



2025 North Bay Jr.Lakers U9 Festival Tournament Rules

OWHA Sanction # 2425033

1. Hockey Canada and OWHA **Suspension** rules shall apply **where required**. All Pickup – Callup players will be conducted through the OWHA RAMP APP.
2. All games will consist of 3 periods (10 minute-10 minute-12 minutes), stop time
3. **There will be a 3minute warm-up prior to each game for ALL DIVISIONS, games will start shotgun style. 13 minutes will be put on the clock and started as soon as the Zamboni door closes. Teams must be ready for puck drop by the 10-minute mark, the clock will not stop until the first stoppage of play.**
4. All teams **MUST** be available to play **UP TO 20** minutes prior to the scheduled start time at the discretion of the arena convenor.
5. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-laws, and Regulations & Rules.
6. Girls will tap gloves **after** each game.
7. As soon as there is a 5-goal differential, the clock will continue to run until the spread is reduced to three. Then stop time will resume.
8. **One - 30 second timeout** will be allowed for each team **ONLY** during Consolation, Elimination - Quarter - Semifinal & Championship games only. Overtime is not a new game. There is **NO TIMEOUT** in Round Robin Games.
9. A maximum 17 skaters and 2 goaltenders may be registered with each team. You cannot exceed your total number of players showing on your official roster.
10. A player may only participate with **one** designated team in a tournament and may only participate in **one** tournament on any date.
11. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
12. Standings after the round robin will be calculated on the basis of the points awarded as per **rule # 11**.
In the event of a tie, the following criteria will be used to break the tie:
 - 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 Tie breaker 13B)**
 - b) 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 Chart)
 - c) Fewest Goals Against.
 - d) Most Goals For.
 - e) Fewest Penalty Minutes.
 - f) Coin Toss.
 - g) Follow Tie breaking rules in Order. Once a Tie Breaking Rule has been used or is not applicable it cannot be used again.
13. IF a team(s) remove prior to the event (up to 72 hrs. before) every opportunity will be made to find a replacement team. If, however a team cannot be found where One or BOTH teams are unable to ice a team, or facilities breakdown / malfunction or game cancellation due to inclement weather, COVID and PHU or Provincials orders prevent teams from attending we will unfortunately NOT be able to reschedule the game. If unable to reschedule the game(s) will be considered as an Official OWHA Forfeiture score. It will be recorded as either 5-0 for a **"single team no show"** or if **both teams** are unable the score will be recorded as a Hockey Canada Forfeiture of a **0-0 tie** for both teams to assist in determining rankings to find a divisional winner as required in conjunction with tie breaking rules. Tournament organizers and committees are not liable or responsible for acts of God and unforeseen events mechanical breakdowns, causing the cancellation of any part of whole if this event. ONLY 1 team official will sign the game sheet prior to each game
14. **In 4 Team Divisions:** After round robin the teams will be ranked 1st – 4th and advance to their perspective consolation and championship games.
15. **In 6 Team Divisions:** 1st - 4th Overall advances to the Semifinals while, 5th and 6th overall will play a consolation game.
16. **In 8 Team Divisions:** 2 pools of 4 teams: After round robin play the teams in each pool will be ranked and advance to their perspective consolation and semi-final games
17. **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 5minute 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.**
18. **Shoot Outs:** Teams do not change ends for Overtime or Shoot Outs. Each team must designate 3 shooters (S1, S2, S3) at tournament headquarters (Pete Palangio Arena Boardroom) prior to all elimination games

Any player 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 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 in alternating fashion, starting at centre ice.

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 (except goalies) have shot.

19. Home teams must wear light colored 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.
20. Flooding of the ice will occur at the end of each game or as required and may be deferred at the Tournament Committee's discretion.
21. 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
22. The decisions of the Tournament Officials are final with no appeals!

