

# SOUTH HURON REGIONAL INTERNATIONAL SILVER STICK® TOURNAMENT RULES

1. All OMHA rules apply.
  2. Any team receiving a game misconduct shall be suspended from at least the next tournament game. Fighting in Silver Stick' is not allowed. Any player or team official assessed a fighting major will be suspended for the remainder of the tournament. Any player or team official who is assessed a Fighting, Match or Gross misconduct penalty will be suspended for the remainder of the tournament.
  3. Any player, coach, manager or trainer found to be making travesty of the game shall be expelled from tournament play.
  4. Any player, coach, manager or trainer found to be abusive toward ANY PLAYER, TOURNAMENT OFFICIAL OR VOLUNTEER will be expelled from further tournament participation. Further, any attempt by any official, player or parent to verbally or physically intimidate any player, tournament official or tournament volunteer may result in expulsion from the tournament of the entire team. This decision will be made solely by the Tournament Director and will not be negotiable once made.
  5. Approved O.M.H.A rosters will be required as proof of the player's eligibility. These rosters must be presented to tournament officials before the first game. No player will be allowed to play without such evidence of eligibility. Only players listed on the official tournament roster sheet submitted at the start of the tournament will be allowed to participate in the tournament. NO NAMES CAN BE ADDED AFTER THE FIRST GAME.
  6. Teams must report to the dressing room prior to scheduled game time. **All teams are required to be prepared to play up to 30 minutes in advance of scheduled times if tournament conditions permit.** Teams unable to make the scheduled starting time shall forfeit the game.
  7. Teams must remain off the ice until Ice Cleaning Equipment gates have been closed.
  8. Round Robin, Semi Final and Final games in the atom division will be 10-10-10, peewee, bantam and midget games will be 10-10-15 stop time. No overtime or time-outs in round robin games. One 30-second time-out per team will be allowed in Semi Final and Final games. No flood between periods.
  9. Each round-robin game will be awarded points as follows:
    - 2 points for a win
    - 1 point for a tie
    - 0 points for a loss
- In the event of a tie in points as the conclusion of round robin play, the following sequential procedure will be used to break the tie:
- Win/Loss record
  - Head to Head
  - Goals for vs. goals against (GF/(GF+GA)) highest % advances
  - Least penalty minutes
  - Flip of a coin
- Ties in Semi Final games and Championship games will be decided using 10-minute sudden victory periods, stop time.
- Overtime - Semi Finals and Finals only. NO overtime in round robin play.
- Consists of a 10 minute sudden victory with 3 skaters plus goalie per side. If a team is penalized in overtime, the favoured side gains a skater (ie. 4 on 3). If still tied after 10 minutes, sudden victory shootout follows consisting of 3 shooters per side. Every skater per side will shoot once before any shooter gets to shoot a second time. Shooters go at the same time.
- Teams may pull their goalie during sudden victory periods.
- For all final games, home ice will be decided by the team that has the most points, in the event that it is tied, it will then follow the tie breaker rules.
10. All fighting majors and match penalties will result in a suspension from the tournament.
  11. Mercy rule applies for differential of 5 goals, will be straight time. All referee calls are final.
  12. **The tournament director reserves the right to make all decisions regarding tournament rules, regulations or protests.**