



2026 SGHA HOUSE TOURNAMENT RULES

This tournament is run under the sanction of the OWHHA; OWHHA and Hockey Canada rules shall apply. This tournament is open to OWHHA-registered House League teams only.

No Competitive teams or players are eligible to participate.

General Information

- All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
- Teams are **NOT** permitted on the ice until at least one (1) on-ice official is present.
- All players must be properly registered through OWHHA and appear on the RAMP Gamesheet for the tournament.
- Pickup players must be entered in RAMP prior to their first game and may not participate in semi-final or final games unless they have played in at least two round robin games.
- Goalies may be used as pickup players **ONLY** if a team's rostered goalie becomes injured during the tournament.
- Teams must register at the Tournament Desk before their first game at Cardelrec Recreation Complex, 1500 Shea Rd, Stittsville, ON.
- Teams must report any major or match penalties to stats@owha.on.ca within 24 hours or before their next scheduled game.

Game Length

- U11, U13, U15, and U18 games will consist of 3 periods (10-10-12 minutes) stop time.
- U9 games will consist of two 22.5-minute half-ice periods, as per Hockey Canada U9 Guidelines.
- A 3-minute warm-up will precede each game. For game start time, the game clock will be set for 13 minutes, with puck drop at 10. Teams must be ready when the puck drops.
- Running time will begin if a team leads by 5 or more goals in the third period and resume stop time when the margin is reduced to 2 or fewer.
- Penalties remain two minutes in duration during run time.
- Ice may be flooded after every game at the arena's discretion.

Timeouts

One 30-second timeout is permitted in all games (round-robin, playoff, and final).

Standings and Points

- Win: 2 points
- Tie: 1 point
- Loss: 0 points

Tie-Breakers

In the event of a tie in standings, the following order will apply:

1. Most Wins
2. Head-to-head (if only two teams are tied)
3. Goal Differential (Goals For minus Goals Against)
4. Fewest Goals Against
5. Fewest Penalty Minutes (10 minutes added for each misconduct)
6. Earliest goal scored in round robin series
7. Coin Toss

Once a tie-breaking step is used or skipped, it cannot be used again.

Overtime - Playoff & Championship Games Only

- If tied after regulation: one 5-minute stop-time sudden-death overtime (4-on-4 plus goalies).
- Penalties during OT result in 4-on-3 or 5-on-3 play. Teams return to even strength on the next whistle.
- If still tied after overtime, a shootout will determine the winner.
- Each team must designate 3 shooters (S1, S2, S3) before the game and enter this information in the notes field of the gamesheet app **AND** provide to the scorekeeper.
- Players serving penalties at the end of OT are ineligible for the shootout.
- Shooters alternate, one at a time. No player may shoot twice until all skaters have shot.

Jersey Colour Conflicts & Dressing Rooms

- Home teams wear dark jerseys, away teams light. In the event of a colour conflict, the home team must change jerseys. Teams are encouraged to bring pinnies or alternate jerseys.
- Teams must leave dressing rooms clean and vacate within 20 minutes of game end.
- Dressing rooms may not be used for team meetings.

Discipline / Suspensions

- All major penalties, match penalties, and game misconducts must be reported to OWHA.
- Suspensions will be served per OWHA and Hockey Canada rules.
- The Tournament Committee may impose additional discipline, including removal from the tournament.
- Players or team officials assessed a match penalty are ineligible for the remainder of the tournament.

- On-ice officials' decisions are final and not subject to appeal.

Withdrawals & Cancellations

- A \$100 administrative fee applies to team withdrawals after payment.
- OWSHA Tournament Withdrawal Policy applies to teams withdrawing within 28 days of the event.
- In the event of facility closure or inclement weather preventing teams from playing, every effort will be made to reschedule. If rescheduling is not possible, the game will be recorded as a 0–0 tie.

Appendix: U9 Division Game Play

- 2 × 22.5-minute halves, continuous play
- 3-minute warm-up, 1-minute rest between halves
- No scorekeeping, offsides, or icing
- 90-second shifts with buzzer or whistle
- Penalties = player sits next shift; team does not play shorthanded
- Incidental contact permitted; no body checking
- Officials will whistle when puck is covered or possession changes

Awards & Presentations

- Medals will be awarded to all finalists following each division final.
- Presentations may take place off-ice if required due to time constraints.

GOOD LUCK TO ALL TEAMS!!