Cornwall Girls Hockey Association 41st Annual Competitive Tournament, October 24-26, 2025

Tournament Rules

- 1. Hockey Canada and OWHA rules apply except those listed below.
- 2.Team packages will be available at the Benson Centre, Convenor room. Any special Registration requirements must be made at Tournament Headquarters at the Benson Centre, Convenor Room, prior to or immediately after their first game of the Tournament (especially Travel Permits and Pick-up Consent forms.)
- 3.OWHA teams may be requested to present a copy of their OWHA registration form upon request. Non-Ontario based teams MUST HAND IN a copy of their travel permit/sanction permit from their home hockey governing body at registration prior to the first game. Teams must be available to play up to thirty (30) minutes prior to regular scheduled game times.
- 4. <u>Regulation time</u> Games in U11 B/A, U13A, B/BB, U15 B/BB and U18 B divisions will consist of periods of 10-, 10- and 12-minute stop-time periods. Games in U13AA, U15 A/AA and U18 A/AA divisions will consist of three (3) 15 minutes stop-time periods. The last five minutes of the third period will be running time when there is a four goal difference. The game will revert back to stop time if the goal differential becomes 3.
 - A 30 second time-out will be allowed in elimination and championship games only.
 - No Timeouts allowed in Round Robin play.

Regulation time (U9B) – A three (3) minute warm-up will be set at the start of each tournament game. The warm-up time will start once the center-ice board setup is complete or all players from previous game have exited the ice. All games begin immediately upon completion of the 3-minute warm up. Games will consist of **two 21-minutes halves**. Home team will defend the ends of the rink. The visiting team will defend the center-ice nets. Teams will share the respective player benches with each team using the gate closest to the net they are defending. The visiting team will switch ends and benches when the buzzer sounds to end the first half. Game play is 4 on 4 format. There will be no floods between games.

- 5. Flooding Schedules. For all 10-, 10- and 12-minute games customary flooding schedules in between games will apply. Flooding will take place after every two periods if there are back-to-back 3x15 games. The 3x15 games are scheduled in this way as much as possible to accommodate this. Please be aware of this as for every second 3x15 game the game will start immediately after the previous game followed by a flood after the first period. The tournament committee reserves the right to adjust the flood schedule of the longer games if games start to run more than 10 minutes behind schedule.
- 6. Overtime Championship, playoff and Elimination games all divisions
 Overtime will consist of three minutes 4 on 4, followed by three minutes of 3 on 3. Overtime will be sudden death, stop time. Teams do not switch ends. No rest between periods. If after two overtime periods the game remains tied, a 3-player shootout begins. One player from each team will start at center ice and skate in on the opposing goalie. Shootout on each goalie will take place simultaneously. If the game remains tied after three shooters, the shootout becomes sudden death. Shooters cannot repeat until all skaters of a team have taken a shootout attempt. Any player serving a penalty that has not

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expired by the end of sudden death may not participate in the shootout. The first 3 shooters are to be identified on the score sheet as S1, S2 and S3, prior to the start of any Elimination games. In the case of penalties during overtime, no team shall go down to less than 3 skaters and the non-penalized team will add a player if required (3 on 3 becomes 4 on 3) until the next stoppage in play after the penalty has been served.

- 7. Minor penalties will be two (2) minutes. Penalties that are being served at the end of the third period will continue until completion during overtime if applicable.
- 8. OWHA minimum suspensions **will be enforced**. Each team is still responsible to inform their own Regional OWHA Rep and get clearance to play.
- 9. No bodychecking in any division.
- 10. The center redline will only be in effect for icing infractions. (No center red line for 2 line passes).
- 11. The **home team** will wear their **DARK-colored sweaters** as per OWHA changes this year.
- 12. Two (2) points will be awarded for a win, one (1) point for a tie. **There will be no overtime during round robin games**.
- 13. Teams can only get **credit up to a maximum of 6 goal differential** for the purpose of tiebreakers. All the goals scored by the losing team will determine the score being used for the standings. For example: for a 9-2 actual game result, a score of 8-2 will be recorded for the standings for both teams.

14. Tie Breaker Rules:

If there is a tie in points after round robin games, the following criteria will be used:

A)	Number of wins
B)	Record against other tied teams ***
C)	Least goals allowed in Round Robin play
D)	Goals For minus Goals Against in Round Robin Play (Plus - Minus)
E)	Least penalty minutes
F)	Fastest goal scored in Round Robin play
G)	Coin Toss

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*** In case of a multi-team tie in points (more than 2 teams), Tie-breaker rule B only applies if ALL teams in the tie have faced each other. ***. The tie breaking rule sequencing will continue in order until all ties are broken. (The sequence does not start over)

15. A player may only participate with **one** designated team in a tournament and may only participate in **one** tournament on any date.

<u>Formats for all Divisions:</u> All teams play a 4 game minimum. Playoffs are played in each division based on the formats which will be determined by the number of entries. Formats are based on size of each division.

U9B – 5 game round-robin minimum

- **4 Team** -3 game round-robin, all 4 teams move forward to the semi-finals, winners of semi-finals move forward to the final.
- **5 Team** 4 game round-robin, top 2 teams move forward to the final

6 or more Teams— 4 game round-robin, top 4 teams move forward to the semi-final, winners of the semi-finals move forward to the final

RAMP & GAME CODES

The tournament schedule will be uploaded into RAMP shortly and teams game codes will be found in their teams RAMP login. If you are unsure how to locate games, please ask your association registrar or administrator for assistance. Do not call the OWHA requesting access. Your association has been provided with access information for all teams.

Teams are responsible for ensuring they indicate players and bench staff are indicated within RAMP as well as ensuring jersey numbers are noted (if not showing) for every game. Goal scorers and penalties cannot be entered if jersey numbers are not shown in the system.