

Grand Valley & District Minor Hockey Association



Tournament Information Sheet

- Each tournament has 2 game guarantee
- Lunch will be provided for all players on the tournament day
- Tournament spots are not RESERVED until payment is received. You will receive an email as soon as your payment is received and confirmation of entry into the tournament.
- Schedule will be emailed 7 days prior to tournament
- Cheques/money orders to be made payable to: Grand Valley & District Minor Hockey Association
- E-transfer available upon request

Please: NO PERSONAL or POST DATED CHEQUES

Send Entry Fee, application form and OMHA approve roster to:

Grand Valley & District Minor Hockey Association
c/o Mandy Park
75 Cooper Street
Grand Valley, ON L9W 5N5
or
mytypark.mp@gmail.com

Tournament Information is also available on our website at www.gvmh.ca

Tournament Director – Mandy Park mytypark.mp@gmail.com

Grand Valley & District Minor Hockey Association

Tournament Application Form Tyke Division (7 year olds)

Tournament Date: Saturday January 26, 2019
Tournament Fee: \$450.00 per team, lunch provided for teams

Association Name :	
Team Name:	
Sweater Colours:	
<u>COACH</u> Name:	
Address:	
Phone:	
Email:	
MANAGER Name:	
Address:	
Phone:	
Email:	

- Entry to the tournament will not be "RESERVED" until payment is received
- All tournament applications must be accompanied by OMHA approved roster

Please make Association cheques payable to: Grand Valley & District Minor Hockey Association

Tournament Contact:
Mandy Park - GVDMHA Tournament Director
mytypark.mp@gmail.com

We/I have read and understand the rules and format for this tournament as outlined below
Coach or Manager Signature Required

Tournament Format

8 Teams. 2 games guaranteed

Tournament Rules

- 1. Tournament rules are in accordance with Ontario Minor Hockey Association. Teams are expected to comply with the rules of the tournament and the OMHA. This is a sanctioned tournament.
- 2. All teams are guaranteed 2 games consisting of three 10 minute stop time periods and a 2 minute warm-up from the time the gates are closed. The final game will be 10, 10, 15 time permitting. This will be determined PRIOR to the start of the game.
- 3. All teams are required to sign in 45 minutes prior to their first game at the registration table.
- 4. If games end in a tie, the winner will be determined by an "NHL style" shootout. In the Consolation final game, the two semi-finals and the final, If there is a tie, there will be an "NHL style" 3 on 3 overtime and shoot-out (see #9 below).
- 5. Any team late for the start of the game will be assessed a delay of game penalty.
- 6. Time-outs are not allowed by any team.
- 7. Home team will be designated as per tournament schedule.
- 8. Tournament Format: 8 Teams (see above for tournament format).
- 9. Overtime Procedure: Consolation, Semi-finals and final games that end in a tie will be decided by an NHL style 3 on 3, 5 minute run time, sudden death Overtime. If still tied, Coaches will list the first three players to participate in the shoot-out by numbering them one through three on the game sheet prior to the shoot-out. Shoot-outs will take place simultaneously from centre ice to each end of the ice. Goaltender cannot be changed during the shoot-out unless due to injury. Should the score remain tied after the first three players from each team have shot, the shoot-out will continue in a sudden death format (one shooter scores, the other does not, the scoring team wins). Coaches will choose from the remaining players on their list. If a team with fewer players exhausts their roster, returning to the first shooter, the opposing coach has the option of returning to their first shooter at the same time. A player serving a penalty at the end of the 3rd period will not be eligible to participate in the shoot-out.
- 10. Any parent, player, or member of the coaching staff will be ejected (as may the entire team) from the tournament for ANY act of unsportsmanlike conduct, with no refund.
- 11. Decisions of the Tournament Committee are final.