

## Tournament Rules

### ORILLIA HAWKS TOURNAMENT RULES - REPRESENTATIVE

- 1) All Hockey Canada and OWHHA rules shall apply.
- 2) All teams must check in at the tournament desk at the arena of their first game 1 hr prior to that game. Paper gamesheets will be on hand in the event that RAMP malfunctions during the tournament.
- 3) Pick-up players: Pick-up forms must be turned in at the tournament registration sign-in PRIOR to the first game. Pick-up players may only participate with one team during the tournament. All other OWHHA pick-up rules apply.
- 4) As per the OWHHA RULE TWO - Tournaments (8) - No team may compete in a lower category than the one in which it is registered with the OWHHA except a team that has been re-categorized shall have 30 days from the date it is notified of the re-categorization to play in any tournament that is already registered in at the time of re-categorization.
- 5) Any team re-categorized greater than 30 days or more from the first day of the tournament MUST immediately notify the Tournament Director. Failure to notify the Tournament Director of a team being re-categorized may result in the team being removed from the tournament without a refund.
- 6) All teams must provide valid rosters no less than 15 days before the start of the tournament.
- 7) Teams must be prepared to play games starting at 8:00 am Friday. We will try to schedule around teams travelling the greatest distance.
- 8) All games shall consist of 3 periods (10-12-12) stop time. U15A, U18BB and U18A games will consist of 3 periods (12-12-12) for round robin play (no flood), (12-15-15) for semi finals and finals (flood if time permitting). One 30-second time-out is permitted per team in the final Championship Games only.
- 9) There will be a 3-minute warm-up prior to each game. All games will begin immediately upon completion of the 3-minute warm-up. The clock will NOT stop at the 10 or 12 minute mark but will continue until the game's first stoppage. The warm-up period will start when the referees peg the nets.
- 10) There will be no overtime for round-robin games.
- 11) All teams MUST be available to play 30 minutes prior to the scheduled start time.
- 12) Running time will commence in the third period when the goal differential is 5 goals or more. Stop time will resume when the goal differential is 3.
- 13) The OWHHA minimum suspension guidelines will be strictly enforced.
- 14) Any player or team official receiving a Match penalty of Gross Misconduct shall be ejected from the remainder of the tournament. Any team official ejected from a game may be ejected from the remainder of the tournament, pending a review with the Tournament Director and Officials.
- 15) Girls will shake hands after each game (gloves on).
- 16) A player may only participate with one designated team in a tournament and may only participate in one tournament on any date.
- 17) To be eligible to participate in the tournament, the participant's name must appear on the team roster submitted with the entry form. Changes to the roster must be made in writing and will not be permitted after registration prior to the first game. The OWHHA pick-up consent form will be honoured and must be included where necessary based on OWHHA rules.

18) In each round-robin game, (2) points will be awarded for a win, (1) point for a tie, and (0) for a loss.

Standings after the round-robin will be calculated on the basis of the points awarded. In the event of a tie, the following criteria will be used to break the tie.

- a) Head to Head (not applicable in a 3 way tie)
- b) Goals for minus Goals against
- c) Teams with the most wins
- d) Fewest goals against
- e) Most Goals scored
- f) Fewest penalty minutes
- g) Fewest losses
- h) Coin toss
- i) Follow tie-breaking rules in order. Once a tie-breaking rule has been used or is not applicable, it cannot be used again

19) All games played after round-robin games except championship games are to be played to a winner. Over-time applies only in Championship games. In the event of a tie at the end of regulation time, a shootout will occur.

20) Championship games tied at the end of regulation time will have a Sudden Victory 5-minute overtime. Teams will play 4 on 4 plus goalies. Players may be changed at any time. Goalies may be pulled at any time and a substitute player from the bench may be used. If still tied at the end of the overtime period, a shootout will occur.

21) Shoot-Outs: Teams do not change ends for Overtime or Shoot outs. Any player serving a penalty at the end of the overtime will not be eligible to participate in the shoot-out. All players except shooter and goalies will be on the bench. Once a player has shot, they will go to the penalty box. Shooters for both teams will shoot simultaneously, starting at centre ice. All 3 designated shooters from each team will shoot. If still tied, each team will designate one shooter at a time until there is a winner. A player may not shoot for the second time until all players on the game sheet (except goalies) have shot. With the exception of the rules stated above, shoot-outs to follow penalty shot rules.

22) In the event that games are behind schedule, trophies may be handed off ice at the discretion of the Tournament Director.

23) Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise the opposing team of any conflicts 30 minutes prior to game time. Pinnies may be used as required.

24) Flooding of ice will occur at the end of each game or between periods as required.

25) It is the team's responsibility to ensure a clean dressing room is left upon completion of their game. All teams are requested to vacate the dressing room 20 minutes or less after their game is completed.

26) The Tournament Director reserves the right to make decisions regarding the interpretation of the tournament rules, to make decisions regarding Objections or Protests involving the conduct of the Tournament and as such all decisions will be final.