



WOLVES CUP CLASSIC Jan 31st – Feb 2nd, 2014 - TOURNAMENT RULES

1. OMHA and CHA rules will govern all tournament play.
2. All players eligible to play in the tournament must be on an approved roster or approved affiliate list, with approved cards for both lists. **There will be no exceptions.** Maximum of 19 players on the game sheet.
3. Games in the round robin and semi-final round will consist of :-
Novice Division: 10-10-15 minute periods of stop time.
Minor Atom and Minor Peewee Divisions: 10-15-15 minute periods of stop time.
Peewee, Bantam and Minor Midget Divisions: 15-15-15 minute periods of stop time.
No time-outs permitted until the finals on Sunday. The finals will follow the same game play times as round robin except when 3 games in a day then they stay 10-10-15. During the tournament game play, if a team is winning by 5 goals at the start of the third period, running time will commence and will only stop when the lead is cut by 3 goals.
4. Point system will be awarded in the round robin play.
Win: 10 points, Tie: 5 points (each team), Loss: 0 points
Period: 1 point for each period 'won', Goal: ½ point per goal scored
Goals for and against will be recorded. Games must be completed. In the event of a tie in the standings within your group, the following tie breaking formula will be used:
 - a) Head to head record, b) Goals against, c) Least penalty minutes, d) Goals for
 - e) Time of first goal against (longest time played wins), f) Coin toss by convener.
 - g) Bantam division only will hold a 4 player per team simultaneous shoot out at the end of each game in regulation to be used after head to head for a tie breaker. Each skater to be used once before you can use a shooter to take a 2nd shoot out in round robin play. (i.e. full roster used).

For the semi-finals and championship finals only – in the event of a tie at the end of regulation time a 5-minute sudden victory overtime will be played. If still tied at the end of 5 minutes, then a 3 on 3 five-minute sudden victory overtime occurs. If still tied, then a shootout will occur. Each team must use every skater on the bench before allowing the first shooter to go again. Players will shoot simultaneously at each end until the match is decided.
5. **Team managers who have not provided all their documentation, electronic roster and travel permit/permission as required must report to the tournament officials at the LRC arena at least one hour prior to their first game.** All teams must be prepared to play at least 20 minutes before their scheduled time.
6. **All teams must be prepared to play Friday January 31st, 2014.** We will do our best to accommodate teams for travel.
7. Interpretation of the rules and regulations will be at the discretion of the tournament committee. All committee decisions will be final. No referee protests will be heard.
8. Each team to provide both home and away jerseys. The team on the left of the schedule will be home team for that game.
10. Approved neck guards are mandatory. Mouth guards are highly recommended and enforced as required by your governing body.
11. **There will be body checking in all divisions except Novice Atom and Peewee.**