

2020 Bulldogs Classic – Tournament Rules

1. All OLA Invitational Tournament Guidelines/Rules will be in effect.
2. All teams are to register a minimum of 30 minutes prior to your first game. Any changes to your roster must be approved from game to game.
3. All players/coaches/trainers must be carded as per OLA guidelines. These cards must be physically presented to the Tournament Committee Executive upon request.
4. As per OLA guidelines, **FIGHTING WILL NOT BE TOLERATED** and the players involved will be suspended for the duration of the tournament. All decisions made by the Disciplinary Committee will be final.

**GAME FORMAT**

1. All **Round-Robin** games will consist of 3 – 15 minute periods. There will be **no time-outs allowed**.
2. **Tyke, Novice and PeeWee** :The last 2 minutes of play in the 3rd period will be stop time when a goal differential of 5 goals or less is present. This will NOT change throughout the last minute (if the goal differential changes).
3. **Bantam and Midget**: The last 3 minutes of play in the 3rd period will be stop time when a goal differential of 5 goals or less is present. This will not change throughout the last minute if the goal differential changes.
4. There will be 3 minute breaks between periods. No overtime during round-robin games.
5. The **HOME** team is indicated on the schedule. Any sweater conflicts the home team changes.

**TIE BREAKER FOR TWO TEAMS**

In the event of a tie in points between two teams the final standings shall be determined as follows:   
1. The team that won the greater number of points in games played, during the competition, between the teams tied shall be declared the winner of the higher position. **(HEAD TO HEAD)**2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games during the competition shall be used in the goal average computation. (See Goal Average Formula below)  
3. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner**.**

4. If a tie still exists then a coin toss will decide the winner.

**The Goal Average Formula is defined as follows:**

**\_\_GF\_\_\_ = GOAL AVERAGE**

**GF + GA**

**The team with goal average closest to 1.0 shall be declared the winner**

**Semi-Finals and Finals Peewee – Midget:**

Game length will be three (3) x fifteen (15) minute periods. Teams are allowed 1 time out. Last 5minutes of the 3rd period will be stop time when a 5 goals or less differential is present. There will be 3 minute breaks between periods. If there is a tie at the end of regulation time, there will be a three (3) minute rest, change ends, followed by a ten (10) minute **Sudden Victory** overtime period(s), with victory being declared by the first team to score. No time-outs allowed during overtime period(s), unless the team hadn’t used theirs during regulation time.

**Semi-Finals and Final Tyke and Novice**:

Game length will be three (3) x fifteen (15) minute periods. Teams are allowed 1 time out. Last 2 minutes of the 3rd period will be stop time when a 5 goals or less differential is present. There will be 3 minute breaks between periods. If there is a tie at the end of regulation time, there will be a three (3) minute rest, change ends, followed by a ten (10) minute **Sudden Victory** overtime period(s), with victory being declared by the first team to score. No time-outs allowed during overtime period(s), unless the team hadn’t used theirs during regulation time.

Warm-up time on the floor will be permitted prior to the actual scheduled game time. In instances where there may be a late start, warm-up may or may not take place at the discretion of the game officials.

**ALL GAMES MUST START & FINISH ON SCHEDULE !**