



2023 Year End Bender Tournament Rules

Sanction: This tournament is sanctioned by the Ontario Minor Hockey Association (OMHA). Unless otherwise stipulated in the Tournament Rules, all Hockey Canada and OMHA rules shall apply.

Registration: All teams must present valid rosters approved by their sanctioning body (OMHA, GTHL, Alliance, etc.) to the Tournament Officials prior to their first Preliminary Round game. Players not registered prior to their team's first Preliminary Round game will not be permitted to participate in the tournament. If a player has been registered prior to his/her team's first Preliminary Round game, they are eligible to participate in any Preliminary Round or Championship Round game.

Team Colors: In the event of conflicting colors, the team with 2 sets of jerseys must change their jersey starting with the visiting team. All teams should be prepared to wear an alternate jersey or have some sort of pinnie available for them to use.

Mandatory Equipment: All teams are required to use equipment as mandated by their sanctioning body e.g., OMHA teams are required to wear mouth guards.

There is NO BODY Checking.

Suspension/Ejections: A fighting major or gross misconduct penalty will result in the player being suspended from the tournament. Any team official (coach, trainer, or manager) ejected from a game may also be suspended for the remainder of the tournament.

Code of Conduct: No Persons may be within 20 feet of a referee at any point when they exit the ice surface or within 20 feet of the referee room doors. Regardless of the 20-foot policy, anyone creating a disturbance is subject to disciplinary action by the City, Town or the WSMHA. Anyone who fails to abide by the policy will face disciplinary action which could include being trespassed from the arena. Dressing rooms need to be vacated as quickly as possible after each game. Any room vandalized (emptying water bottles on the floor, food fights, garbage bins dumped on the ground, etc.) will result in the offending team being suspended for the remainder of the tournament. There are cameras throughout the arena so please make sure your parents and coaches understand the consequences. There will be zero tolerance for any of the above conduct.

Spectators: At no point are any parents, siblings, guardians etc. to enter the ice surface to take pictures/videos. The player benches are accessible by walking around the ice rink and team/individual pictures/videos can be taken from there. Failure to do so will result in the team to vacate the ice surface immediately.

Tournament Format: The tournament will consist of a Preliminary Round, a Semi Final Round, and a Championship Round. Unless otherwise specified, teams will play a minimum of three games each in the Preliminary Round to determine which teams will advance to the Semi Final Round, or Final Round if applicable. The format for the Semi/Championship Rounds will be based on the number of participating teams and will be published prior to the commencement of the tournament.

Tournament Schedule: A complete schedule of tournament games will be available to all participating teams prior to the start of the tournament. Teams must be prepared to start play up to 10 minutes prior to the scheduled start of their games.

Length of Games: All Preliminary Round and Semi Final games will consist of 10-10-15 minute “stop time” periods. Championship games will consist of 10-15-15 “stop time” periods.

Standings: Preliminary Round standings will be based on the following points system:

Win = 2 points Tie = 1 point Loss = 0 points

Defaults: Should a team default its scheduled game(s), it’s opponent(s) will be awarded a 5-0 win and 2 points.

Time-outs: No time-outs are permitted during the Preliminary Round or the Semi Final Round. Each team will be permitted one 30 second time-out during the Championship game.

Home/Visitor: “Home” and “Visitor” designations for Preliminary Round games will be pre-determined and identified on the Tournament Schedule. In the Championship Round game the team with the most points in the Preliminary Round will be the “Home” team. If teams are tied based on Preliminary Round points, a coin toss will determine “Home” team. Not all teams will have home & away jerseys available to use. The teams that do, will wear the jerseys that do not conflict in color with the opposing team should they only have 1 jersey. Teams should check with each other prior to the game to ensure that the jersey colors do not conflict.

Tie Breaker Procedure: If upon completion of the Preliminary Round two or more teams are tied in points, Preliminary Round final standings will be determined using the following criteria applied sequentially:

Head-to-Head: If two teams are tied and they played each other in the Preliminary Round, the team that won that game will be awarded the higher position in the standings. If three teams are tied and they played each other in the Preliminary Round (A played both B and C and B played C), a team with two wins versus the other tied teams would be awarded the higher position in the standings. (The final positions of the remaining two teams would then be determined by applying the tie breaking procedures listed below).

Goal Average: If a Preliminary Round tie cannot be resolved by **16 i)**, the Goal Average of the tied teams will be considered. A team’s Goal Average is determined by dividing its total number of “goals for” by the sum of its “goals for” plus “goals against” from the Preliminary Round. The team with the higher Goal Average will be awarded the higher position in the standings.

First Goal: If a Preliminary Round two-way tie cannot be resolved by **16 i)** or **16 ii)**, the team scoring the first goal in a Preliminary Round game between the two teams will be awarded the higher position in the standings. **Note: this criterion will not be used to resolve a three-way tie.**

Least Penalties: If the application of **16 i), ii) and iii)** fails to resolve a Preliminary Round tie, the team with the least penalty minutes in the Preliminary Round will be awarded the higher position in the standings.

Coin Toss: If two or more teams are still tied after the application of **16 i), ii), iii) and iv)**, the Tournament Committee will decide the final standings by a coin toss.

MVP Awards: A most valuable player award will be presented to a player from each team following every tournament game on the ice if time allows. The MVP can be chosen by the player's coach(s) or by the opposing team's coach(s). A player's coach can suggest to the opposing team which player they would like to receive the MVP award. In the past, it has been favourable that a team suggest who their MVP should be based on a player's effort during that game, even though the player may not be the best player for their team. The team's coach can present the MVP award to the MVP player on the opposing team.

