

# 2022 OSML Father's Day Heritage Classic Tournament Rules

The OLA sanctions this event, and as such OLA Rules and Regulations will be followed, except where modified by local rules.

Tournament Game Format:

## PAPERWEIGHT

- 3 x 16 Minute RUN TIME periods, 2 minutes between periods
- Shift change buzzer every 2 minutes - Hold buzzer if player is on a clear scoring opportunity
- Team in possession retains possession after shift changes
- See OLA Paperweight Guidelines for full game details

## U9 - U17 (Friday & Saturday)

- 3 x 15 minute run time periods, 3 minutes between periods
- 3 minute warmup before game
- Stop time last 3 minutes if 5 goal or less spread
- No timeouts
- 2 Points for Win, 1 Point for Tie. Ties stand, no overtime

## Sunday Championship Games Only

- 3 x 15 minute run time periods, 3 minutes between periods
- 3 minute warmup before game
- Stop time last 5 minutes if 5 goal or less spread
- 10 minute run time sudden victory overtime periods (no change of ends)
- One 60 second timeout per team
  
- Teams must check in at the convenor's desk a minimum of 45 minutes before game time with physical paper copy of team registrations - no digital copies accepted.
- \$20 cash deposit for locker room keys to be collected at the convenor's desk per game.
- Teams must be ready to play 15 minutes before scheduled game time.
- Teams not ready to start play at the end of warmup may be assessed a 2 minute Delay of Game penalty
- If due to unforeseen circumstances or curfew, a game is suspended before the end of the Second Period, the Tournament Committee will determine when it is to be resumed. If the Second Period has been completed, the game is considered final.
- Any player penalized for fighting will be disqualified from any further participation in any division of the Tournament.

## ORDER OF TIE BREAKERS for Crossover Seeding / Division Seeding

1. Winner of game between tied teams
  2. Goal Average Formula - ALL goals in ALL games played shall be used in the formula  
 $GF / (GF+GA) = \text{Goal Average}$ . Goal average closest to 1 wins, to 5 decimal places.  
Tournament Director or designate will make all official calculations.
  3. Team with the least total penalty minutes in ALL games played
  4. If a tie still exists, a coin toss will determine the winner.
- As per *MR10.08* A protest of any game result due to ... any game official's conduct, decision and/or rulings, will not be entertained

## SCHEDULE AND SCORE REPORTING

Please click on the following [Gamesheet Link](#) to access the game schedules and to report scores.