players will be required to sign the ODMHA sign-in sheet before each game in their dressing room. This will be the responsibility of the manager or coach of the team.
12. Any 5-minute major for fighting will disqualify the player from any further play in the tournament.
13. Tournament Director will make a final decision on any conflicting issues resulting throughout the tournament(s)
14. Any abuse of officials will not be tolerated.