



Arnprior Minor Hockey Association  
P.O. Box 372, Arnprior, ON  
K7S 3L9

## AMHA Tournament Rules & Regulations

---

1. A team must give both verbal and written notification with a minimum of ten (10) days of their intent to withdraw from a tournament. (This withdrawal also must be due to UNAVOIDABLE circumstances as per HEO Rules & Regulations).
2. All Official Registrar/Player signed, and approved Team Lists (and player cards where applicable) must be uploaded to our Tournament Convenor prior to your first game online through the website. (No All-Star team selections).
3. Only players whose names appear on the players list provided by the team may participate in the tournament.
4. Each team **must** arrive at least half an hour before their scheduled starting time and be dressed and prepared to start the game 15 minutes early.
5. Please observe our dressing room procedures and remove all equipment within half an hour after the game.
6. Any team late for a game will lose by default. A goal differential of two (2) will be awarded to the winning team.
7. Each game during a round robin play will consist of three (3) ten-minute stop time periods. A two (2) minute warm-up is included in each game. If a goal difference of five (5) is registered at any time in the game between the two teams the game shall revert to running time. If the goal difference reverts again to less than five (5) goals, the time will again revert to stop time. No time-outs are permitted in any tournament games.
8. If for any reason the goaltender cannot continue to play, he must be replaced immediately by a substitute. No time will be allowed for the goaltender to repair his/her equipment or to dress a substitute goaltender.
9. During the Finals OT, 3-on-3 sudden death, a penalty will result in an additional player being added to the non-offending team. (4-on-3 or 5-on-3). As the penalty expires, the penalized team will add a player. At the next stoppage of play, the number of players will revert back to 3-on-3.

10. Risk Management: During 3-on-3 sudden death, at the discretion of the Referee, the Referee may allow a line change during a stoppage of play if the Referee is in any way concerned about the well being of any player on the ice. If the Referee permits a line change to occur, both teams will be permitted to change.
11. All rules as per HEO with Code of Discipline in effect.
12. After 3 personal penalties, a player or team official will automatically be ejected from the game. (In the case of a double minor penalty Examples: Spear, Head Butt, etc as per Hockey Canada rule book the double minor only counts as one penalty. The double minor must be the same infraction. This is not to be confused with for example: a minor for Tripping and Interference during the same stoppage of play to the same player, as this is 2 separate penalties).
13. Neck guards are mandatory. Mouthguards are to be worn as per your district rules and regulations.
14. Any player who receives a fighting penalty will be expelled from the tournament.
15. In the case of a protested game, the tournament committee will rule, and their decision will be final. **Only Team Officials** may register concerns to the convenor. The tournament committee reserves the right to make decisions regarding the interpretation of the rules and any other conduct of the tournament. All protests must be accompanied by a \$100.00 fee. This fee is non-refundable.

16. **6 Team Tournament**

Each team is guaranteed three (3) games. If tied at the conclusion of the game, during round robin play, points will be awarded on a 2 - 1 - 0 basis for a win, tie, or loss respectively.

The top four teams will advance to the semi-finals. If required, there will be sudden death overtime in the semi-finals and finals. These overtime periods will be ten (10) minute stop time 3-on-3 sudden death overtime periods, until there is a winner, with NO player changes during stoppage of play (Change on the fly only).

**10 Team Tournament**

Each team is guaranteed three (3) games. If tied at the conclusion of the game, during round robin play, points will be awarded on a 2 - 1 - 0 basis for a win, tie, or loss respectively.

The top 4 teams will advance to the semi-finals. If required, there will be sudden death overtime in the semi-finals and finals. These overtime periods will be ten (10) minute stop time 3-on-3 sudden death overtime periods, until there is a winner, with NO player changes during stoppage of play (Change on the fly only).

**12 Team Tournament**

Each team is guaranteed three (3) games. If tied at the conclusion of the game, during round robin play, points will be awarded on a 2 - 1 - 0 basis for a win, tie, or loss respectively.

The top team in each division plus a wild card team (best record of remaining teams) will advance to the semi-finals. If required, there will be sudden death overtime in the semi-finals and finals. These overtime periods will be ten (10) minute stop time 3-on-3 sudden death overtime periods, until there is a winner, with NO player changes during stoppage of play (Change on the fly only).

### **16 Team Tournament**

Each team is guaranteed three (3) games. If tied at the conclusion of the game, during round robin play, points will be awarded on a 2 - 1 - 0 basis for a win, tie, or loss respectively.

The top team in each division will advance to the semi-finals. If required, there will be sudden death overtime in the semi-finals and finals. These overtime periods will be ten (10) minute stop time 3-on-3 sudden death overtime periods, until there is a winner, with NO player changes during stoppage of play (Change on the fly only).

**Ties in the Final Standings** will be decided by the following sequence:

#### **Two (2) Teams Tied:**

- a. The winner of the game between the two teams places higher.
- b. If one team goes undefeated (i.e., 1 win, 2 ties) that team places higher.
- c. If the teams remain tied, the team with the highest ratio will place higher. Goals For / (Goals For + Goals Against).
- d. The team with the least number of penalties, places higher.
- e. If still tied, the team that scored the first goal in the game involving both teams, places higher.
- f. If still tied, the team that received the first penalty in the game involving both teams, places lower.
- g. If still tied, the team that scored the earliest goal in their first game of the tournament, places higher.
- h. A flip of the coin will decide.

#### **Three (3) or more Teams Tied:**

- A. If one team goes undefeated (i.e., 1 win, 2 ties) that team places higher.
- B. If the teams remain tied, the team with the highest ratio will place higher. Goals For / (Goals For + Goals Against).
- C. The team with the least number of penalties, places higher.
- D. If still tied, the team that received the first penalty in the game involving all teams, places lower.
- E. If still tied, the team that scored the earliest goal in their first game of the tournament, places higher
- F. A flip of the coin will decide.

17. When team colours are conflicting, the home team will be expected to change sweaters.

18. Players must not go on to the ice until all arena staff have left the ice, and the Zamboni door has been closed. Coaching staff are to enter and exit the benches without stepping onto the ice surface.
19. Arnprior Minor Hockey Tournament committee does not accept teams on a first-come, first-serve basis but follows a criteria aimed to bring in as many teams as possible from as many different Associations as possible.

**Please NOTE: There is no admission at the door!**