



OHA CUP

***Elite Major Midget AA Hockey
Tournament – March 6-9, 2014***

TOURNAMENT
PACKAGE



***Over 40 players participating in the 2013 OHA Cup signed with OHA Junior
Teams in the 2014 season***





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Elite Major Midget AA Hockey Tournament

Dear Coach

The Ontario Hockey Association, in partnership with Alliance Hockey and The Ontario Minor Hockey Association is pleased to present the second annual OHA Cup, an event that we would welcome your team to be part of.

The OHA Cup is more than just a competition – it is a prospect event that will guide the aspirations of all Major Midget Hockey players in Ontario. The OHA Cup will provide a unique opportunity for Midget Hockey players to take part in a tournament that will maximize the potential of every participant.

It is the goal of the OHA Cup to provide players with a complete Junior hockey experience. Last year each team was assigned their own dressing room and played in the same arena all weekend. The games were highly scouted by OHA, OUA and OHL teams.

DETAILS:

Location:	Cambridge, Ontario
Host Association:	Cambridge Minor Hockey Association
Date:	March 6 –9, 2014
Cost:	\$1500.00
Number of Teams:	15
Number of Games:	4 Games Guaranteed Semi-Final, Championship Final
Game Times:	Round Robin 15-15-20 5min 4 on 4 OT, Shootout ¼ Final, Semi-Final, Championship Final 20-20-20



FEATURES:

- 4 man Referee System (Program of Excellence for Officials)
- Player of the Game Awards
- All-star Team Top Goalie, Top 2 Defense and Top 3 Forwards – Voted by OHA Panel.
- Expanded 22 man roster for event.
- Exposure to all levels of Junior, CIS and NCAA Hockey

Additional information is also on-line:

OHA CUP Tournament Information: www.ohahockey.org

Alliance Hockey: www.alliancehockey.com/

Ontario Minor Hockey Association: www.omha.net

Cambridge Minor Hockey Association: www.cambridgeminorhockey.com





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TEAM APPLICATION

Team Name:	Association:
Contact Name:	Mailing Address:
Home Phone:	Business Phone:
Cell Phone:	Email Address:
Fax Number:	Signature:

As an agent for the above noted hockey team, parents and officials, I acknowledge and agree that this entry form releases the sponsors, officials, arena management, and tournament officials from any liability for any accident or injury which may be incurred by a player, parent, or team official while attending or participating in this tournament.

Payment Terms

1. To secure your reservation into the OHA Cup 2014 Tournament, please complete this application in full and return with your certified **DEPOSIT** cheque or money order for **\$500.00 (CAD) NO LATER THAN DECEMBER 1, 2013**. Priority will be given to teams that have provided full payment of \$1500.00. Your Application does not guarantee you a spot.

PAYMENT IN FULL IS DUE JANUARY 1st, 2014. Your Application does not guarantee you a spot.

2. The balance must be received by cheque or money order no later than **January 1, 2014** to guarantee acceptance in the OHA Cup. Final decision will be made on qualifying teams by February 5, 2014.

3. Only teams advancing to their Regional OR Branch Championships will have their entry fee refunded.

4. Please send applications to:
Cambridge Minor Hockey Association
P.O. Box 489
Cambridge, ON N1R 5V5

4. Make cheques payable to: **OHA CUP**





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2014 TOURNAMENT REGULATIONS

1. This Tournament is sanctioned by Alliance Hockey, the Ontario Minor Hockey Association, the Ontario Hockey Association and the Ontario Hockey Federation. All participating teams must be registered with the Hockey Canada. Team managers will be required to provide Hockey Canada approved team roster for all their players two weeks prior to the start of the tournament. Only players on the approved roster will be allowed to participate.
2. All Teams must register in the arena Tournament Office one (1) hour prior to each game. Should the 'game schedule' be ahead of time, teams are to be ready to go on up to fifteen (15) minutes early. Late teams may forfeit warm-up time or game. Only the most recent 'web-published' first game time/place is confirmed. The remainder will be confirmed upon arena registration at the first game.
3. Players on a Hockey Canada Midget roster or affiliate roster for the 2013-2014 Season may participate in the tournament. Each team is permitted to dress 20 players plus 2 goaltenders.
4. The players registered as goaltenders shall be eligible to participate as goaltenders only. The non-starting goaltender must be dressed and on the bench. In the event of an injury during the game, he must be replaced immediately by the alternate goaltender and no-time for warm-up will be allowed. If injury occurs to the alternate, the team has two options:
 - A player can dress as goalie and play the remainder of the game in net

OR

 - The team can play with six (6) players and no goalie for the remainder of the game.

During the Tournament a replacement may be permitted for a goaltender that becomes ill or injured or is under suspension. Standby goaltenders will be made available when needed.

5. Home teams will wear their DARK jersey color. Visiting teams will wear WHITE / LIGHT.
6. The Tournament Committee reserves the right to make all decisions regarding certifications, interpretation(s) of rules, classifications, scheduling, objections, suspensions and protests or any aspect of the tournament. All decisions will be final.
7. Any team, who cannot stay to participate in these games for any reason, will lose their position in the tournament and all rights to any awards or fees paid.
8. Any MATCH PENALTY assessed to any player, coach or manager, will result in AUTOMATIC SUSPENSION from the remainder of the tournament.
9. Game Officials and arena staff reserve the right to remove any players, coaches and/or spectators who violate Hockey Canada's Code of Conduct.





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10. Any team may file an appeal with the Tournament Chairman. This appeal must be submitted in writing along with a fee of \$200 cash, before their concern will be considered. A refund of this fee will only apply if the appeal is successful.
11. Tournament is governed by OHF Rules & Regulations.

