

2025 Sudbury Girls Snowflake Challenge Rules

- **Gerry McCrory Countryside Sports Complex (AKA Countryside Arena in Ramp) is the Official Tournament Headquarters.**
 - All House League games will consist of 3 periods (10-10-12 minutes), stop time periods. U-9 House League and Competitive jamboree games will be played on $\frac{3}{4}$ ice pad at Northern Hockey Academy (NHA) and consist of 2 – 23 minute periods. These will be full ice games at NHA.
 - There will be a 3 minute warm-up prior to each game. All games begin immediately upon completion of the 3 minute warm up. The clock will **not** stop at the opening mark but will continue until the first stoppage of the game.
 - All teams **MUST** be available to play up to **30 minutes** prior to the scheduled start time.
 - One team official must verify the roster via RAMP prior to the game start.
 - Hockey Canada and OWHHA rules shall apply. The OWHHA minimum suspension guidelines will be strictly enforced according to the current OWHHA Constitution, By-laws, and Regulations & Rules.
 - Players will shake hands **after** each game with **GLOVES ON**.
 - If the goal spread at any time of the third period reaches 5 goals, the clock will run until the spread is reduced to 3 goals, then stop time will resume. The clock may be stopped at the Referee's discretion for injury or for intentional delay of game.
 - **One - 30 second timeout** will be allowed for each team **ONLY** during Quarter, Semi-Final, and Championship games. Overtime is NOT a new game. There is **NO TIMEOUT** in Round Robin Games.
 - A maximum 17 skaters and 2 goaltenders may be registered with each team.
 - All players and team officials must be signed in on the RAMP app by the team manager. Players may only participate with **1** designated team in a tournament and may only participate in **1** tournament on any date.
 - To be eligible to participate in the tournament, the participant's name must appear on the official OWHHA team roster. Changes to the roster must be made in writing and will not be permitted after registration prior to the first game. The use of an official OWHHA Pickup can only be accessed inside your team's RAMP account; paper copies are no longer accepted. Failing to do so may result in forfeiture of games. Players on Ontario teams must be registered with the OWHHA. OWHHA "Pickup Consent" forms will be honoured and must be included where necessary per OWHHA Rules and before the first game of the tournament.
 - Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
 - Standings after the round robin will be calculated on the basis of the points awarded as per **rule # 12**. In the **event of a tie**, the following criteria will be used to break the tie:
 - Number of wins
 - Winner between the tied teams when they played head to head. **(Applies to 2 way ties only, 3 or more teams tied start with tie breaker 13c.**
 - Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against". **$TGF / (GF+GA) = \%$** (See Chart)
 - Fewest Goals Against.
 - Most Goals For.
 - Fewest Penalty Minutes.
 - Coin Toss.
- *Please note, +/- ratio is NOT calculated by RAMP and you will be notified by the tournament convenors if your team is in this situation**

Follow tie breaking rules in order. Once a tie breaking rule has been used or is not applicable, it cannot be used again.

