



## OSML FATHER'S DAY HERITAGE CLASSIC - RULES

The OLA sanctions the event, and as such the OLA rules and regulations will be followed, except where modified by local rules.

### **Qualifier / Round Robin Games**

- Each team will play 4 games
- When time allows, each team will be given a (3) minute warm up
- All three periods will be (15) minute run time, with (3) minute break in between
- For all TYKE and NOVICE, the last (2) minutes will be stop time as long as there is a (5) goal or less spread
- For PEEWEE, BANTAM, and MIDGET, the last (5) minutes will be top time as long as there is a (5) goal or less spread
- No time outs
- No overtime

### **Round Robin Points**

One Point for EACH Period

Two Points for a WIN

½ Point for TIED Period

One Point for TIED Game

### **Tie Breaker**

**The OLA tie break formulation will be used.**

### **Championship Games**

- Three (15) minute periods with the last (5) minutes stop time if the spread is (5) or less
- Three minute break between periods
- One TIMEOUT per team
- Overtime will be (10) minutes straight with sudden victory periods