



OMHA AAA Championship Regulations

General Information

1. Team Costs

All teams except the Host Centre will pay \$1035 prior to the OMHA Championship Weekend. Make cheque payable to the Host Centre. The Host Centre will be responsible for paying the \$1225 playoff fee to the OMHA office.

2. Host Centre Responsibility

The Host Centre is responsible for paying all costs incurred for ice rental and game officials (game fees only, no mileage). The Host Centre is also responsible for providing each participating team member and team official with a T-shirt which shall be crested (screened with the OMHA logo, the name, date and place of the Championship).

3. Host Centre Revenue

Sources of revenue can be from advertising, program sales, souvenir sales, fund raising projects, sponsorship, hospitality, and gate admissions.

The Host Centre has the option of charging a maximum flat gate fee of \$250 per team for the weekend or charging admission of \$5 per day, for Friday & Saturday, no charge for Sunday. Charges for seniors and children will be at the Host Centre's discretion. Notification must be sent out in the package to participating teams as to what option will be used so teams can properly make cheques payable for a total of \$1285, if req'd. (\$1035 plus \$250 gate fee).

4. OMHA Regional Executive Member Responsibility

Review player eligibility **electronic rosters** and AP lists prior to each team's first game, rule on any suspensions and ensure that trophies and medallions are available for presentation.

5. Trophy Presentation

Following the Bronze Medal game the Regional Executive Member and the committee chairperson will present the Bronze Medallions (25) to the winning team members. Following the Gold Medal game the Regional Executive Member will present the OMHA trophies to the Champion and the Finalist. The Regional Executive Member and the Host chairperson will present the Gold Medallions (25) to the Championship team members and the Silver Medallions (25) to the Finalist team members. Participant Medallions for the fourth and fifth place teams may be ordered through the OMHA office. The cost of participant medallions is the responsibility of the Host Centre. **Major Midget will have 26 of each Medallion.**



RULES

Pre – Game

One official from each competing team will meet with the OMHA Regional Executive or delegate one hour before the first game to discuss the Championship format. Home team will be determined as per the schedule. Each team will be Home twice and Away twice. Home team will wear the white/light coloured sweaters.

Length of Games

In the Round-Robin series all games will be three, 15 minute stop time periods with a 5 minute warm-up prior to the game and a break/flood between the 2nd and 3rd periods. There is no overtime in the Round-robin series.

In the Medal Round all games will be three 15 minute stop time periods with a 5 minute warm-up prior to the game and a break/flood between each period. Should the teams be tied at the end of Regulation time, a 10 minute sudden victory overtime period will be played. If the teams are still tied at the end of this 10-minute overtime period, additional overtime will be played as per OMHA **Regulation 9.1** (pg. 113).

First there would be overtime, sudden victory 10 minutes to a maximum of three overtime periods. In the event that the game is still tied, the game would revert to a point system for the first three periods per a) below. If the game is still tied, the next tiebreaker would be back to who was the team to score the first goal of the game per b) below. In the event of a 0 – 0 hockey game, lowest penalty minutes per c) below. If still tied, the Tournament chairperson will flip a coin Per d) below.

After three overtimes if the game is still tied the winner will be determined by:

- a) Point per period. One Point for a win. ½ point for a tied period. 0 Point for a lost period**
- b) First goal scored in that game.**
- c) Refer to the lowest penalty minutes.**
- d) Flip of a coin by the Tournament Chairperson.**

Ties in Round-Robin Standings

In the event of a tie at the end of the round- robin series, for any position, the following procedure will be used to break the tie.

Two Teams Tied

1.1 The winner of the round robin game between the two tied teams gains the higher position.

1.2 The team with the most wins in the round robin gains the higher position.



- 1.3 If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.
 NOTE: All round robin games are included.

Example: For = 10 goals Against = 4 goals

$$\text{Percentage} \quad \frac{10}{10+4} = .714$$

NOTE: The higher percentage gains the higher position

- 1.4 If the two teams are still tied after 1.1, 1.2, and 1.3 have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.
- 1.5 If the two teams are still tied after 1.1, 1.2, 1.3, and 1.4 have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
- 1.6 If the two teams are still tied after 1.1, 1.2, 1.3 1.4, and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker

2. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
- 2.1 The team with the most wins (among tied teams) would gain the highest position.
- 2.2 If teams are still tied after 2.1 has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

NOTE: All round robin games are included

Example: For = 10 goals Against = 4 goals

$$\text{Percentage} \quad \frac{10}{10+4} = .714$$



NOTE: The highest percentage gains the highest position(s).

