

Riverside Minor Hockey Association International Bantam/Midget Tournament  
**Rules and Regulations Governing Tournament Play**

1. Play will be governed by the rules of Hockey Canada, the Ontario Minor Hockey Association (O.M.H.A.) and O.M.H.A. Tournament Regulations with the additional provisions that follow.
2. The Tournament will consist of Midget, Major Bantam and Minor Bantam Divisions.
3. **The Minor Bantam Division and Midget Division** both consist of eight teams. The Divisions will be divided into Group A and Group B. Each team shall play the other three teams within their Group, along with one crossover game from the opposite Group, to make up their four-game Round Robin. The top two teams in each Group will advance to the semi-finals, with the first place finisher in Group A (home) crossing over to play the second place finisher (visitors) in Group B and vice versa. The winners of the semi-final games will advance to the Championship Game and the losers of the semi-final games will be eliminated. The home team for the Championship Game will be the team that finished with the highest point total during the Round Robin. If both teams have the same point total, the tiebreaking formula will be used (see #11).
4. **The Major Bantam Division** has nine teams. Each team will play four of the nine teams in their division in a Round Robin format. At the end of the Round Robin, the standings will be counted with the fifth through ninth place teams being eliminated. The fourth place team (visitors) will play the first place team (home) in one semi-final game and the third place team (visitors) and the second place team (home) will play in the other semi-final game. The winners of the semi-final games will advance to the Championship Game and the losers of the semi-final games will be eliminated. The home team for the Championship Game will be the team that finished higher in the standings during the Round Robin portion of the tournament. If those teams had the same point total, the tie breaking formula will be used to determine the home team (see #11).
5. The following point system for the Round Robin portion of the tournament will be as follows: a **win in regulation time** earns three (3) points, a **win in a shootout** earns two (2) points, a **loss in a shootout** earns one (1) point and a **loss in regulation time** earns zero (0) points.
6. **Round robin games** will consist of one, ten-minute stop-time period and two, fifteen-minute stop-time periods. Floods will be every second period of play, with a two-minute break between the periods where no flood occurs. There are no timeouts allowed in Round Robin games.
7. **Mercy Rule:** For **Round Robin games only**, a **mercy rule will be in effect**. If the difference in score during a **Round Robin game** becomes FIVE GOALS OR MORE with 10:00 or less remaining in the third period, the game clock will revert to a continuously running clock. The clock will not become a stop-time clock again until the trailing team brings the difference in score BACK TO WITHIN THREE GOALS OR LESS and it will not become a running clock again after that until the difference is again five goals or more. During a running clock, Minor Penalties will be three minutes (3:00) in length, Major Penalties will be seven-and-a-half minutes in length (7:30) and Misconduct Penalties will be fifteen minutes (15:00) in length.
8. In the event a team forfeits a game, it shall be recorded as a 1-0 loss in the standings.
9. If at the end of regulation time in a **Round Robin game** the score is tied, the winner will be declared by a three-player shootout. If still tied after the shootout, then a sudden victory shootout will take place. See shootout rules in #19.
10. Regardless of the number of goals scored during the shootout, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of regulation time.
11. For all divisions, ties in the round robin standings will be broken using the formula below, IN SEQUENCE, FROM THE BEGINNING, EACH TIME, until all ties have been broken. In the event more than two teams are tied, once the highest place in the standings is determined, the remaining tied teams will start the tiebreaker again, in sequence, from the beginning. This will occur each time until all ties have been broken:
  - a. Head to head between all tied teams
  - b. Most Regulation Time Wins
  - c. Least Goals Against
  - d. Points per period (one point for period won, ½ point for period tied)
  - e. Least penalty minutes (for the purposes of this rule, Game Misconduct and Gross Misconduct penalties count as ten minutes penalty time and Match penalties count as five minutes penalty time. Penalties called against Team Officials count for the purposes of this rule)
  - f. Coin Flip
12. **Semi-Final and Championship Games** shall be three, fifteen-minute stop-time periods with a flood before the game and a flood between the second and third periods. There will be a two-minute break between the first and second period. One, thirty second time-out per team, per game, is allowed in **Semi-Final and Championship Games only**. There is no mercy rule during Semi-Final or Championship Games.
13. If at the end of regulation time in a **Semi-Final or Championship Game** the score is tied, overtime will take place as follows:
  - a. The teams will not change ends and there will be no flood. There will be a two-minute rest period prior to overtime.
  - b. The teams will play one, ten-minute, stop-time, sudden death overtime period with a goalie and five skaters until a winner is declared.
  - c. If the score is still tied after the overtime period, a five-player shootout will take place with the team scoring the most goals during the shootout being declared the winner.
  - d. If the score is still tied at the end of the five-player shootout, a sudden death shootout will take place until a winner is declared.
14. All teams must be prepared to start their games fifteen minutes ahead of the scheduled start time.

15. O.H.F. officials will officiate Tournament games.
16. A maximum of nineteen players (17 skaters plus 2 goaltenders), and a maximum of five team officials (in accordance with Hockey Canada rules) will be allowed on the bench. **Only teams from Europe have special permission from the Ontario Minor Hockey Association to play with twenty players (18 skaters plus 2 goaltenders) due to the great distance they travel. North American teams are not allowed to dress more than nineteen participants. This is an OMHA decision that we cannot reverse.**
17. All players must use and properly wear the required protective equipment as prescribed by their own governing body's rules and regulations.
18. Ontario Hockey Federation (OHF) minimum suspensions apply to all tournament games. Teams will be provided a list of automatic suspensions for certain Game Misconduct, Gross Misconduct or Match Penalties prior to the tournament. A player or team official who incurs a Match Penalty during the tournament shall be suspended for the balance of the tournament.
19. **Shootout rules** shall be as follows:
  - a. Three players (round robin) or five players (semi-final or Championship Game) from each team shall participate in the shootout and they shall proceed in such order as the head coach selects. Players serving ***THEIR OWN*** Major Penalty, Misconduct Penalty, Game Misconduct Penalty, Gross Misconduct Penalty or Match Penalty at the end of playing time (regulation time in a round robin game and overtime in a semi-final or Championship Game) ***ARE NOT*** eligible to participate in the shootout. Players serving Minor Penalties or penalties ***on behalf of other players or team officials*** ***ARE*** eligible to participate.
  - b. The teams will not change ends. The home team shall have the choice of shooting first or second. Teams shall take alternating shots.
  - c. Once the shootout begins, the goalkeeper cannot be replaced in the shootout unless he/she is injured. No warm up shall be permitted for a substitute goalkeeper.
  - d. Each team will be given three (or five) shots, unless the outcome is determined earlier in the shootout. After each team has taken three (or five) shots, if the score remains tied, the shootout will proceed to a sudden victory format. Players may ***not*** participate again during a shootout until all eligible players have participated, which includes the players from the original shootout. If, however, because of injury or penalty, one team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters.
  - e. Shootouts shall be governed by the Hockey Canada rules regarding the taking of Penalty Shots.
  - f. The Head Coach or Team Official in charge shall select their shooters as the shootout progresses. The Official Scorer shall keep track of shooters.
20. The Tournament Rules Committee reserves the right to make any and all decisions in the interpretation of Tournament rules, objections and protests. All decisions by the Tournament Rules Committee will be final.
21. The Riverside Minor Hockey Association, its sponsors or the Tournament Committee will not be held liable for any injuries, damages or thefts that take place before, during or after the Tournament.
22. All participants in Championship Games will receive medallions. As well, each of these teams will receive a take home team trophy. The names of championship winning teams will be engraved on the permanent trophies displayed in the Riverside Minor Hockey Association trophy cases.