

**THE PETER MANCUSO NOVEMBER CHALLENGE
RULES AND REGULATIONS**

*** PLEASE NOTE: awards will be given to the Coaches of both the Finalists
and the Champions at the players bench immediately after the
Championship game.**

The Rules contained herein are subject to change prior to the start of the tournament. You are encouraged to ask the Tournament Director if there are any changes when you register for your first game.

1. This Tournament is sanctioned by the OMHA and Hockey Canada. It will abide by OMHA and Hockey Canada rules.
2. All teams will follow the safety protocols set out by each facility
3. All teams must present an approved electronic roster and an approved travel permit five days before start date. Only teams sanctioned by Hockey Canada or USA Hockey will be eligible to participate. There will be NO EXCEPTIONS.
4. The team manager or coach must report to the Tournament Headquarters at least 30 minutes prior to each game to complete game sheets. If the team has failed to provide their approved roster and travel permit as stated in Rule #3, they must produce the required documentation prior to their first game. If for any reason a team fails to produce their paperwork, they will be removed from tournament play and shall be reported to their governing body. In these cases, the teams shall not be refunded any tournament fee.
5. A team may register and dress nineteen (19) players including two (2) who must be goaltenders. ALL players must be approved prior to the start of their first game. Managers may witness their opponents coaching staff signing the game sheet at their discretion.
6. All games are played under OMHA rules as well as;
 - a. All Major penalties also result in a Game Misconduct,
 - b. Any player or team official who receives a Gross Misconduct will be removed from the tournament.
7. Timekeeping will be done using electronic game sheets. Teams are responsible for downloading their completed game sheets if required by their league.
8. The arena will assign change rooms. Teams will be responsible for any damage done to any dressing room or other arena facility. Report any damage to a tournament official BEFORE using an assigned room. The tournament accepts no responsibility for loss or theft from a dressing room.
9. Spectators are forbidden to enter the player's dressing room, player's bench area, penalty box area, timekeeper's box, the ice surface, or the Referee's change room. Spectator's not abiding by this rule will be removed.
10. Game start times shall remain flexible and may be moved forward or back as circumstances dictate.
11. Teams must take the players bench and end of the ice as designated on the game sheet. Only players in uniform and team management are permitted on the player's bench.

12. Teams are asked to bring two (2) sets of sweaters, one (1) dark and one (1) light. The Home team, as designated on the game sheet, shall wear the light color. In the event of a conflict in colours, the designated home team for the game shall be responsible for changing sweaters for the game.
13. The ice will be flooded prior to each game. If, for unavoidable reasons, games fall behind schedule, the Arena Marshall has the option to flood only after every four (4) periods. No one is permitted on the ice while the ice cleaning equipment and/or crew are on the ice.
14. Two (2) minute warm-ups prior to each game start once the siren sounds for the teams to go on the ice.
15. Referees shall judge goals from the ice. **REFEREES DECISIONS SHALL BE FINAL.** No team shall be permitted to protest a referee's call.
16. All game officials will be assigned by the tournament committee. No team representatives will be permitted in the timer's box.
17. Game information:
 - a. Teams are guaranteed a minimum of three (3) games. All round robin games shall be 10-10-10 Stop Time.
 - b. Teams are allowed one (1) thirty (30) second time out in finals only.
 - c. Round Robin games may end in a tie. Overtime in playoffs and designated seeded games only.
18. In accordance with OMHA regulations, when a team is ahead by five or more goals in the third period, the tournament will have the option of utilizing "straight time". In this situation the game will proceed under "straight time" unless the gap is reduced to three goals, at which point the clock will revert back to stop time. The only time the clock would be stopped during "straight time" is if an on-ice injury should occur. All penalties are running time.
19. Semi Final Formats:
 - a. 4 Team division = No semi-finals. Two (2) teams with the most points advance to finals
 - b. 5 Team division = Teams to be seeded after 2 round robin games.
 - i. 4th and 5th place teams to play final round robin game.
 - ii. Semi-Finals = (1st place vs winner of (4th v 5th)) & (2nd place vs 3rd place).
 - c. 6 Team division = (1st place "A" vs Wildcard) & (1st place "B" vs Wildcard)
 - d. 7 Team division = Teams to be seeded after 2 round robin games.
 - i. 1st place gets a Bye
 - ii. Quarter finals = (4th place vs 5th place), (2nd place vs 7th place) & (3rd place vs 6th place)
 - iii. Quarter final winners advance to semi finals and are seeded
 - iv. Semi-Finals = (1st place vs 4th place) & (2nd place vs 3rd place).
 - e. 8 Team division = (1st place "A" vs 2nd place "B") & (1st place "B" vs 2nd place "A")
 - f. 12 Team division = (1st place "A" vs 1st place "C") & (1st place "B" vs Wildcard)
20. For division standings, the WildCard winner(s) will be the team with the most point(s). If tied, the following will take place:
 - a. The "Goal Average" system will apply – Goals for divided by sum of goals for/against, (to a maximum of plus/minus seven (7) per game) if still tied;
 - b. The team allowing the least number of goals against, OR
 - c. The team with the fewest penalty minutes, OR
 - d. The tournament committee with supervise a coin toss to decide a winner.

21. For division standings, only in a division of four (4), if two (2) teams are tied the following will take place:
- a. Head-to-Head winner, if no Head-to-Head winner then:
 - b. The "Goal Average" system will apply – Goals for divided by sum of goals for/against, (to a maximum of plus/minus seven (7) per game) if still tied;
 - c. The team allowing the least number of goals against, OR
 - d. The team with the fewest penalty minutes, OR
 - e. The tournament committee will supervise a coin toss to decide a winner.

22. Elimination Games:

- a. In all elimination games, if the game is tied after regulation time, there shall be one (1) five (5) minute, 3-on-3 Sudden Death period, Stop Time.
- b. If no goal is scored, a five (5) player shoot-out will be held.
- c. If the game is still tied after the five (5) player shoot-out, there will be a one (1) player shoot-out until a winner is declared.

NOTE: The initial five (5) players taking part in the shoot-out may be any five (5) players selected by the coach before the start of the game. After the five (5) original players shoot, each subsequent shooter shall be a player who has not yet taken part in the shoot-out, until all players have taken part. (Shoot-out is done two (2) players at the same time. e.g. One (1) from each team)

- d. Championship games must be played. If a semi-final winner is unable to play for unforeseen reasons, the semi-final loser will take their place and the team leaving forfeits all rights to any awards.

23. It is the responsibility of the coaching staff to notify all team parents, etc, that NO CAMERAS or any persons NOT assigned to an approved roster will be permitted on the ice surface at any time.
24. **PROTESTS:** Teams wishing to protest a game are required to place a \$200.00 cash deposit with the tournament committee prior to the protest being heard. If the protest is upheld, the \$200.00 shall be refunded. If the protest is denied, the \$200.00 will not be refunded.

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