

**LARRY CROMBEZ/SUSAN RUMBLE MEMORIAL
BANTAM/MIDGET TOURNAMENT
NOVEMBER 19, 20, 21/2010
BLENHEIM COMMUNITY MEMORIAL CENTRE**

LOCAL LEAGUE TEAMS ONLY

NO GATE FEES

APPLICATION DEADLINE: OCTOBER 22, 2010

REGISTRATION FEES:

LOCAL LEAGUE TEAMS ONLY \$ 650.00

GUARANTEED THREE (3) GAMES

ONLY OMHA SANCTIONED TEAMS MAY APPLY

PLEASE ENSURE THAT YOU HAVE INCLUDED THE FOLLOWING WITH YOUR APPLICATION:

1. PHOTOCOPY OF YOUR TEAM OMHA ROSTER SHEET
2. CHEQUE MADE PAYABLE TO **BDMHA CROMBEZ/RUMBLE** TOURNAMENT

NOTIFICATION OF TOURNAMENT ACCEPTANCE WILL BE SENT OUT AS SOON AS POSSIBLE AFTER THE DEADLINE DATE: **AT WHICH TIME YOUR CHEQUE WILL BE RETURNED OR DEPOSITED.**

REGISTRATION FEES MAY BE WITHHELD FOR ANY TEAM THAT WITHDRAWS THEIR TEAM WITHIN ONE WEEK OF THE SCHEDULED TOURNAMENT.

PLEASE DIRECT ANY QUESTIONS TO TOURNAMENT CHAIRPERSON
RENEE CROMBEZ @ 519-676-0639

COMMITTEE USE ONLY

ROSTER RECEIVED TEAM NAME _____

CHEQUE RECEIVED \$ AMOUNT _____

DATE RECEIVED _____

ENTRY ACCEPTED (DATE ACCEPTED) _____

ENTRY RETURNED (DATE RETURNED) _____

MAIL APPLICATIONS TO: RENE CROMBEZ **BOX 802**
Blenheim, ON N0P 1A0

FAX APPLICATIONS TO: **519-676-0505**

EMAIL APPLICATIONS: dwanderson@sympatico.ca

Since there are no gates fees we would greatly appreciate a non perishable item for our local food bank.

You were all very generous last year and WE THANK YOU!

LOCAL LEAGUE TEAMS ONLY

**APPLICATION FOR CROMBEZ/RUMBLE
BANTAM/MIDGET MEMORIAL TOURNAMENT
NOVEMBER 19, 20, 21, 2010
BLENHEIM COMMUNITY CENTRE**

DIVISION

Bantam Local League _____ Midget Local League _____

PLEASE PRINT

TEAM NAME _____

Team Colours Home _____

Away _____

Municipality _____

OMHA Classification _____

League President Name _____

Address & Phone _____

Head Coach Name _____

Head Coach Address & Phone _____

Coach's Number _____

Assistant Coach Name _____

Address & Phone _____

Coach's Number _____

Trainer's Name _____

Address & Phone _____

Trainer's Number _____

Manager's Name _____

Address & Phone _____

EMAIL ADDRESS TO SEND SCHEDULE

**LARRY CROMBEZ/SUSAN RUMBLE MEMORIAL
BANTAM/MIDGET TOURNAMENT
NOVEMBER 19, 20, 21/2010**

RULES AND REGULATIONS

ALL DECISIONS OF THE TOURNAMENT COMMITTEE ARE FINAL

All team and team officials must sign in prior to playing the first game. This will be done in the Tournament Registration Office located just inside the front door.

All games are to consist of two (2) ten (10) minute and one (1) fifteen (15) minute stop time periods with a CURFEW. There will be a three (3) minute warm up prior to the start of each game. (See attached mercy rule)

MAJOR PENALTIES Any player who receives a gross misconduct or match penalty will be banned from further tournament play. Any fighting is a major penalty and the player will not return to the tournament.

The coaching staff will be held responsible for the conduct in which their team leaves the dressing rooms. The coaching staff will be held responsible for their teams on and off the ice.

In order to keep the game as close as possible to their scheduled times, we are asking that you keep the following in mind:

1. please arrive one hour (1) before your scheduled game
2. no team member will be allowed in the dressing room without a coaching staff member present
3. teams will leave the dressing rooms only at the sound of the buzzer
4. please wait until the zamboni is off the ice
5. all teams will shake hands prior to the start of the game
6. please leave dressing rooms as soon as possible after your game
7. pen lasers are banned from the arena

Team Point Scoring (Period points awarded as follows)

1. The team scoring the most goals in a period will receive one (1) point. If the teams are tied, one half (1/2) point will be awarded to each team
2. The team winning the game will receive two (2) points. If the teams are tied, one (1) point will be awarded to each team

Tie Breaking Procedure for Period Point System

1. Go back to the game played against each other in the original division. Winner of that game advances.
2. If a tie remains, the second tie breaker will be total goals scored for the original two (2) games. Teams with the most goals advance.
3. If a tie still remains, third tie breaker will be differential of the goals scored for and against. The team with the highest differential advances.
4. IF a tie still remains, the fourth tie breaker will be the least penalized team. The team having the fewest minutes in penalties advances.

Tie Encountered During the Championship Games

1. If a tie exists after regular time played, both teams will play a ten (10) minute Sudden Death Overtime period.
2. Penalties will be given if required.
3. If a tie remains there will be a sudden death shoot out with the team's starting line up. The team with the most goals out of five (5) wins the game.
4. If the tie still remains there will be sudden death shoot out with the same five line up until one (1) scores.

The following rules will apply to the CHAMPIONSHIP GAMES ONLY

1. Games will run with three (3) ten (10) minute stop periods + a flood
2. Overtime will be five (5) minutes
3. If still tied, a shoot out will follow
4. Players will receive their trophies on the ice

MERCY RULE (FOR ALL GAMES)

If at any time in the third period there is a five (5) goal differential in the score, the clock will begin to run on straight time and will continue running until the end of the game. (If the difference in the score becomes less than 5 goals the clock will continue on running time). All penalties assessed when the mercy rule is in effect, including those assessed at the end of the second period when a five goal differential exists to start of the third period, will be assessed at 1 ½ times their length (EX 2 minute minor would be 3 minute minor, 5 minute will be 7 ½ minute major, 10 minute misconduct would be 15 minutes misconduct.)

Penalties being served before the mercy rule goes into effect shall remain as originally called. (No time adjustment)

Also, a penalty cannot be completed during an on ice stoppage of play. The penalized players must remain in the penalty box during until the puck is dropped.

Any questions, contact Mike Knott Referee Liaison regarding the Mercy Rule

