



# Markham Waxers Early Bird Tournament

**September 18-20, 2015**

Hosted by Markham Waxers Midget AAA, AA and A Teams  
6140 16<sup>th</sup> Avenue, Markham, ON L3P 3K8 | [www.waxers.com](http://www.waxers.com)

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## Tournament Rules

### Registration

Report to the tournament office **60 minutes prior to your first game** to register your team. Please provide a copy of your approved roster, A/P list and travel permit (if applicable), if you have not already submitted it electronically prior to the tournament.

### Rules and Regulations

All games will be played under O.M.H.A. rules and regulations.

### Protests

Referee's decision is FINAL, No protests are allowed.

### Fighting

Fighting will result in **immediate** suspension from the tournament.

### Start Times

Be prepared to start all games up to 15 minutes early.

### Game Lengths

All games – Round Robin, Semi-finals and Finals.

There is a 3 minute warm-up for each game. When the warm-up is completed, the game clock will be set with 10:00 minutes. The players will shake hands with their opponents. Game clock will start on the opening faceoff.

Pee wee games will be 10-10-15 minute stop time periods. Novice and Atom games will be 10-10-10 minute stop time periods.

### Point System

Win: 2 points

Tie: 1 point

Loss: 0 points

### Overtime

In Semi-finals and finals only, sudden death overtime will consist of one (1) 5 minute period, 4 on 4, teams do not switch ends,

If one team takes a penalty, it becomes 4 on 3. If that same team takes another penalty, the other team will add a player and it will become 5 on 3.

If it is still tied after 5 minutes, a shoot-out will take place.

## **Shoot-out**

For semi-finals and finals only, if the game advances to a shoot-out, coaches will select 3 players and the shoot-out will take place one end at a time. If still tied after 3 shooters, coaches will select 1 shooter and the shoot-out will be sudden death from that point on. The teams must choose different shooters until all players have had a chance to shoot. Any player serving a penalty that has not expired at the end of the overtime period is ineligible to participate in the shoot-out.

## **Time Outs**

One 30 second timeout per team is allowed in **semi-finals and finals only.**

## **Awards**

Both teams playing in the Championship Game will receive an award.

## **Mercy Rule**

If a team is up by 5 or more to start or at any time in the third period, running time will start immediately. If the goal differential is reduced to 4 or less, stop time will start again. If leading team goes up by 5 again, running time will start.

## **Tie Breakers**

1. Head to Head (only if 2 teams are tied – if 3 teams are tied, then skip to #2)
2. Best goals plus/minus
3. Fewest goals against
4. Fewest penalty minutes
5. Coin toss

## **Wild Card**□□

In a division with a Wild Card entry into the semi-finals, the wild card will be determined as the best second place finisher using the following criteria:

1. Most points
2. Most wins
3. Head to Head (if applicable, only if 2 teams are tied – if 3 teams are tied, then skip to #4)
4. Best goals plus/minus
5. Fewest goals against
6. Fewest penalty minutes
7. Coin toss

Note: That the Wild Card entry cannot play against a team from its own division in the semi-finals, so semi-finals schedule may have to be adjusted.

## **Dressing Rooms**

Teams are responsible for any damage caused to dressing rooms and other areas of the facilities.

**Teams are to bring their own locks for the dressing room doors. We are playing at a private arena and they do not provide locks. It is the individual team's responsibility for loss or theft from the dressing room.**