  

**FRANK DYMOCK CLASSIC HOCKEY TOURNAMENT**

**PRESENTED BY THE WALLACEBURG SPORTS HALL OF FAME**

Welcome to the Wallaceburg Minor Hockey Frank Dymock Classic Tournament. Games will be played at the Wallaceburg Memorial Arena and the Walpole Island Sports Complex. Both arenas will have game registration, however, the tournament Headquarters will be located at the Wallaceburg Memorial Arena.

**TOURNAMENT RULES AND REGULATIONS**

**REGISTRATION**

1. Open to Atom, Peewee & Bantam HL/LL teams. NO SELECT TEAMS.
2. Coaching staff must report to the arena where their first game is scheduled one (1) hour prior to the start of their first game in order to sign in and 45 minutes prior to every game thereafter. **All members of bench staff must report to the Game registration table prior to every game to sign the game sheet.** No one is permitted to remove the game sheet from the registration area.
3. Teams must carry with them at all times a copy of their approved official Team Roster. \*\***Be sure to present any updated rosters to the registration table prior to your first game if different than the one previously sent in and on file.**

**TOURNAMENT RULES**

**Tournament playing rules and tournament regulations are those of the OMHA, the OHF and Hockey Canada, along with the following additions:**

1. The referees are sole judges of all games. **The Tournament Convenors will not discuss referee decisions.**
2. Only registered team Manager or Head Coach are permitted to speak with the Tournament Committee in regards to game results and/or conflicts. Absolutely no team official receiving a GM or GRM penalty shall be permitted to speak with the Tournament Committee until the GM or GRM penalty and/or any suspensions incurred as a result of the infraction have been served in their entirety. **Failure to follow this rule will lead to an automatic suspension for the remainder of the Tournament.**
3. **Game Length:** All games in all age groups will be 10‐10‐10 stop time with the exception of the Mercy Rule (see below) and the Championship Rounds (see SEMI FINALS AND FINALS).

**Mercy Rule:** All games will run as stop time. However, when any team is ahead by five (5) or more goals in the third period the game will proceed under ‘straight/run time’. If the gap is reduced to three (3) goals, the clock will revert back to stop time. The only time the clock would be stopped when ‘straight/run time’ is in effect would be if an on-ice injury should occur and the trainer must attend to a player.

***All penalties called when the Mercy Rule is in effect are running time at time and half as per OMHA Regulation 19.1m.***

Example:

2 minute penalty in stop time equals 3 minutes in straight time

4 minute penalty in stop time equals 6 minutes in straight time

1. minute penalty in stop time equals 7 minutes, 30 seconds in straight time
2. Teams will have a 3 minute warm-up before the game; this warm up time may be adjusted to suit the schedule, but **may not be eliminated.** PLAYERS ARE TO SHAKE HANDS BEFORE EVERY GAME.
3. There will be no overtime during Round Robin play. Overtime will be played in the Semi Finals and Final Games only (see SEMI FINALS AND FINALS).
4. **NO** time‐outs during Round Robin play (see SEMI FINALS AND FINALS).
5. A player is only allowed to play for one team during the tournament.
6. All AP players must be on the current roster. If staff registered to another team or an “at large” roster is attending the tournament to help out they must also provide the approved roster they are on.
7. Scheduled game starting times are approximate. For Atom Round Robin games the ice may not be resurfaced if the tournament is running behind schedule. **Teams must be ready to play fifteen (15) minutes prior to their scheduled game time, without exception.**
8. Players & Coaches are asked to be in their dressing rooms 15 minutes prior to their game time. As a courtesy to the next team and to keep schedule teams are asked to vacate the dressing rooms within 15 minutes of game completion.
9. **Teams are not permitted to enter the ice surface prior to the Zamboni doors being closed and at least one on ice official is on the ice.** The only exception to this rule is when a Tournament Convener directs the two teams to warm up due to the late arrival of the game officials (in this case bench staff and a tournament member must be present. **A minor penalty may result for an infraction of this rule.**
10. Teams must bring two set of sweaters if able. The home team will wear light coloured jerseys. If a conflict arises regarding jersey colours, the visiting team will change jerseys - the Tournament Convener/Committee will have the final say.
11. Teams will be responsible for any damage to the dressing rooms and other arena facilities. Report any damage to the Tournament Committee before using assigned dressing rooms. WMHA and affiliates will not be held responsible for loss or theft in the dressing rooms. Dressing room keys will be available.
12. All players must use approved equipment only as set out by your Governing Body (OMHA; Alliance; GTHL, etc.). This includes mouth guards which are recommended but are only mandatory for teams whose sanctioning body requires that they be worn (e.g. mandatory for OMHA teams).