2014 TOURNAMENT FORMAT (May change based on # teams)

1. Division: Will be composed of 5 teams.

2. Qualifying Round:

- Each team will play 4 games, 1 game against each team as outlined:
- Point structure for games as follows:
Regulation Win = 3 points; OTW/SOW = 2 points; OTL/SOL = 1 point.
- Game Duration: 15-15-20 minute period's stop-time, 5 minute OT (4 on 4), Shootout (SEE SHOOTOUT PROCEDURE BELOW).
- Five minute warm-up at the beginning of each game.
- Any team failing to appear for a game at an appointed time may forfeit the game and may face suspension. Two (3) points will be awarded to the non-defaulting team and the score will be registered as a 1-0 victory.
- The ice will be resurfaced after the second period during the qualifying round.
- At any point in the third period if a team leads by 5 goals or more the time will be running even if the lead is reduced to less than 5 goals, we will continue with running time.
- Teams will be allowed one thirty second time out per game.
- Standings will be maintained for each Division.
- At the conclusion of the qualifying round the following procedure will be used to determine the final ranking before the quarter, semi-final and final games are played:

TWO TEAMS TIED (WITHIN DIVISION)

A1 The winner of the round-robin game between the two tied teams gains the higher position.

A2 The team with the most wins in the round robin gains the higher position.

A3 If the two (2) teams are still tied after A1 and A2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals (for and against).

NOTE: ALL round robin games are included - Example: For = 10 goals - Against = 4 goals

Percentage: $10/10+4 = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position

A4 If the two (2) teams are still tied after A1, A2 and A3 have been applied, the team with the least





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number of minutes in penalties throughout all of the round-robin games gains the higher position. The OHF Board of Directors decided that the following time allotments would be regulated for OHF tournament tie breakers only:

- Game Misconducts are worth ten (10) minutes
- Misconducts are worth ten (10) minutes
- Match Penalties are worth fifteen (15) minutes
- Gross Misconducts, are worth fifteen (15) minutes

A5 If the two (2) teams are still tied after A1, A2, A3 and A4 have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the higher position.

A6 If the two (2) teams are still tied after A1, A2, A3, A4, and A5 have been applied, then a single coin toss will determine which team gains the higher position.

THREE TEAMS TIED (WITHIN DIVISION)

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd teams. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

B1 If three (3) teams or more are tied, the point record established in the games AMONG THE TIED TEAMS ONLY will be used as the first tie breaking formula in deciding which team(s) shall advance.

B2 The team(s) with the most wins would gain the highest position.

B3 If the teams are still tied after B2 has been applied, and then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals (for and against).

NOTE: ALL round robin games are included. Example: For = 10 goals - Against = 4 goals

Percentage: $10/10+4 = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position.

The exercise of B3 establishes the team or teams with the highest position(s) by percentage.

These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the Two-Team Tiebreaker.

EXAMPLE:

- 1) Team A - .714 = 1 seed – Advances
Team B - .500 = 3 seed – Does not advance
Team C - .650 = 2 seed – Advances
- 2) Team A - .714 = 1 seed – Advances
Team B - .500 = Still tied with Team C (go to next step B3)
Team C - .500 = Still tied with Team B (go to next step B3)
- 3) Team A - .650 = Still tied with Team B (go to next step B3)
Team B - .650 = Still tied with Team A (go to next step B3)
Team C - .500 = Does not advance





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B4 If teams are still tied after B1, B2 and B3, the team with the fewest goals against (all round robin games played) will gain the highest position.

B5 If teams are still tied after B1, B2, B3 and B4 the team with the most goals for (all round robin games played) will gain the highest position.

B6 If teams are still tied after B1, B2, B3, B4 and B5 have been applied, the team to qualify would be the team that received the least number of penalties minutes throughout all round-robin games.

The OHF Board of Directors decided that the following time allotments would be regulated for OHF tournament tie breakers only:

- Game Misconducts are worth ten (10) minutes
- Misconducts are worth ten (10) minutes
- Match Penalties are worth fifteen (15) minutes
- Gross Misconducts, are worth fifteen (15) minutes

B7 If the teams are still tied after B1, B2, B3, B4, B5 and B6 have been applied, a coin toss shall determine the winner. In a three-team coin toss, the odd team gains the highest position.

3. Playoff Round

- A standing is created with the teams finishing first to determine top 5 rankings based on the results of their Divisional play. The remaining three teams will be decided based on their Divisional play.
THE TIE BREAKER WILL BE THE SAME AS QUALIFYING ROUND TIE BREAKER RULES
- The quarter-finals will have Rank 1 vs. Rank 8, Rank 2 vs. Rank 7, Rank 3 vs. Rank 6, and Rank 4 vs. Rank 5. Semi Final Games will consist of higher rank team playing the lower rank team.
- Game Duration: Quarter Finals: 20-20-20 minute period's stop-time. Three minute warm-up at beginning of each game. Semi-Finals and Finals: 20-20-20 minute period's stop-time. Three minute warm-up at beginning of each game.
- The ice will be resurfaced after each period during the playoff round.
- In the event of a tie after regulation time, a 5 minute sudden death, stop time overtime period will be played with 4 skaters per side. Should the tie still prevail, a further 5 min stop time period will be played 3 on 3. Should the tie still prevail, a best of 3 rounds of penalty shots will be taken.
- SHOOT OUT PROCEDURE: The penalty shots are to be taken simultaneously with the order of the players taking the shots to be determined by the Coaches. No player may repeat until each eligible player listed on the game sheet (goaltender exception) has taken his turn. If required, the second round must adhere to the same order of players as the first round. Players serving a penalty at the end of regulation time are considered ineligible and may not participate in penalty shots.
- Teams will be allowed one thirty second time out per game.