TIE BREAKER CHART

		TOTAL GOALS AGAINST																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
TOTAL	1	0.500	0.333	0.250	0.200	0.167	0.143	0.125	0.111	0.100	0.091	0.083	0.077	0.071	0.067	0.063	0.059	0.056	0.053	0.050	0.048	0.045
	2	0.667	0.500	0.400	0.333	0.286	0.250	0.222	0.200	0.182	0.162	0.154	0.143	0.133	0.125	0.118	0.111	0.105	0.100	0.095	0.091	0.087
	3	0.750	0.600	0.500	0.429	0.375	0.333	0.300	0.275	0.250	0.231	0.214	0.200	0.188	0.176	0.167	0.158	0.150	0.143	0.136	0.130	0.125
	4	0.800	0.667	0.571	0.500	0.444	0.400	0.364	0.333	0.308	0.286	0.267	0.250	0.235	0.222	0.211	0.200	0.190	0.182	0.174	0.167	0.160
	5	0.833	0.714	0.625	0.556	0.500	0.455	0.417	0.385	0.357	0.333	0.313	0.294	0.278	0.263	0.250	0.238	0.227	0.217	0.208	0.200	0.192
	6	0.857	0.750	0.667	0.600	0.545	0.500	0.462	0.429	0.400	0.375	0.353	0.333	0.316	0.300	0.286	0.273	0.261	0.250	0.240	0.231	0.222
	7	0.875	0.778	0.700	0.636	0.583	0.538	0.500	0.467	0.438	0.412	0.389	0.368	0.350	0.333	0.318	0.304	0.292	0.280	0.269	0.259	0.250
	8	0.889	0.800	0.727	0.667	0.615	0.571	0.533	0.500	0.471	0.444	0.421	0.400	0.381	0.364	0.348	0.333	0.320	0.308	0.296	0.286	0.276
GOALS	9	0.900	0.818	0.750	0.692	0.643	0.600	0.563	0.529	0.500	0.474	0.450	0.429	0.409	0.391	0.375	0.360	0.346	0.333	0.321	0.310	0.300
	10	0.909	0.833	0.769	0.714	0.667	0.625	0.588	0.556	0.526	0.500	0.476	0.455	0.435	0.417	0.400	0.385	0.370	0.357	0.345	0.333	0.323
	11	0.917	0.846	0.786	0.733	0.688	0.647	0.611	0.579	0.550	0.524	0.500	0.478	0.458	0.440	0.423	0.407	0.393	0.379	0.367	0.355	0.344
	12	0.923	0.857	0.800	0.750	0.706	0.667	0.632	0.600	0.571	0.545	0.522	0.500	0.480	0.462	0.444	0.429	0.414	0.400	0.387	0.375	0.364
	13	0.929	0.867	0.813	0.764	0.722	0.684	0.650	0.619	0.591	0.565	0.542	0.520	0.500	0.481	0.464	0.448	0.433	0.419	0.406	0.394	0.382
	14	0.933	0.875	0.823	0.778	0.737	0.700	0.667	0.636	0.609	0.583	0.560	0.538	0.519	0.500	0.483	0.467	0.452	0.438	0.424	0.412	0.400
	15	0.938	0.882	0.833	0.789	0.750	0.714	0.681	0.652	0.625	0.600	0.577	0.556	0.536	0.517	0.500	0.484	0.469	0.455	0.441	0.429	0.417
	16	0.941	0.889	0.842	0.800	0.762	0.727	0.696	0.667	0.640	0.615	0.593	0.571	0.552	0.533	0.516	0.500	0.485	0.471	0.457	0.444	0.432
FOR	17	0.944	0.895	0.850	0.810	0.773	0.739	0.708	0.680	0.654	0.630	0.607	0.586	0.567	0.548	0.531	0.515	0.500	0.486	0.472	0.459	0.447
	18	0.947	0.900	0.857	0.818	0.783	0.750	0.720	0.692	0.667	0.643	0.621	0.600	0.581	0.563	0.545	0.529	0.514	0.500	0.486	0.474	0.462
	19	0.950	0.905	0.864	0.826	0.792	0.760	0.730	0.704	0.679	0.656	0.633	0.613	0.594	0.576	0.559	0.543	0.528	0.514	0.500	0.487	0.475
	20	0.952	0.909	0.870	0.833	0.800	0.769	0.741	0.714	0.690	0.667	0.645	0.625	0.606	0.588	0.571	0.556	0.541	0.526	0.513	0.500	0.488
	21	0.955	0.913	0.875	0.840	0.808	0.778	0.750	0.724	0.700	0.677	0.656	0.636	0.618	0.600	0.583	0.567	0.552	0.538	0.525	0.512	0.500

**GOALS FOR DIVIDED BY / (GOALS FOR + GOALS AGAINST)
HIGHER % TEAM ADVANCES**

****WE RESPECTFULLY ASK FOR YOUR ASSISTANCE IN ENSURING NO PARENTS GO ON THE ICE FOLLOWING THE CHAMPIONSHIP GAMES FOR PHOTOS. TOURNAMENT COMMITTEE MEMBERS WILL SHARE PHOTOS WITH EACH TEAM FOLLOWING THE TOURNAMENT.**

***Championship Awards and Medals / Banners will be presented by Nipissing Lakers Women's Hockey Players
Reminder ALL Suspended Athletes and Bench Staff may not participate in medal presentation ceremonies as per OWHA Rules.
We thank you for your anticipated support in this matter.**



2025 North Bay Junior Lakers U9 Festival

OVERTIME RULES FOR Elimination, Quarter-final, Semi-final, and Championship Games

OWHA Sanction #2425033

- Elimination, Quarter-final, Semi-final, Consolation 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.
- Overtime will be played 4-on-4, plus goalies
 - Any penalties being served at the end of regulation time will carry over to the overtime period.
 - Example 1: If a team is one player short, then overtime will start 4-on-3.
 - Example 2: If a team is 2 players short, they OT will start 5-on-3. On ice strength will be adjusted back to 4-on-4, as per OT rules, **at stoppages of play after the penalties expire.**
- Clarifications:
 - If a penalty is assessed to one team during the overtime period, 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.
 - If the penalty expires during play, the player shall return to the ice and teams will play 5-on-4 until the next stoppage of play, **at which point the on-ice strength will be adjusted to 4-on-3, etc.**
 - At no time will a team have fewer than 3 skaters (plus goalie) on the ice
- 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 shoot out will occur.
- Each team **MUST** designate 3 shooters (S1, S2, S3) on the game sheet 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 shoot out 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 will shoot alternating one team at a time
- **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.
- **A penalty assessed in regular time will carry forward to the overtime period. Therefore, the player will not come out of the box.**

****WE RESPECTFULLY ASK FOR YOUR ASSISTANCE IN ENSURING NO PARENTS GO ON THE ICE FOLLOWING THE CHAMPIONSHIP GAMES FOR PHOTOS. TOURNAMENT COMMITTEE MEMBERS WILL SHARE PHOTOS WITH EACH TEAM FOLLOWING THE TOURNAMENT.**

***Championship Awards and Medals / Banners will be presented by Nipissing Lakers Women’s Hockey Players
Reminder ALL Suspended Athletes and Bench Staff may not participate in medal presentation ceremonies as per OWHA Rules.
We thank you for your anticipated support in this matter.**