



COPPER CLIFF MINOR HOCKEY ASSOCIATION. 2024 KEN CREASEY HOUSE LEAGUE TOURNAMENT.

TOURNAMENT RULES

1. All games will be played under N.O.H.A. rules
No Body Checking

Games will consist of 3 periods, 10-10-10 stop time periods.
2. The time clock will be left running during the third period if the difference in the score is **5** goals or more.
3. All players eligible to play in the tournament must be on an approved roster list. Affiliated players allowed subject to NOHA rules.
4. In the event of a tie within your group in the standings the following tie-breaking formula will be used:
 - (a) The winner of the group game between the two teams advances.
 - (b) In the event that the group game ended in a tie, or if 3 teams tie at the conclusion of group play, the winner will be decided as follows: for each team, add the goals for and the goals against, and then divide the sum into the totals for. The winner is the team with the higher percentage.
 - (c) If still tied, the team with the least penalty minutes in-group play advances.
 - (d) If still tied, the team with the earliest goal in the tournament advances.
 - (e) If still tied, a coin toss by a tournament official will determine the winner.
5. All teams must be prepared to play **15 minutes** in advance of their scheduled game time.
6. A maximum of 19 players per team will be allowed to sign the game sheet.
7. **Interpretation of the rules and regulations will be at the discretion of the tournament committee. All committee decisions will be final.**
8. **No protests allowed. Referee decisions are final.**
9. **Tournament Committee reserves the right to amend tournament rules if required.**

All Tied games have OVERTIME!

All over time periods to be played with stop time.

No change of end at the end of regulation time.

All tied games will be decided by each team starting the overtime with (4) skaters and a goalie.

After one minute (Stop Time), the horn will blow and each team will withdraw one (1) more player from the ice.

This process shall continue each minute until the tie is broken. The first goal wins the game.

During the overtime process, teams may make substitutions, and “change on the fly”, and pull their goalie for an additional skater.

PENALTIES

All overtime penalties will be at two minutes stop time.

Penalties carry over into overtime. If a penalty occurs during the four (4) verses four (4) portion of the overtime, then the penalized team play three (3) skaters verses four (4) skaters until the penalty has expired. If a penalty occurs during the three (3) verses three (3) portion of the overtime, then the penalized team play two (2) skaters verses three (3) skaters until the penalty has expired. In the event of more than one penalty being assessed to a team during overtime, or during two (2) verses two (2) or one (1) verses one (1), then the penalized team shall play with not less than two (2) skaters and a goalie. The non – penalized team adds a player. **At any time during overtime a team may pull their goalie for an additional skater.**

Each Team shall be allowed One 30 second time out, in each and every game played.

REGULATION

Point system:

Win 3 points
Loss 0 points

OVERTIME

Point System

OT Win 2 points
OT Loss 1 point