

**Jerry Smith Memorial Tournament Rules:**

1) This is an OMHA sanctioned tournament. All teams must be registered with the OMHA or its

affiliates.

2) All Rules and Regulations from all member partners must be followed.

3) All referee’s decisions are final, and not up for debate.

4) Any major penalties are subject to OMHA suspensions, as found in the OMHA rule book.

Non-Contact in this tournament will be all Divisions.

5) Any “fighting major” will be an automatic suspension from the remainder of the

tournament. All other suspensions will follow OHF Guidelines.

6) Registration is 45 minutes prior to your first game, and approved rosters are needed for

entry in the tournament.

7) All teams must be prepared to play 15 minutes prior to scheduled game time. If the

tournament is running ahead of schedule; games will start no more than 15 minutes early.

8) Team representative must submit an electronic a copy of team’s official roster (OMHA

approved), travel permit or PTP form and settle any outstanding debts to the

tournament prior to the first date of the tournament. If any of these items are not

completed then the team will not be permitted to take the ice and will be subject to OMHA

Tournament rule 19.2 sec C, D.

9) All teams must always have a certified trainer on the bench.

10) All players and coaching staff certificates must be available for examination at any time

during the tournament upon request.

11) The team designated as the HOME team must occupy the HOME bench.

12) All game suspensions shall be assessed as per OMHA regulations. Suspensions are an

Official’s call, and the tournament committee cannot over turn any suspensions handed out

by an Official.

13) Glanbrook Minor Hockey Association (GMHA) strongly supports the Zero

Tolerance Policy against the abuse of OMHA Officials. Any player, team member, team

official or spectator may be asked to leave the playing area or arena premises by an OSMHG

Official.

14) Teams are asked to change as quickly as possible after their game and to vacate the

dressing rooms within 15 minutes following the game. Teams are expected to leave the

dressing rooms in good clean condition. Any team that causes damage to a dressing room

will be held liable and may be removed from the tournament. If damage is present when

you enter the room, please notify the rink attendant immediately.

15) No teams shall be permitted to display free standing sponsorship/team banner stands.

Team signage is limited to magnetic door signs and flags, on their changeroom doors during

their occupancy of that changeroom.

16) LENGTH OF GAMES WILL BE AS FOLLOW: (All games are Stop Time – See Rule18 for

Application of Mercy Rule) Round Robin games will be 10 10 10.

17) A 2-minute warm up will commence on the clock when the Zamboni leaves the ice. Warm-ups will not be extended so that games and the tournament stay on time.

18) Handshakes will take place at the beginning of each game.

19) Mercy rule - when a team is ahead by 5 goals, the clock will run straight time at the

beginning of the third period. If the goals margin is reduced to 3, timing will revert back to

Stop Time.

20) In pool play games, there are no time-outs or over times.

21) In pool play, the winning team will be awarded 2 points, 1 point will be awarded per team in

the event of a tie

22) Tie Breaker after pool play:

a. Head-to-Head

b. Fewest Goals Against

c. Most Goals For

d. Fewest penalty minutes.

e. Quickest goal in Pool Play.

f. Coin Toss

23) In all Championship games ties will be settled by playing overtime with sudden victory in

the following manner:

a. 3 minutes - stop time of 3 on 3 play. Face-off at centre. If still tied,

b. The clock will be set to 5 minutes, but play will occur 3 on 3 until a goal is scored.

Face-off will be at centre. If no goal is scored, then it goes to a 3 player shoot out.

c. If a penalty occurs in overtime, the offending player will serve their 2 minutes, but

the opposing team will play with an extra man. The offending player will be released

to the game when the penalty expires. (eg – during 3 on 3 play, team A is given a

penalty. The remainder of the 3 on 3 will be played with 4 skaters for Team B and 3

for Team A. The 1 on 1 will be played 2 on 1 until the penalty expires etc. 2 on 2 will

then continue after the next whistle.)

d. Goalies may not be pulled during the overtime.

e. If still tied, then a shoot out. one at a time until a winner is decided. Each member of

the team must shoot before any one player can shoot for a second time.

Please note: Due to Municipal and Insurance regulations, at no time are players allowed on the

ice without a helmet. Spectators are never allowed on the ice at any time to take pictures or for

any other reasons. We respectfully request your co-operation and compliance.

NO PROTESTS WILL BE ACCEPTED. THE TOURNAMENT COMMITTEE’S DECISIONS WILL BE FINAL