



Fall Classic Rules

Ottawa Valley Titans

2006 AAA Fall Classic

October 20th -October 22, 2006

Tournament Rules

1. Hockey Canada rules, regulations and ODMHA Code of Discipline shall apply to all participating teams.
2. No timeouts are permitted during round-robin or semi-final play. One thirty (30) second time-out will be permitted per team in the championship game.
3. Game Length -(1st -15 min) + (2nd - 15 min) + (3rd - 20 min) – stop time.

Mercy Rule

The mercy rule shall apply if at the beginning of the third period, or at any time in the third period a team is ahead by five goals or more, the clock will revert to running time. If subsequently the margin is reduced to less than five goals, the clock will NOT revert back to stop time. The mercy rule is not in affect for the championship game.

Note- Teams must be ready to play 15 minutes prior to their scheduled start time.

Overtime Rules

Quarter-Final and Semi-Final Games that finish tied following regulation time will proceed directly to a shootout. (See Shootout Rules)

Overtime will be played in the championship game only. The game will be decided in the following sequence.

- A/ One(5) five minute stop time period, sudden victory (4 on 4)
- B/ One(5) five minute stop time period, sudden victory (3 on 3)
- C/ A five player shootout total goals scored.
- D/ Sudden victory shootout with each team completing the same number of attempts.

Shootout Rules

Prior to the the start of the playoff and championship games each team must submit, to the timekeeper (In shooting order) a list of six (6) shooters. The first five shooters will be used in the total goals shoot-out, the sixth shooter will be used as the first sudden victory shooter. If due to injury or ejection a shooter that is on the list is unable to compete in the overtime shoot-out the list of shooters will move forward to fill the void and a sixth shooter will be added to the list. Shooters will not be allowed to attempt a second shot until all players on the gamesheet (excluding goaltenders) have completed an attempt.

- 4. Minor Midget

The 16 teams will be divided into four divisions of four teams. Each team will play the three (3) teams in their own division. Top two teams in each division will advance to the quarter-final round.

Standings will be based on two (2) points for a win and one (1) point for a tie.

Tie Breaker

Two(2) teams tied.

- A. A. Winner on the game played between the two (2) teams
- B. B. If the two teams tied during the round-robin move to next tie-breaker list.

Three (3) or more teams tied

- A. A. The best ratio of Goals For / (Goals For + Goals Against) in round robin.
- B. B. Team with the most goals scored
- C. C. The Team with the lowest number of penalty minutes
- D. D. A toss of the coin by the Association President or appointed official.
- E.

Please note that all referees decisions are final and cannot be appealed.

Please be courteous to our facilities, any damage to the facilities will be taken very seriously and action will be taken toward the acting party or parties.

- *The Ottawa Valley Titans wish all teams the best of luck in the tournament and we hope that all players, team officials and parents enjoy themselves at the 3rd annual OVT Fall Classic 2006.*