

Annual Josh Bailey Classic Tournament Rules and Regulation

OMHA Sanction# 13834
Updated January 16, 2025



REGISTRATION REQUIREMENTS

1. IN ADVANCE OF THE TOURNAMENT

- Completed application form.
- A cheque or e-transfer for tournament entry.
 - i. Teams are not guaranteed a spot until fees are paid in full via cheque or e-transfer.
 - ii. Team cheques are NOT cashed until the team has been accepted to the tournament.
 - iii. Please note our cancellation policy, tournament fees are non-refundable 30 days prior to tournament start date. If a team should withdraw prior to 30 days of tournament start date, a full refund less \$100.00 administration fee will be issued. Teams that withdraw with less than 30 days prior to the start date will not be issued a refund under any circumstance. The only exceptions are cancellations due to Covid and Playoff scheduled during the tournament.
- Copy of official team roster and travel permits must be submitted prior to December 31, 2024, via dwayne.mcglynn@gmail.com.
- A team picture to be used in our tournament program to be sent prior to December 31, 2024, via cassiemathers@rogers.com.
- League standings and individual game scores (if requested).

2. CHECK-IN PRIOR TO FIRST GAME

- All teams participating in the Josh Bailey Classic are required to complete the above registration package.
- Teams are required to register with the (CMHA) representative at your arena prior to their first game.
 - i. Registration will take place one hour and fifteen minutes prior to the start of your first game. Registration will take place in the tournament office at your arena.
 - ii. Note: If your game is the first game of the day at your arena, registration will start one hour prior to game time.
- All teams must register as outlined above, failure to register in a timely manner may result in ejection from the tournament.
- Official roster and travel permits must be provided prior to the start of the first- game.
- The coach or manager from each team must attend with the full registration information.
- Only Head Coaches and Team Managers are permitted in the Tournament Office.
- Teams are not permitted to view another team's information provided.

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TOURNAMENT GAMEPLAY RULES AND REGULATIONS

1. This is an OMHA sanctioned tournament (ID#13834) in which OMHA rules apply. An OMHA representative will be available during the tournament to answer any questions regarding OMHA policies and procedures.
2. By entering this tournament, the coach or manager, on behalf of their team, releases the Clarington Toros Minor Hockey Association (CMHA) the Tournament Committee and all officials, referees, sponsors, volunteers, arena management and all concerned with the tournament from any and all liability of injury or accident which may be incurred by any player or team official while participating in coming to or going from the tournament.
3. Suspension rules used for the tournament will be the same as found in the OMHA Manual of Operations. It is the offending team's responsibility to ensure that all tournament suspensions and carry-over suspensions are adhered to. Violations during the tournament will result in the forfeiture of the affected games. The Tournament Committee will assist if there are any questions or clarifications regarding rule and suspension interpretations.
4. It is common to have coaches and/or managers approach the Tournament Committee protesting a suspension penalty issued by a referee. It must be emphasized to all coaching staff and managers that the Tournament Committee cannot and will not overturn any penalty issued before, during or after a game regardless of the circumstances. The suspension appeal process can be found in the OMHA Manual of Operations. The tournament referees are not affiliated to the CMHA Association in any way. They are their own independent organization.
5. Parents and guests are the responsibility of the team. Inappropriate parent or guest behavior towards the competing team, any children, referees, coaches, arena staff, tournament staff, OMHA staff and/or other parents may result in the expulsion of the team from the tournament.
6. Interpretation of all rules and regulations will be at the discretion of the Tournament Committee. All of decisions made by the Tournament Committee will be final.
7. Coaching staff must report to the arenas' tournament office to verify electronic game sheet and have bench signed as per OMHA Rules prior to each game.
8. A total of 17 players, 2 goalies and 5 team officials may be signed to an entry form. All players must be registered on an official approved roster or approved AP list.
9. Only carded persons are allowed on the bench. Each OMHA team must have a carded trainer.
10. Each team will carry home and away jerseys. Home will wear light and visitors will wear dark. In the event of a conflict, the home team will change sweaters.

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11. **Each team is guaranteed 4 games.**
12. This is a non-contact tournament.
13. To help move the tournament along in a timely manner, all teams are expected to be ready to play 15 minutes prior to their scheduled game time.
14. All tournament games must comprise 3 stop time periods scheduled as per OMHA Regulation 10.2a) & 10.2b). However, when any team is **ahead by five or more goals** in the third period the tournament will utilize 'straight time'. Any penalties, during this time, will be running 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 to stop time. The only time the clock would be stopped during time is if an on-ice injury should occur.
15. There will be a 3-minute warm-up prior to each game.
16. Tournament Division Format:
 - i.* **Divisions with 5 teams** will all play 4 round robin games in a single pool. After the round robin games, the top 4 teams will move to the semi-finals and will be ranked 1 through 4 by points, or our tie breaking methodology listed below. The winners of the semi-final games will move to the Finals.
 - ii.* **Divisions with 6 teams** will all play 4 round robin games in a single pool. After the round robin games, the top 4 teams will move to the semi-finals and will be ranked 1 through 4 by points, or our tie breaking methodology listed below. The winners of the semi-final games will move to the Finals.
 - iii.* **Divisions with 8 teams** will be broken out into Pool A and Pool B. All teams will play 3 round robin games within their own pool. After the round robin games each team will be seeded within their own pool by points, or our tie breaking methodology listed below. All teams will play in the quarterfinals with Pool A1 vs Pool B4, Pool A2 vs Pool B3, Pool B1 vs Pool A4 and Pool B2 vs Pool A3. The winners of the quarterfinal games will move to the semi-finals. The winners of the semi-final games will move to the Finals.
 - iv.* **Divisions with 10 teams** will be broken out into Pool A and Pool B. All teams will play 4 round robin games in their pool. After the round robin games, the top 2 teams from each pool will move to the semi-finals, or our tie breaking methodology listed below. The 1st place team in Pool A will play the 2nd place team in Pool B and the 1st place team in Pool B will play the 2nd place team in Pool A, or our tie breaking methodology listed below. The winners of the semi-final games will move to the Finals.

