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**EMHA U15 & U18 TOURNAMENT RULES AND REGULATIONS**

Unless otherwise specified, NOHA rules apply in all games.

1. All teams must be prepared to go on the ice 15 minutes before the scheduled start of the game. Games can start a maximum of 15 minutes before the scheduled time.
2. Teams may sign up to (20) players, including a spare goalie. Only 5 members of the coaching staff are allowed on the bench at any given time.
3. Tournament Committee decisions are final. Appeals and/or Protests are not allowed.
4. Home Team will change jerseys in the event of a conflict.
5. It is the responsibility of the Coach/Manager to inform the Tournament Committee of players who are not able to be photographed.
6. No player, coach, or coaching staff member is allowed in the on-ice officials’ change room.
7. Any player receiving three (3) minor penalties in a game will be ejected for the remainder of the game.
8. Any profanity (verbal or gesture) from coach(es), player(s), or parent(s) will result in expulsion from the tournament. Team coaches are responsible for their players both on and off the ice.
9. There is no body checking.
10. All games will consist of 3 periods of 12 minutes each.
11. Warm up time is 3 minutes. The tournament committee reserves the right to reduce this time should the tournament be running over times.
12. Team handshakes will occur BEFORE the start of the game.
13. Round Robin Standings: standings will be based on points, two (2) points for a win, one (1) point for a tie, zero (0) points for a loss.
14. No overtime in the round robin play. Overtime will only be played in playoff and championship games if regulation time produces a tie. All overtime periods shall be 3 minutes stop-time sudden death play

a. FIRST overtime period: 4 skaters + goalie, stop time, if still tied;

b. SECOND overtime period: 3 skaters + goalie, stop time, if still tied;

c. THIRD overtime period: Shoot Out: each team will designate three shooters to take one shot each. If still tied after 3 shooters, each team will designate another shooter (sudden death) until a winner is declared. No player shall shoot twice unless the player roster has been exhausted.

**NOTE:** all penalties will be carried into overtime. During overtime, teams can only change on the fly

1. Ice will be resurfaced after each game.
2. Any fight will result in suspension for the duration of the tournament.