Tournament Committee: The Tournament Committee reserves the right to resolve any issues related to the tournament based on its interpretation of the Tournament Rules, and its determination of what is fair and appropriate under the circumstances. All decisions by the Tournament Committee are final.

Goal Differential: For the purposes of the Tie Breaker Procedure, no more than a 5-goal differential will be recorded on our website, or on the score clock (i.e., team A wins over team B 12-2; the score clock will read 7-2, the recorded score in our system will also read 7-2). We encourage coaches to be respectful to other teams by not running up the score.

Run Time Procedure: During the third period if there is a 5-goal spread (example 6-1) or greater, in any game including semi-final, and final games, the clock will be allowed to run. If/when the spread becomes less than 3 goals (example 5-3) the clock will revert to stop time. The only time the clock would be stopped during run-time is if an on-ice injury should occur. All penalties are running time.

Overtime: There will be no overtime in the Preliminary Round (games can end in a tie). If the score is tied after regulation time in the Semi Final or Championship Round games, the teams will play a five-minute stop time "sudden victory" overtime period. During the overtime period each team will be allowed three skaters and one goaltender on the ice at any time, and any player changes must be made "on the fly" (not during a stoppage in play). Should a penalty or penalties be called resulting in a manpower advantage, the team awarded the advantage will add a skater (two skaters in the case of a two-man advantage). When penalty(ies) expires, penalized player(s) will return to ice. At the first stoppage of play, teams will revert to 3 on 3.

Shoot-outs: Should two teams remain tied upon completion of the overtime period in a Semi/Championship Round game, there will be a shoot-out. The initial five shooters for each team must be identified on the game sheet prior to all Semi/Championship Round games. Players participating in the shoot-out will proceed to shoot simultaneously in pairs (one from each team). The team with the most goals after all five pairs of shooters have attempted to score will be declared the winner. If the teams are still tied after the initial shoot-out round, a second round of "sudden victory" shoot-out will begin. No player who participated in the first shoot-out round will be allowed to participate again until all other skaters on his/her team have had an attempt. In the "sudden victory" shoot-out format a winner is declared as soon as one player scores and his "paired" opponent does not.

Protests/Complaints: It is common to have coaches and/or parents approach the Tournament Committee protesting a penalty and/or a suspension issued by a referee. It must be emphasized to all coaching staffs and parents that the volunteer 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. All Referee decisions are final.

Divisional Rules: Unless specified below, all other tournament rules as posted on the WSMHA website will apply.

6 Team Format: The tournament for the 6-team division will consist of a Preliminary Round, a Semi Final Round, and a Championship Round. After each team has played all three of their Preliminary Round games, the top 4 teams which are leading the standings (overall standings) by virtue of having the most points, or if two or more teams are tied in points, by application of the tie-breaker procedure will automatically proceed to the Semi-Final Round. The Semi Final Round will be determined by the standings of the Preliminary Round. The 1st placed team from the Preliminary Round will play the 4th placed team, the 2nd placed team will play the 3rd placed team. The winners of each respective Semi-Final Round will proceed to a Championship Round.

7 Team Format: The tournament for the 7-team division will consist of a Preliminary Round (including Quarter Finals), a Semi Final Round and a Championship Round. After each team has played two Preliminary Round games, the team which is leading the standings by virtue of having the most points, or if two or more teams are tied in points, by application of the tie-breaker procedure, will automatically proceed to the Semi Final Round as the # 1 seed. Each of the remaining six teams will play a third Preliminary Round (Quarter Final) game. 2nd place will play 7th place, 3rd place will play 6th place and 4th place will play 5th place.

Following completion of the Preliminary Round, the top three teams as determined by total Preliminary Round points, or if two or more teams are tied, by application of the tie-breaker procedure, will advance to the Semi Finals Round as the #2, #3 and #4 seeds respectively.

In the Semi Final Round, the #1 seed will play the #4 seed, and the #2 seed will play #3 with the winners of the semi-final games advancing to the Championship game.

8 Team Format: The tournament for the 8-team division will be divided into 2 Groups (A & B) with 4 teams in each group. The tournament will consist of a Preliminary round, a Semi Final round, and a Championship round. In the Preliminary round the 4 teams in each group (A & B) will play 1 game against each other team within their group. At the end of the Preliminary round, the top 2 teams from groups A & B will advance to the Semi Final round. 1st place of Group A will play 2nd place of Group B and 1st place of Group B will play 2nd place of Group A. The 2 winning teams will advance to the Championship round.

12 Team Format: The tournament for the 12-team division will be divided into 3 Groups (A, B & C) consisting of 4 teams in each group. The tournament will consist of a Preliminary round, a Semi Final round, and a Championship round. In the Preliminary round the 4 teams in each group (A B & C) will play 1 game against each other team within their group. At the end of the Preliminary round, the top team in each group (A, B & C) will advance to the Semi Final round as well as a Wild Card team. The Wild Card team would be the next best team amongst the remaining 9 teams from the Preliminary round. The 1st place team overall from the Preliminary round will play the Wildcard team and the other top 2 teams will play each other. The 2 winning teams from the Semi Final round will advance to the Championship round.

16 Team Format: The tournament for the 16-team division will be divided into 4 Groups (A, B, C & D) consisting of 4 teams in each group. The tournament will consist of a Preliminary round, a Semi Final round, and a Championship round. In the Preliminary round the 4 teams in each group (A B, C & D) will play 1 game against each other team within their group. At the end of the Preliminary round, the top team in each group (A, B, C & D) will advance to the Semi Final round. The 1st overall team from the Preliminary round will play the 4th overall team and the 2nd overall team will play the 3rd overall team. The 2 winning teams from the Semi Final round will advance to the Championship round.