**PENALTIES AND CONDUCT**

Any player, affiliated player or team official who receives a GM or GRM penalty and is suspended in a tournament game shall commence serving the suspension in the next following tournament game. If the suspension is fully served before the tournament is over, the player, affiliated player or team official may participate in any remaining tournament games.

Any player, affiliated player or team official who fights, receives a MATCH penalty and/or is found to be abusive toward ANY tournament official will result in an automatic ejection from the tournament.

**STANDINGS/ADVANCING**

All teams are guaranteed three (3) games.

Group standings in Round Robin will be determined by two (2) points per win and one (1) point per tie game.

Game Forfeits will result in a 1-0 win.

**TIEBREAKERS:** In the case of a tie by points after Round Robin play, the higher position will be determined by the following rules, applied in order, moving on to the next rule only once a rule does not apply.

1. **Head to Head Competition**: The winner of the Round Robin game between the teams would assume the higher position. ***Does not apply for a tie between more than two (2) teams (see next rule).***
2. **Goal Average**: The goal average is determined by dividing the total number of goals for by the total number of goals for and against, with the team having the highest percentage (closest to 1) assuming the higher position. ***(In case of a 3 way tie Goal Average is used first. If 2 teams are still tied after goal average is calculated go back to Rule 1 – Head to Head Competition)***

**Example of calculation for Rule #2 GF / (GF + GA)**

Team A – 16 goals for and 4 goals against = 16/ (16+4) = 16/20 = **.800**

Team B – 12 goals for and 2 goals against = 12/ (12+2) = 12/14 = **.857**

Team B would assume the higher position

1. **Fewest Goals Against**: The team with the fewest goals against totaled from all of the Round Robin games will assume the higher position.
2. **Least Penalties**: The team with the least penalty minutes totaled from all of their Round Robin games (not including 10‐minute misconducts) will assume the higher position.
3. **First Goal**: The team to assume the higher position will be the team that scored the first goal in their first tournament game.
4. **Coin Toss**: If the teams are still tied, the higher position will be determined by a coin toss. The team from farthest away calls the toss.

**SEMI FINALS AND FINALS**

**Time‐out for Semi Finals and Finals:** Each team may call One (1) 30‐second time‐out in “Regulation Time” only. There is **NO TIME‐OUT IN OVERTIME.**

**Overtime for Semi Finals and Finals**: If, at the end of Regulation Time, the game is a tied, there will be a five (5) minute stop time sudden victory overtime period with 4 on 4 (4 players and 1 goalie). If a tie still exists after the sudden victory overtime period, a shootout will decide the winner (see SHOOTOUT RULES).

**Penalties in Overtime:**

1. If any team has a penalty going into overtime the teams will play out the remainder of the penalty using the regular format (eg. 5 on 4 etc.). Once the penalty is over the teams will continue as 5 on 5 until after the first whistle then will go to 4 on 4.
2. All penalties incurred in Overtime will result in a penalty shot.

**Home and Away Teams for Semi Finals**: The highest seeded team will be the Home Team for all Semi Final games.

**SHOOTOUT RULES**

If a tie still exists after the sudden victory overtime period, a shootout will decide the winner using the following format. ***Any player who has been ejected from the game or is serving a penalty at the end of O/T is not permitted to participate in the shootout.***

1. 3 different shooters from each team will be announced to the Referee and take alternate shots until a decisive goal is scored (the home team will choose who shoots first).
2. If the game remains tied after the first three shooters, the teams will participate in a sudden victory shootout (both teams shoot once in each round) using a new player from the game sheet each time. **Players many not repeat until all players have had an opportunity to shoot.**

**\*\* Coaches are responsible for their team’s conduct while at the arena (on and off the ice) \*\***

**All Decisions are Final and No Appeals are Permitted**

**The Tournament Committee reserves the right to make all decisions regarding the interpretation of the Tournament Rules and Regulations. The Tournament Committee will not under any circumstances discuss disputes to anyone other than a team Manager or Head Coach. Please communicate this rule with other members of the coaching staff and team parents as abuse of this rule may result in your team’s expulsion from the tournament.**

**All games results will be posted at arena along with the** [www.wallaceburghockey.com](http://www.wallaceburghockey.com) **website.**

**GOOD LUCK TO ALL, STAY COMPETITIVE AND LET’S HAVE FUN!!!**