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- v. **Divisions with 4 teams** will all play 3 round robin games in a single pool. After the round robin games, the 4 teams will move to the semi-finals and will be ranked 1 through 4 by points, or our tie breaking methodology listed below. The winners of the semi-final games will move to the Finals.

17. Game times will be as follows:

- i. **Round Robin** - 10-12-15-minute periods / No Overtime / **No** Time-Outs.
- ii. **Quarterfinals** (if applicable) - 10-12-15-minute periods / (1) 5-minute Sudden Death period of 3on3. If still tied, Sudden Death continues with 2-minute 2on2 skaters, then 2-minute 1on1 skaters. 1on1 continues until there is a winner. Teams do not change ends for the overtime, they stay in their home end. The goalie must remain in the net during all sudden death periods (with exception to a delayed penalty call). Teams must be ready with next players, or a delay of game penalty may be assessed. At the beginning of each session the faceoff will be at center ice. Change on the fly or play stoppage. No Time-Outs in Quarter Finals games.
- iii. **Semi-Finals** - 10-15-15-minute periods / (1) 5-minute Sudden Death period of 3on3. If still tied, Sudden Death continues with 2-minute 2on2 skaters, then 2-minute 1on1 skaters. 1on1 continues until there is a winner. Teams do not change ends for the overtime, they stay in their home end. The goalie must remain in the net during all sudden death periods (with exception to a delayed penalty call). Teams must be ready with next players or a delay of game penalty may be assessed. At the beginning of each session the faceoff will be at center ice. Change on the fly or play stoppage. 1x30 second Time-Out per team per game.
- iv. **Finals** - 10-15-15-minute periods / (1) 5-minute Sudden Death period of 3on3. If still tied, Sudden Death continues with 2-minute 2on2 skaters, then 2-minute 1on1 skaters. 1on1 continues until there is a winner. Teams do not change ends for the overtime, they stay in their home end. The goalie must remain in the net during all sudden death periods (with exception to a delayed penalty call). Teams must be ready with next players, or a delay of game penalty may be assessed. At the beginning of each session the faceoff will be at center ice. Change on the fly or play stoppage. 1x30 second Time-Out per team per game.

18. If a game cannot be played due to mechanical breakdown of arena equipment, or any unforeseen facility related event, a 1-1 tie will be awarded and a financial return of \$100 will be given to the affected teams only applicable to Round Robin games.

19. Standings will be determined with 2 points for a win and 1 point for a tie, 0 points for a loss.

20. Ties count in Round Robin play

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21. In the Quarterfinals, Semi-Finals or Finals, the home team shall be the team with the most points during the round robin. If 2 or more teams have the same number of points, the tie breaking rules below shall apply.

22. Ties to be broken as follows:

i. **TWO (2) TEAM TIE BREAKING RULES**

- A. **Head-to-Head:** Winner of the game between the two teams.
- B. **Goal %:** Highest % as calculated by: Goals For / (Total Goals For + Against).
- C. **Highest Plus/Minus:** Calculated as: Total Goals For – Total Goals Against.
- D. **Fewest Goals Against.**
- E. **Coin Toss:** Furthest traveling team calls the toss.

ii. **THREE (3) OR MORE TEAM TIE BREAKING RULES**

This will determine the placing for all the top (tied) teams:

- A. **Goals %:** Highest % as calculated by: Goals For / (Total Goals For + Against).
- B. **Highest Plus Minus (+/-):** Calculated as: Total Goals For – Total Goals Against.
 - o **If 2 teams remain tied**, the 2 tied teams proceed to Two Team Tie Breaking Rules above.
 - o **If 3 or more teams remain tied**, the 3 teams remaining tied move to tie breaker.
- C. **Fewest Goals Against:**
 - o **If 2 teams remain tied**, the 2 tied teams proceed to Two Team Tie Breaking Rules above.
 - o **If 3 or more teams remain tied**, the 3 teams remaining tied move to tie breaker D.
- D. **Lottery Draw:** Remaining tied teams names placed in a hat - first team name drawn wins.

23. *** Please note our cancellation policy, tournament fees are non-refundable 45 days prior to tournament start date. If a team should withdraw prior to 45 days of tournament start date, a full refund less \$100.00 administration fee will be issued. Teams that withdraw with less than 45 days prior to the start date will not be issued a refund under any circumstance. The only exception is a cancellation due to Covid-19 by order of the Public Health Unit.***

Good Luck!