

# Tournament Rules & Regulations

## **\*FIGHTING WILL RESULT IN AUTOMATIC EXPULSION FROM THE TOURNAMENT**

### **Local Rules**

- Each team will play a minimum of three (3) games.
- All teams must register one (1) hour prior to their first game. Each team must present a certified OLA Card for players and bench staff printed from the Sports-soft system.
- Teams must be ready to play 15 minutes prior to scheduled game time in the event the tournament is running ahead of time.

### **Qualifier Games**

- Teams will be allowed a three (3) minute pre game warm up.
- All games will consist of three (3) periods of 15 minutes running time except the last three (3) minutes of the third period if the goal spread is three (3) goals or less. The format for the final three (3) minutes will not change once it has been decided (i.e if the spread increases from 2 goals to 4 goals, it will stay as stop time.)
- A three (3) minute break will be allowed between periods.
- Teams are allowed one (1) 30 second time out per game. - There will be no overtime in the round robin.

### **Qualifier Points**

- Teams will receive two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
- In divisions with seven (7) teams, one team will play four games. One of the four games will be randomly selected to be excluded from the qualifier points calculation after all four games have been played.

### **Tie Breakers**

- In the event of a tie after the round robin, the following will be used (as per OLA Constitution) as a tie breaker in the order listed:

1. The team that won the greater number of points in games played, during the competition, between the teams tied shall be declared the winner of the higher position. **(HEAD TO HEAD)**
2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games during the competition shall be used in the goal average computation. (See Goal Average Formula below)
3. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.
4. If a tie still exists then a coin toss will decide the winner.

**The Goal Average Formula is defined as follows:**

$$\frac{\text{GF}}{\text{GF} + \text{GA}} = \text{GOAL AVERAGE}$$

**The team with goal average closest to 1.0 shall be declared the winner**

### **Semi Final and Final Games**

- Teams will be allowed a three (3) minute pre game warm up
- All games will consist of three (3) periods of 15 minutes running time except the last three (3) minutes of the third period if the goal spread is three (3) goals or less. The format for the final three (3) minutes will not change once it has been decided i.e if the spread increases from 2 goals to 4 goals, it will stay as stop time.
- A three (3) minute break will be allowed between periods.
- Teams are allowed one (1) 30 second time out per game.
- If teams are tied at the end of regulation time there will be a three (3) minute break followed by a 10 minute sudden victory. This will repeat until a winner is determined.