



MUSKRAT HOUSE TOURNAMENT Rules

MMHA –Rules for Tournament

TOURNAMENT RULES AND REGULATIONS

1. This is a non-body contact tournament. All M.M.H.A and O.D.M.H.A rules will apply.
2. This tournament is for regular House League players only. A list of players signed by your district registrar must be available upon request. If unable to present a signed list for verification of players, or in the case of protest, your game will be forfeited.
3. Tournament format: The tournament will be comprised of eight (8) teams with each team guaranteed two games. Teams that win their first game will advance to the “A” side of the draw, while teams losing will go to the “B” side.
4. Each team will be permitted a maximum of nineteen (19) players in uniform, including two (2) goalies. No change in the team roster will be allowed after the first game. Late players must be on the ice before the end of the first period of the game in order to play in subsequent games. In the case of extenuating circumstances, the tournament convenor will decide whether or not a late player will be permitted to play.
5. Before each game, the team Coach or Manager must sign the game sheet verifying the team roster. Game sheets will be completed by the tournament committee.
6. Teams must report at least thirty (**30**) minutes prior to scheduled game time. All players must be ready to play **15** minutes prior to scheduled game time. A team that is late for a game without a valid reason will lose by default.
7. Teams are required to be out of the dressing rooms **20** minutes after the game. Teams are required to leave the dressing rooms clean for the next team.
8. All games will consist of three **10** minute stop time periods. After the second period, if at any time, one team is ahead by five (5) goals or more; the clock will be put on running time. If at such time the goal differential is reduced to less than five (5) goals the clock will revert back to stop time.
9. Protective equipment must be worn at all times. Neck guards are mandatory for all O.D.M.H.A players.
10. If a goaltender is injured and cannot continue to play, fifteen (**15**) minutes will be allowed to dress another player if a back up is not already dressed. A two (**2**) minute warm-up will be permitted.
11. Referees and minor officials will be assigned by the Muskrat Minor Hockey Association. Referees decisions will be final.



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12. Minor penalties shall be two (2) minutes in length (3 minutes if running time). Major penalties shall be five (5) minutes in length (7 minutes if running time). Any player incurring three (3) stick infraction penalties shall be ejected from the remainder of the game.

13. Overtime: in the event of a tie at the end of regulation time, sudden-death overtime will be used to decide the winner as follows:

- (i). 3 minute, 3 on 3 sudden death, if still tied;
- (ii). 4 player shootout (most goals in), if still tied; (same player cannot shoot twice)
- (iii). 3 player shootout (sudden death) (same player cannot shoot twice)

14. Protests: if a team wishes to file a protest, it must be filled in writing and signed by the team Coach or Manager and delivered to the Convenor within fifteen (**15**) minutes from the end of the game under protest. All protests must be accompanied by a twenty-five dollar (**\$25**) deposit. If the protest is sustained, the offending team will either be disqualified or will forfeit the game in question and the deposit returned to the protesting team. If the protest is over-ruled, the protesting team will lose their deposit.

15. In the event of any dispute, the tournament convenor will have the final say. Any decisions rendered by the Convenor will be final.

16. The Muskrat Minor Hockey Association and the Tournament Convenor do not accept any responsibilities for theft, damage, accidents or injury to participants, spectators, equipment, personal belongings etc. during the full period of the tournament.

******PLEASE NOTE: Noise makers are NOT permitted within District 5******