- For any misconduct, game misconduct or gross misconduct, ten (10) minutes will be utilized towards the PIMs for the particular game the offence occurred.
- In U9 divisions - teams will play 4 round robin games. No championship finals as per Hockey Canada.
 - In 4 team divisions - all teams advance to semi-finals.
 - In 6 team division - two pools of three, teams will play 3 round robin games, crossing over to play the opposing pools. For playoffs, teams will revert back to their own pool for both the quarter-finals (3rd place vs 2nd place), with the winner playing 1st place team in same pool in semi-final. Winners of semi-finals advance to the championship final.
 - In 8 team division - two pools of four, teams will play 3 round robin games within their own pool. For playoffs, teams will cross-over pools for quarter finals (4th in B vs 1st in A, 3rd in B vs 2nd in A, 2nd in B vs 3rd in A, and 1st in B vs 4th in A etc.) Winners advance to semi-finals.
- Semi-Final and Championship games are played to a winner. In the event of a tie at the end of regulation time, a sudden victory 5-minute overtime will commence. Teams will play 4 on 4 plus Goalies. (See format for rules) 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, a shoot out will occur.
- Shootouts: *Teams do not change ends for Overtime or Shoot Outs.* Each team must designate 3 shooters (S1, S2, S3) onto the shootout sheet provided by the Timekeeper/Arena Convenor prior to the start of the game. Any player serving a penalty at the end of overtime will not be eligible to participate in the shootout and will remain in the penalty box. All players except shooter and goalies will be on the bench. Once a player has shot, they will go to the penalty box. Shooters from both teams will shoot separately starting at centre ice. The visiting team will shoot first. This is a best of 3 shootout. If still tied, each team will designate one shooter at a time until there is a winner (sudden victory). A player may not shoot for a second time until all players on the official game sheet (except goalies & players serving penalties) have shot.
- 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 conflict 30 minutes prior to the game.
- The tournament schedule will be uploaded into RAMP; all game codes will be found on each teams respective RAMP login. If you are unsure how to locate/access RAMP, 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 participating in every game within RAMP as well as ensuring jersey numbers are noted (if not showing). Goal scorers and penalties cannot be entered if jersey numbers are not showing in the system.
 - At the end of the game, the referee must sign the RAMP game sheet.
- Flooding of the ice will occur at the end of each game or between periods as required and may be deferred at the Tournament Officials discretion.
- 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 30 minutes or less after their game is completed.
- Any team who creates a disturbance either inside the rink or outside the rink, (i.e., Hotel) that is reported to Tournament Officials, will be subject to disciplinary action. All teams are reminded that they are ambassadors in the community, representing not only their particular team but the SDGHA, their Home Association and Female Hockey in general.
- The decisions of Tournament Officials are final with no appeals.

**The SDGHA Tournament Committee reserves itself the final word
on the interpretation of the rules.**

2025 Overtime Rules (Semi-Final and Championship Games)

- Semi-final and Championship games are played to a winner.
- 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 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.
- Penalties do NOT expire at the end of regulation time.
- If still tied, a shootout will occur.
- Each team **MUST** designate 3 shooters (S1, S2, S3) onto the shootout sheet provided by the Timekeeper/Arena Convenor **BEFORE the start of the game.**
- Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shootout and **MUST** remain in the penalty box. The coach must designate a shooter(s) to take her place(s) immediately at the end of regulation time.
- All players except shooter and goalies **will be on the bench TO START.**
- Shooters from both teams will shoot at separate times. The visiting team will shoot first.
- Once a player has shot, **they will go directly to the penalty box.**
- This is a **BEST OF 3** Shootout.
- If still tied, each team will designate one shooter at a time until there is a winner.
- A player may not shoot for a second time until all players on the game sheet signed (except goalies) have shot.

**If a penalty occurs during the five (5) minute, stop time overtime, the team's play 4 on 3.
If a second penalty is called on the SAME TEAM and the first penalty has not expired, it will be
treated as a delayed penalty and will commence when the first penalty expires.
The maximum a team may be at a disadvantage is 4 on 3.**

**We respectfully ask for your assistance in that no team photos be taken on ice
due to Municipality and City insurance regulations.**

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U9 Rules

U9 PLAYING FORMAT

- 4 vs 4 format - plus each team with a goalie.
- 3 minute warm up.
- Game length is 46 minutes (2 – 23 minute periods).
- The clock will continue to run throughout the 23 minute period.
- Two face-offs during the game – one at the start of each 23 minute period.
- Incidental contact may happen, but body-checking is not permitted.
- Scores will not be recorded.
- A black puck will be used for all games.
- There is no centre-ice (red) line, and therefore no icing.
- There are no blue-lines in play, therefore there are no offsides.

SHIFTS

- Shifts will be 60 seconds in length with a buzzer sounding to indicate player change.
- If fewer than four players on the bench, the active player designate to stay out for the following shift must tag up at the bench prior to continuing play.
 - When the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice immediately.
 - Failure to immediately relinquish control of the puck or new players entering the ice surface prematurely may result in a penalty for the offending team.

CHANGE OF POSSESSION

- Goaltender freezes the puck - official blows the whistle to indicate the attacking team backs off and defending team gets possession.
- Puck shot out of play - offending team backs off and official gives the nonoffending team a new puck.

PENALTIES

- Minor penalties – official notifies the coach and the offending player will miss the next shift, the team **will not** play shorthanded and non-offending team is given possession of the puck.
- Major penalties – official notifies the coach and the offending player will be removed for the remainder of the game but the team **will not** play shorthanded and non-offending team is given possession of the puck.