



7N1D NOAHSTRONG and Andre Purcell Team
North Bay Ice Boltz Tournament Rules 2022
OWHA Sanction # 2223092



1. Hockey Canada and OWHA rules shall apply.
2. All teams **MUST** register at headquarters (Pete Palangio Arena). Before each team's first game. Any team using OWHA pickup consent forms must bring these to headquarters before your teams first game. Failing to do so may result in forfeiture of games.
3. All U11 to U18 games will consist of 10-10-12, stop time. The U9 age group will play two 22-minute run time periods. If games are behind schedule, period lengths may be reduced to account for ice availability.
4. There will be a 3-minute warm-up prior to each game. Warm-up time will start as soon as the ice-resurfacer doors are closed. All games begin immediately upon completion of the 3-minute warm-up. The clock will NOT stop at the 10-minute but will continue until the first stoppage of the game. The game officials are to give a warning whistle to prompt teams as a reminder to get ready for the face-off.
5. All teams must be available to play **up to 20 minutes** prior to the scheduled start time
6. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the latest OWHA Constitution, By-laws, and Regulations & Rules.
7. Players will tap gloves **after** each game.
8. 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.
9. **One-30 second time-out** will be allowed for each team **ONLY** during Quarterfinals, Semi-final, and Championship games. Overtime does not allow for an additional time out. There is **NO TIMEOUT** in Round Robin Games.
10. A player may only participate with **one** designated team in a tournament and may only participate in **one** tournament on any date.
11. To be eligible to participate in the tournament, the participant's name must appear on the team roster form 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. Players on Ontario teams must be registered with the OWHA. The OWHA "Pickup Consent" forms will be honoured and must be included where necessary based on OWHA Rules.
12. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
13. Standings after the round robin will be calculated based on the points awarded as per **rule #12**.
 - a. Winner between the tied teams when they played head-to-head. (**Applies to 2-way ties only, 3 or more teams tied start with tied breaker 13b.**)
 - b. Most wins
 - c. 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 Tie Breaker Ratio Card)
 - d. Fewest Goals Against
 - e. Most Goals For
 - f. Fewest Penalty Minutes
 - g. Coin Toss

- h. Follow tie breaking rules in order. Once a tie breaking rule has been used or is not applicable it cannot be used again
14. In ALL **U9 Divisions**: All teams will play 4 round robin games. No championship finals as per Hockey Canada
 15. In the **3 Team Divisions of U18B**: Top two teams advance to the championship game
 16. In the **4 Team Divisions of U15B**: all teams advance to semi-finals
 17. In the **5 Team Divisions of U11B**: Top 4 teams advance to semi-finals
 18. In the **7 Team Divisions of U11HL, U13HL**: Top 4 teams advance to semi-finals
 19. In the **8 Team Divisions of U15HL**: 2 pools of 4 teams: After round robin play, all teams will be ranked and advance to their respective quarter finals.
 20. In the **13 Team Divisions of U18HL**: 2 pools of 4 teams, 1 pool of 5 teams; 1st and 2nd place teams in each pool will advance. 1st place teams will be re-ranked 1 – 3, 2nd place teams will be ranked 4 – 6. 1st and 2nd overall will receive a bye to semi-finals, 3rd-6th will play an elimination game
 21. **Elimination - Quarter – Semi-Finals – 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)**
 22. **Shoot-outs**: Teams do not change ends for overtime or shoot-outs. Each team must designate 3 shooters (S1, S2, S3) and communicate with the arena convenor prior to the start of the game **(See format for Rules)**
 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 opposing team of any conflict 30 minutes prior to game time. Pinnies may be used as required. House teams are requested to bring 2nd set of jerseys or pinnies to avoid conflict.
 24. The tournament schedule has been 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.
 25. Flooding of the ice will occur at the end of the game for U11-U18 divisions, U9 divisions are at the discretion of the tournament committee.
 26. It is the team's responsibility to ensure a clean dressing room is left upon completion of their game. All teams must vacate the dressing room within 30 minutes after their game is completed
 27. Game decisions made by the Referees are final with no appeals. Tournament Officials will only make decisions outside the responsibilities of the Referees.
 28. Tournament organizers and committees are not liable or responsible for acts of god, injuries and unforeseen events causing the cancellation of any part of whole if this event.

WE RESPECTFULLY REQUEST THAT NO TEAM PHOTOS BE TAKEN ON THE ICE DUE TO MUNICIPALITY & CITY INSURANCE REGULATIONS. CHAMPIONSHIP AWARDS MIGHT BE PRESENTED OFF ICE. WE THANK YOU FOR YOUR ANTICIPATED SUPPORT IN THIS MATTER



7N1D NOAHSTRONG and Andre Purcell Team North Bay Ice Boltz
Overtime Rules for Elimination, Quarter-Finals, Semi-Finals and
Championship Games
OWHA Sanction #2223092



- Elimination, Quarter-Final, Semi-Final and Championship games are played to a winner
- Consolation games are NOT 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
- Overtime will be played 4-on-4 plus goalies
 - Any penalties being served at the end of regulation will carry over to the overtime period
 - Example 1: If a team is one player short, then over-time will start 4-on-3
 - Example 2: If a team is 2 players short, then OT will start 5-on-3. On ice strength will be adjusted back to 4-on-4, as per OT rules, at the stoppage of play after the penalties expire
- Clarifications:
 - If a penalty is assessed to one team during overtime, play shall resume 4-on-3
 - Should a second penalty be assessed to the same team, play will resume 5-on-3 until the expiry of the first penalty
 - At no time will a team have fewer than 3 skaters (plus a goalie) on the ice
- Team 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 shoot-out will occur
 - Each team must identify 3 shooters (S1, S2, S3) prior to the game and communicate the shooters to the arena convenor
 - Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shoot-out and must remain in the penalty box.
 - All players except the goalie and the shooter will be on the bench to start
 - Shooters for both teams will shoot at the same time starting at the centre red line
 - Once a player has shot, they will go directly to the penalty box
 - This is a best of 3 shootout
 - If still tied teams 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 (except the goalies) have shot