

2017 WINTER CLASSIC

OAKBANK OLD-TIMERS HOCKEY ASSOCIATION TOURNAMENT RULES

C.A.H.A. rules will apply (No Centre Ice Red Line) with the following special provisions.

1. The Top Team in the Round Robin Tournament format will be decided by:
 - A. Most Points.
 - B. Record between tied teams, Team A has beaten Team B, Team A has a better record.
 - C. +/- differential (Goals for - Goals against, in regulation time).
 - D. Coin toss.
2. Abuse of On - ice or Off - ice Officials WILL NOT be tolerated. Minor or Misconduct Penalties CAN and WILL BE assessed according to the C.A.H.A. rule book at the discretion of the Referee(s).
3. Spare players will be assigned at the Tournament Committee's discretion. The Tournament Committee's decision will be final.
4. There will be no body-contact or slap shots (stick above the knee). Either infraction will result in a minor penalty or major if injury results. If construed as an attempt to injure, a match penalty can and will be assessed. (see match penalty)
5. Fighting will result in immediate ejection from the game and tournament. Related penalties will be assessed at the discretion of the Referee.
6. Any deliberate attempt to injure will result in a five-minute match penalty, ejection from the game and tournament. Another player from the ice will serve any penalties that are assessed.
7. Minor penalties assessed during running time will be three minutes in duration.
8. Each game will consist of a five-minute warm up, starting at the buzzer, and **TWO - 15 minute periods running time.**
9. If a game ends in a tie, (Final Game, see rule 10) a shoot-out will be held.
 - (5 players per team) The teams will alternate shots with the team that scored first in the game shooting last. Any player that has scored in that game is not eligible for the shoot-out until all the non-scoring players on that team have shot.
 - The goalies will alternate in the net at the "home" end; the goalie not involved will stand at the boards as designated by the Referee.
 - All players except the shooter will remain at their bench.
 - A player may take only one shot.
 - The play will start from centre ice and the goalie may not leave the goal crease until the shooter touches the puck.
 - The shooter may not circle with the puck or cross the goal line before shooting. (See C.A.H.A. rule book)
 - A winner is declared AFTER all 10 players have shot with one team leading, or after any team has been mathematically eliminated by the opposing team.
 - If teams are tied after the first 10 shooters, a sudden death shootout will take place. Whoever has not shot yet will go first. Any player that has scored in that game is not eligible for the sudden death shoot-out until all the non-scoring players on that team have shot.
10. If time expires in the Final Game and the score is tied, teams WILL NOT change ends, and they will play a five-minute sudden death overtime period 4 on 4. If still tied a second five-minute sudden death overtime period 3 on 3 will follow. If the score is tied after the 2nd over-time period expires, see rule 9 for shoot-out guidelines.
11. O.O.H.A. has ten sets of numbered sweaters, which will be used for the tournament. The Tournament Committee will assign sweater colours according to the game sheets. TEAM CAPTAINS will be responsible for the distribution, collection and condition of the sweaters, which all teams will use. Any sweaters not returned at games end will result in a Five minute penalty assessed to that team in the next game. Should the sweater not be returned all players from that team will be barred from any future tournaments.
12. Players will not bring any alcohol beverages into the tournament. Any Complaints regarding spectators on the benches from Teams, On-Ice Officials or Tourney Officials will result In Players only being allowed on benches with no spectators allowed on the benches. (The Army Rule)
13. The Tournament Committee will consider all protests accompanied by sufficient beer (24 Any Product, not Lucky).
Tournament Committee Members Are;
Boomer, Jason Dripps, Bob English.