The exercise of 2.2 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

Example;

- A. Team A - .714 = 1 seed - Advances
Team B - .500 = 3 seed – Does not advance
Team C - .650 = 2 seed – Advances

- B. Team A - .714 = 1 seed – Advances
Team B - .500 = Still tied with team C – go to next step 2.3.
Team C- .500 = Still tied with team B – go to next step 2.3.

- C. Team A – .650 = Still tied with team B – go to next step 2.3.
Team B - .650 = Still tied with team A – go to next step 2.3.
Team C - .500 = Does not advance

If teams are still tied after 2.1 and 2.2. The team with the fewest goals against (all round robin games played) will gain the highest position.

2.3 If teams are still tied after 2.1, 2.2 and 2.3. The team with the most goals for (all round robin games played) will gain the highest position.

If teams are still tied after 2.1, 2.2, 2.3 and 2.4 have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games. **Regulation 8.1e) NOTE**

2.4 If teams are still tied after 2.1, 2.2, 2.3, 2.4 and 2.5 have been applied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position. (Three coins are tossed.)

Game Regulations

All games will be played under official OMHA Rules

Player Eligibility

Prior to the start of the Championship Games the teams will provide an approved Player Declaration list and Affiliated Player list to the Regional Executive Member. Only those players approved on the lists will be eligible to play in the OMHA AAA Championship games. **Note: The competing teams must produce approved electronic rosters for all players who participate.** The Bantam and Pee Wee Champions will need to declare their 19-player roster (**Major Midget 20 players**) from their Player declaration list and their Affiliated player list prior to going to the Hockey Canada Regional Championships.



Game Officials

The OMHA Regional Executive Member responsible in conjunction with the Referee's AAA Championship Assignment Committee shall review the committee's appointed on ice officials prior to the Championship weekend. The Host centre is responsible for the game fees of these Officials. The Host centre will appoint timekeepers and scorekeepers. Goal judges for each game will be optional. In round-robin series a minimum two-man system will be used from Novice to Atom. A three-man system will be used from Minor Pee Wee to Midget.

Game Times

The Host centre will set the schedule bearing in mind the travel distance in arranging the early game on Friday. **The schedule must be approved by the OMHA Regional Executive Member responsible, prior to it being published.**

Friday	V H	Saturday	V H	Sunday	V H
				Bronze Medal Game	
11:00 AM	1 vs. 2	9 AM	4 vs. 1	10:00 AM	4 th vs. 3 rd
				Gold Medal Game	
1:00 PM	3 vs. 4	11 AM	3 vs. 5	12:30 PM	2 nd vs. 1 st
3:30 PM	5 vs. 1	2 PM	2 vs. 4		
5:30 PM	2 vs. 3	4 PM	1 vs. 3		
8:00 PM	4 vs. 5	7 PM	5 vs. 2		

Opening Ceremonies: TBA

Note: The positions (1 vs. 2) of teams may not be altered, you may adjust the starting times of your games but you must have two hours between each game.

Protests

The team representative must present any protest or grievance resulting from any game in the AAA Championship Series weekend to the OMHA Executive assigned to the AAA Championship Series, in writing, within 30 minutes of the conclusion of the game in question, along with the protest fee of \$150. The protested team may file a defense, in writing, within 30 minutes of the protest being filed, along with the protest fee of \$100. All protests shall be dealt with by the OMHA Protest Committee.

See OMHA Manual of Operations pg.123 (Protest section [15]) for matters that may or may not be protested.



Revised Oct 2000 Executive. Changes made with the help of Development to determine a winner after three overtimes. Changes have been noted and approved.

Revised Oct 2001 Visitor & Home on the 3rd page. Insert the Letter V & H Also to change Sunday Bronze Game position from 3rd vs. 4th to read 4th vs. 3rd and Gold Medal game from 1st vs. 2nd to read 2nd vs. 1st. Report for Nov 2001 meeting.*

Revised Nov 2002 – inserted General Information section at beginning of document (inadvertently left out on Oct 2001 revision) – modified Game Officials section reflecting current assignment process, removed reference to minor novice – balance of document formatting changes

Revised Oct 2003 – increase in host center playoff fee payable to OMHA \$1225 from \$1050, participant fee increase by \$35 to \$1085. – revised schedule for Saturday games as passed at OMHA Exec mug 2003/10/25

Revised Feb 2004 – added Protest section

Fred J. Thompson

Revised April 2005 – schedule revised and Hockey Canada tie-breaker adopted. Passed at OMHA Exec 2005/04/24

Jack English

Revised October 2005 – update regulations with new Manual of Operations and provide for electronic rosters

Jack English

2006 no change.

Dominic Caluori

Revised October 2007 – Removed references to HC Cards and signature sheets. Added Reference to determine Penalty Minutes for tie-breaking formula