



Lindsay Minor Hockey Association Dan Burns Memorial Family Day Classic Tournament Rules

U15B, U18B

February 14,15,16, 2025

Lindsay, Ontario

Sanction # 17161

The Rules contained herein are subject to change prior to the start of the tournament and at any time during the tournament. Teams are encouraged to direct any rule change inquiries to the Tournament Director.

1. This tournament is sanctioned by the Ontario Minor Hockey Association (OMHA) and Hockey Canada, and will abide by OMHA and Hockey Canada sanctioned rules and Code of Conduct, O.M.H.A. rules will apply. **All suspensions will be issued as per the OHF Minimum Suspension List.**
2. All teams will follow the safety protocols set out by the association, facility, & governing bodies and adhere to:
 - a. **All players MUST wear an approved throat protector** that is properly fastened around the neck in a manner to provide protection to the neck area at all times.
 - b. **All goaltenders MUST wear an approved throat protector and they must wear a throat guard** fastened in such a way to protect the throat.
 - c. **Mouthguards are mandatory (unless not mandated by home federation).**
 - d. When a participant fails to properly wear a mouthguard and/or neckguard on the ice, a misconduct penalty will be assessed. ([OMHA Regulations 12.4 & 12.5 Neckguards & Mouthguards](#))
3. Approved OMHA electronic rosters are required as proof of player and bench staff eligibility. These rosters MUST be presented to the Tournament Representative, along with a travel permit, prior to the first game.
4. Only players in uniform and bench staff listed on the Approved OMHA Roster or Approved League AP Rosters are eligible to play, or be on the bench, for any game during the tournament. Maximum number of players per game is 19. **No names are allowed to be added after the start of your first game.**
5. All teams must have at least one (1) certified Coach and one (1) certified Trainer on the bench and they must be present throughout the entire game.
6. Teams will only be permitted to forfeit a game if they cannot meet the minimum number of players, as per OMHA requirements.
7. A team representative (Manager/Coach) must register at the Tournament Office (located in Pad 1 above the zamboni door) no later than 1 Hour before the start of your first game. The Team Manager must carry, and

present at any time if requested, a copy of the approved team roster and travel permit for the duration of the entire tournament.

8. All Bench Staff must sign the Gamesheet iPad, held in the Tournament Office, no later than 15 minutes prior to all scheduled games.
9. Only team officials are permitted in the tournament office. Absolutely no team official who has been ejected from a game and/or receiving a GM or GRM penalty shall be permitted to enter the Tournament Office until the GM or GRM penalty and/or any suspensions incurred as a result of the infraction have been served in their entirety.
10. If a player is late to a game, they must be listed on the Gamesheet prior to the start of the game. The electronic game sheet cannot be changed once a game has begun.
11. Teams must be dressed and ready to play 15 minutes prior to their scheduled game time. Game start times must remain flexible and may be moved forward or backward as circumstances dictate. A team forfeits any game that they are not ready to play on the ice at game time.
12. The ice will be flooded prior to each game. Doors to the ice surface must remain closed and no one is permitted on the ice surface while equipment/crew is on the ice. Teams must wait for directions from on-ice officials before stepping onto the ice. In the event of games running behind, the tournament may waive this flood in an attempt to regain scheduled time.
13. In the event of conflicting colours, the home team must change sweaters.
14. Only tournament appointed timekeepers and officials will be permitted in the timekeeper's bench. Team Officials ONLY are permitted in the player bench areas.
15. All Tournament Committee decisions in consultation with Referees shall be final.
16. The Tournament Committee together with the facility will assign dressing rooms. Teams must vacate the dressing room within 25 minutes of the end of their game, unless otherwise notified by the Tournament Committee member.
17. Please be respectful of our dressing rooms, community spaces and arena as a whole. If there are any issues with your dressing room upon arrival please notify tournament staff immediately. If dressing rooms are left a mess or damaged the team may lose the privilege of using them for the tournament or further disciplinary actions may be taken up to and including tournament expulsion.
18. Teams are responsible for any damage to a dressing room(s) and other arena facilities. 2 Staff Members of each team MUST be in attendance with the players in the dressing room at all times. Report any damage to a Tournament Representative before using the room. The Tournament accepts no responsibility for loss or theft from dressing rooms and has the right to inspect the dressing at any time, should they suspect damage or inappropriate behavior is occurring.
19. Spectators are forbidden to enter the player's dressing room, player's bench area, penalty box area, timekeeper's box, or the Referee's change room. **Spectators not abiding by this rule will be removed.**

Fighting & Match penalties will carry an automatic ejection from the Tournament. There will be no appeals of this rule.

