



Ancaster Fall Shootout 2018 Tournament Rules

OWHA Rules shall apply EXCEPT as listed below:

A team representative must check in at the tournament registration desk at Morgan Firestone Arena at least (1) hour before their first scheduled game or no more than two (2) hours after their first game.

A copy of your participant registration and OWHA approved roster must be presented at registration.

Teams must be available to play up to twenty (20) minutes prior to their scheduled game time.

Intent to injure and/or fighting penalties will result in player expulsion for the remainder of the game in which the offence was incurred and also for the remainder of the tournament. OWHA penalties and suspensions will also apply.

Each team will play a minimum of four (4) games.

All Novice, Atom, Peewee A-BB-B, Bantam BB-B and Midget B round robin, semi-final and quarter-final games will consist of three (3) periods of 10, 10, 12 minutes, stop time (rule 8). **If a round robin game is tied at the end of regulation, a shootout will occur immediately after the third period to decide a winner. Please see shootout rules.** Championship game period lengths will be 12, 12, 12 minutes.

Bantam A, Midget A, and Midget BB round robin, semi-final and quarter-final games will consist of (3) periods of 12, 12, 15 minutes, stop time (rule 8). If a round robin game is tied at the end of regulation a shootout will occur immediately after the third period to decide a winner. Please see shootout rules. Championship game period lengths will be 15, 15, flood, 15.

Senior A - all games to be 12, 12, 15 with no flood.

If the goal spread at any time in the third period reaches 5 goals, the clock will run until the spread is reduced to 3 goals at which time stop time will resume.

All semi-final and quarter-final games: In the event of a tie at the end of regulation time, a sudden victory five (5) minute overtime will commence. Teams will play 4 on 4 plus a goaltender. Teams do not change ends. If the game remains tied after the five (5) minute overtime period, the game will be decided by shootout. Please see shootout rules.

Penalties during 4 on 4 overtime period: 1st penalty is served by guilty party (opposing team will have a 4 on 3 advantage). If the same team incurs a 2nd penalty it will be served as well, however the opposing team will add a player, giving them a 5 on 3 advantage. At no

time will a team have fewer than three (3) players, plus a goalie on the ice. Any player serving a penalty at the end of overtime will not be eligible to participate in a shootout.

All Championship games: In the event of a tie at the end of regulation time, a sudden victory five (5) minute overtime will commence with 4 on 4 period, plus goaltender. Teams do not change ends. If the game remains tied after the first five (5) minute overtime period, a second sudden victory five (5) minute period will be played. The teams will play 3 on 3, plus goaltender. If the game remains tied after the second five (5) minute overtime period the game will be decided by a shootout. Please see shootout rules.

Penalties during 4 on 4 overtime period: 1st penalty is served by guilty party (opposing team will have a 4 on 3 advantage). If the same team incurs a 2nd penalty it will be served as well, however the opposing team will add a player, giving them a 5 on 3 advantage.

Penalties during 3 on 3 overtime period: Penalties from first (4 on 4) overtime period will carry over to second (3 on 3) overtime period. If additional penalties occur, opposing team will add players to a maximum of 5 skaters, plus a goalie. Short-handed teams will not play with fewer than 3 skaters plus a goalie. Any player serving a penalty at the end of overtime will not be eligible to participate in a shootout.

Teams will be awarded 3 points for a win in regulation time; 2 points for a shootout win; 1 point for a shootout loss and 0 points for a loss in regulation time.

Tie Breakers after Round Robin:

In the case of a tie between more than two teams, tie-breakers will follow the numerical order until all ties are broken. Shootout wins only add 1 goal to the winning team's score in the standings. Example a 3-3 tie becomes 4-3 for the shootout winning team.

1. Head to Head
2. Most Wins
3. Goals For
4. Goals Against
5. Goal Differential
6. Coin Toss

No time outs are permitted except in Quarter, Semi and Championship games where one (1) thirty (30) second time-out will be granted to each team to use during regulation time only. No time outs are permitted during overtime or shootout.

Home teams are to wear their light coloured jerseys. Visitors will wear their dark coloured jerseys. In a case of sweater conflict, the home team will change.

Awards will be presented to all Champions/Finalists in all championship games. Both teams will line up on their own blue lines for the presentation of medals. If games fall behind too far schedule we may be forced to hand out awards in the teams' respective dressing rooms.

All players and team officials must sign the game sheet prior to each game.

Flooding of the ice will occur at the end of each game and also between the second and third period of Bantam A, Midget A, and Midget BB championship games.

Referee's decision is final and is not subject to appeal or grievance.

Tournament official's decision is final and binding.

Player of the Game: Immediately following the end of each game, teams will shake hands and then line up on their respective blue lines. Coaches will tell the official which player they have selected from their own team and the referee will call out the players and hand them the award.

Shootout Rules

At the end of the period before the shootout is to take place, each team will be given thirty (30) seconds to compile their list of their first five (5) shooters. Notepads will be provided in the coaches' bags. This list is to be given to the official. A best of three (3) shootout will commence.

No player serving a penalty at the time of the shootout is permitted to participate in the shootout and will remain in the penalty box for the duration.

Only officials, goalies and the shooter(s) taking the shot are permitted on the playing surface.

If a winner is not decided after the first three (3) shooters, the shootout will continue.

The shooters will shoot one at a time until the fifth shooter from each team has shot. Beginning with the sixth shooter, both teams will shoot at the same time. This will continue until a winner is determined.

Players may shoot only once until one (1) of the teams has used all its players. Only then may both teams repeat the shooter list from the beginning.

A shootout win counts as one (1) goal for the shootout winning team. This will count in the goal differential rule 12 IV.

All players are to skate past the timekeepers' box before lining up to shoot so that their number can be recorded.

Coaching Staff is to align the players on the player's bench so that they exit the door closet to the middle of the ice and enter into the door farthest away from the middle on the ice after shooting.