

2018 PROVINCIAL “A” QUALIFIERS
Participant Rules and Guidelines

1. All teams must report to register at least 30 minutes prior to their scheduled game times. The OLA Registration Centre is located upstairs in Whitney Hall.
2. All dressing room assignments will be posted on the digital message board in the front lobby area. Dressing room keys are available from the Iroquois Park Arena Information Desk in the main lobby.
3. Only OLA personnel, Team Coaches and/or Team Managers will be permitted in the OLA Registration Centre.
4. Team Managers ***must*** produce the following documents at registration: (a) All OLA approved player registration forms signed by the Club, Zone and OLA;
(b) All OLA approved bench personnel forms signed by the Club, Zone and OLA.

Please note the maximum of five (5) bench personnel per team. Of the approved bench personnel, this includes *one mandatory trainer per team*. These cards must be either Coach or Trainer stamped.

5. Prior to the start of each game, **all bench personnel must** sign the game sheet.
6. It is the responsibility of each team to have ice, water bottles or any other necessary supplies related to tournament/game competition.

Please ensure that all coaches and players are very clear on the Qualifier Policy that *fighting results in automatic disqualification from any further Provincial play, in any age division, in 2018. A penalty received in qualifiers must be served in qualifiers. A game misconduct received at any time during a game will result in the suspension being served in the next game qualifier game.*

7. The OLA Qualifier Tournament Committee will be entertaining no protests of any game or game outcome based on the grounds of a referee's call.
8. Only those teams that have fully paid provincial entry fees will be eligible to participate.
9. Game Lengths: All qualifying games in Pee Wee, Bantam and Midget will be three (3), fifteen (15) minute periods of straight time with the last five (5) minutes of the third (3rd) period being stop time (regardless of the score). There will be three (3) minute breaks between each period and *one timeout per team, per game*.

Note: There are no overtime periods in Qualifiers. Scoring for team standings: two points for a win; one point for a tie; zero points for a loss. Top 3 teams in each pool (Peewee A/B, Bantam A/B, & Midget A/B) will advance to the finals.

11. In all cases of any misunderstanding of tournament rules between OLA representatives and clubs, these ***Participant Rules and Guidelines*** will be used as the basis for a final decision.