20. Game Misconducts: Determined as per OMHA Manual of Operations
21. Travesty: Any Player, Coach, Manager or Trainer found to be making a travesty of the game shall be expelled from further tournament participation.
22. Abuse: Any Player, Coach, Manager or Trainer found to be abusive toward any Tournament Official or Referee will be expelled from further Tournament participation at the discretion of the Tournament committee.
23. Ejection: Any Player ejected from a game, for any reason, shall remain in the team's dressing room until a teams Manager or other staff has come to escorts the player out of the room and away from the area to prevent any further issues.
24. Once a player is assessed his 2nd unsportsmanlike conduct penalty in any one game, he will be automatically suspended for the remainder of that game. ***If this penalty is assessed a 2nd time during the tournament, the player will then be required to miss the team's next tournament game**
25. Tournament officials reserve the right to eject any fan or off-ice team official who is abusive toward players, coaches, referees, other fans, team officials or tournament officials. Local authorities may be contacted at the discretion of the Tournament Official, and that person will not be permitted to re-enter the arena for the remainder of the tournament.
26. Teams who are disqualified for any reason will not be refunded in part or in full of their tournament fee.
27. **Game Information:**
- a. **Win = 2 Points, Tie = 1 Point, Loss = 0 Points**
 - b. Round Robin games may end in a tie. Teams tied at the end of regulation will both receive 1 point
 - c. All teams are guaranteed 3 games to a maximum of 5 games.
 - d. This tournament will follow a Round Robin format, the top 4 teams will move onto the semifinals. With the 2 winning teams moving into to the finals.
 - e. Each game will have a 3 minute warm up before the start of the game
 - f. Round Robin games will be 10-15-15 stop time, with no flood. There will be no time outs in the Round Robin.
 - g. When a team is ahead by five (5) or more goals in the **THIRD PERIOD**, the game will proceed under "straight time" unless the gap is reduced to three (3) goals, at which point the clock will revert back to stop time. The only time the clock will stop during "straight time" is in the case of an on-ice injury. All penalties are running time.
 - h. Semi-Finals, and Championship games:
 - i. 10-15-15 stop time, with a flood
 - ii. One 30 second timeout per team will be allowed per game.
 - i. Championship games must be played. If a semi-final winner is unable to play due to unforeseen reasons, the semi-final loser shall take their place and the team leaving forfeits all rights to any awards.
28. Semi-Final Format Applicable to all Ten (10) and Twleve (12) team divisions

- a. The top team in each of the three groups will advance
- b. The 4th team will be determined by:
 - i. The team with the most points from the remaining teams
 - ii. If any number of teams are tied in points the following tie break formula would be implemented:
 1. The team which has the highest percentage of goals for divided by the total goals for and against
 2. If these teams are tied in percentage the team with the least amount of penalty minutes accumulated during the round robin games would advance

29. Placing for the Semi finals will be determined in the following manner:

- a. 1st place will be the team that accumulated the most points during the round robin, second place the next highest points and so on
- b. If there are Group winners tied with the same amount of points from the round robin – the team with the highest Goals for percentage will be declared the higher placed team.
- c. The team that is determined to be the 4th place team from the round robin will remain the 4th place team in placing for the Semi-finals and will play the division winner seeded #1 following the above criterias.

30. Tie Breaker Rules:

- i. **Division Standings:** If 2 teams are tied the following will take place in the following order until a winner is achieved:
 1. Head to Head (if applicable)
 2. GF divided by the sum of GF/GA. High percentage advances.
 3. Coin Flip
- ii. **Semi-Finals, and Championship games:**
 1. Teams tied at the end of regulation in Semi Finals and Championship game will automatically proceed to a 10 minute 3-on-3 overtime.
 2. If still tied at the end of the overtime period, teams will automatically move to a minimum 3 player shootout until a winner is declared.
 3. NOTE: Prior to a shootout, Coaches will provide three (3) player names to be shooters to the officials, who will notify the timekeeper, who will be required to write down the player name/numbers. 1 player from each team will shoot on the opposite team's goal at the same time. If a tie remains after the 3 shooters, subsequent shooters shall be a player who has not yet taken part in the shootout until all players have taken part.

All decisions made by the Tournament Committee shall be final and without appeal.