CAL Roster Select Challenge
December 2018 Tournament Rules

1. OMHA and Hockey Canada rules, policies and regulations apply.
2. The decisions of the game officials are final.
3. In the case of dispute over tournament rules and regulations, the decision of the Tournament Convenor is final.
4. Games will consist of 3 stop time periods of 10 minutes, 10 minutes and 10 minutes.
5. All games except the Championship will be curfewed at 50 real time minutes.
6. The arena clock will be used to determine the elapsing of 50 minutes.
7. Teams are permitted a 2 minute warmup before the start of the game.
8. No timeouts are permitted in any pool play and or semi-final games. One timeout is permitted in all Championship Games.
9. If a team is ahead by 5 goals or more in the third period of a game, the clock will run in straight time. If the differential is reduced to 3 goals, the clock will revert to stop time.
10. Pool play games can end in a tie.
11. In the event of a tie at the end of regulation time in the Novice, Atom, PeeWee or Bantam semi-finals, the teams will go directly to a shootout, the process for which is described in 15a. to 15e. below.
12. All championship games will be three (3) periods 10-10-10 stop time; there is no curfew.
13. Rule #9 will be invoked in a Championship game if a 5 goal differential occurs in the third period.
14. In the event of a tie at the end of regulation time in any championship game, the teams will play a 5 minute, sudden death overtime period, of 3 on 3 hockey.
15. In the event that the Championship overtime ends in a tie, the game will be decided by a shootout.
    a. The coach must identify 5 shooters and the order in which they will shoot on the game sheet prior to the start of the game.
    b. The shooters from each team will shoot simultaneously.
    c. The team to score when the opposing team fails to score shall be declared the winner. PLEASE NOTE THAT THIS COULD OCCUR ANYTIME FROM THE FIRST PAIRING ON; the designating of 5 shooters is to expedite matters, not to indicate the number of rounds that must occur.
    d. The team may use either goalie in a shootout.
    e. In the event that the shootout extends beyond 5 pairings, the coach will designate 5 more shooters at the end of the 5th round. Shooters who participate in the first 5 pairings may not participate in the next 5 pairings.
16. Major penalties will be applied as per the OMHA Suspension list.
17. Two major penalties in the tournament will result in automatic expulsion of the player from the tournament.
18. **Teams must be ready to play 15 minutes prior to the scheduled starting time of their game. The Convenor reserves the right to begin games up 15 minutes ahead of the scheduled game times.**
19. The Home team should wear white jerseys. In the event that a team has only one set of jerseys, team officials should apprise the Tournament Convenor so that jersey conflicts can avoided.
20. An approved roster and travel permit must be sent to admin@calkingston.com.

Pool Play Points System for Novice, Atom, PeeWee & Bantam (8 Team Divisions)

21. Teams will be awarded points during pool play in the following manner:
    a. 2 points for a win.
    b. 1 point for a tie.
    c. 0 points for a loss.

22. Standings in Pool Play will be determined by the following.
23. Points earned in pool play
24. Pool play consists of 3 round robin games
25. Top 2 teams in each division advancing to a semi final.
    a. Winner of Pool A will play 2nd place team in Pool B.
    b. 2nd place team in Pool A will play winner of Pool B.
26. Winners of semi finals will play in the "A" Championship Final Sunday.
27. 3rd place team in Pool A plays 3rd place team in Pool B on Sunday
28. 4th place team in Pool A plays 4th Place team in Pool B on Sunday
29. In case of a tie at the end of pool play, and in order to place teams in the tournament semi-finals, the following will be applied IN SEQUENCE until the tie is broken.
    a. Head to head results between the teams who are tied in pool play.
    b. Most wins in pool play.
    c. Fewest goals allowed in pool play.
    d. Fewest penalty minutes in pool play.
    e. Fewest penalties assessed in pool play.
    f. Coin flip.

Pool Play Points System for Midget 2 x 5 Team Pools

30. Teams in each Midget Pool will be awarded points during their pool play (4 games) in the following manner:
    a. 2 points for a win.
    b. 1 point for a tie.
    c. 0 points for a loss.
31. The top two teams in each Midget Pool will advance to the Championship game.
    a. Pool A Teams (1st & 2nd place) play for the "Pool A" Championship.
    b. Pool B Teams (1st & 2nd place) play for the "Pool B" Championship
32. Standings in Pool Play will be determined by the following.
33. Points earned in pool play.
34. In case of a tie at the end of pool play, and in order to place teams in the tournament final, the following will be applied IN SEQUENCE until the tie is broken.
    a. Head to head results between the teams who are tied in pool play.
    b. Most wins in pool play.
    c. Fewest goals allowed in pool play.
    d. Fewest penalty minutes in pool play.
    e. Fewest penalties assessed in pool play.
    f. Coin flip.