

Thunder Girls House Tournament – March 27-29th, 2026
Official Tournament Rules
Sanction # 2526140

1. This tournament is run under the sanction of the OWHA; OWHA and Hockey Canada rules shall apply.
2. All U13 games will consist of 3 periods (10 minute -10 minute-12 minutes) and stop time: 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; and There will be a warm-up prior to each game. The game clock is set at 13 minutes and then at 10 the puck is dropped. Teams are to be ready for the puck drop.
3. All teams MUST be available to play 15 minutes prior to their scheduled start time.
4. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, Bylaws, and Regulations & Rules.
5. Girls will shake hands after each game WITH GLOVES ON. The handshake may be waived at the discretion of the officials or tournament convenor.
6. Teams are responsible for filling out the electronic game sheets prior to starting the game:
 - a. A maximum 17 skaters and 2 goaltenders may be registered with each team;
 - b. A player may only participate with one designated team in a tournament and may only participate in one tournament on any date; and
 - c. To be eligible to participate in the tournament, the participant's name must appear on electronic game sheet. "Pickup Players" must use the electronic forms in order to appear on the game sheet. This is required under OWHA Rules. Pick up players can only be used to replace players rostered to the team unable to play due to absence or injury. Pick-up players may not replace a suspended player, and you may not play with a number of player greater than the number appearing on the OWHA roster.
7. One 30 second timeout will be allowed for each team ONLY during Final games. There are NO TIMEOUTS in Round Robin Games.
8. Pick-up Players must play a minimum of two round robin games to be allowed in elimination games.
9. Teams will be awarded two points for a win, one point for a tie and no points for a loss.

10. Goal differentials will be capped at 5 goals. ie a game ending 10-3 will only be scored as 8-3. This score will be used to calculate the goals for and against in case of a tie.

11. Advancement format:

U13

- Teams will play a round robin of 4 games, where each team will play each other twice due to only total of 3 teams participating.
- Top 2 records will play a final

12. 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
- b. Number of wins;
- c. Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against". ($GF / (GF+GA)$). If $GF + GA = 0$, the % shall be set at 0.5;
- d. Fewest Goals Against;
- e. Most Goals For;
- f. Fewest Penalty Minutes; and
- g. Coin Toss.

Tie breaking rules will be followed in order. Once a Tie Breaking Rule has been used or is not applicable, it cannot be used again. Where more than 2 teams are tied the rules will be applied from b to g until the order of finish is determined.

13. U13 playoff games are played to a winner.

a. In the event of a tie at the end of regulation time there will be a 5 minute 4-on-4 sudden-death overtime:

i. Any penalties from regulation time carry over into overtime; ii. Where a team receives a penalty or starts overtime with a penalty, the play shall continue as 4-on-3; iii. If a team is down 2 players due to penalties, it shall be played as a 5-on-3. Upon expiry of the first penalty and time remains running, the penalized player returns to the ice and the teams play 5-on-4. If, while playing 5-on-4, a stoppage in play occurs, the teams shall return to 4-on-3 as per rule 11a-ii. If time remains running during 5-on-4 play and the second penalty expires with time running, that player returns to the ice and the teams play 5-on-5 until the first stoppage in play, at which point the play returns to 4-on-4 as per rule 11a; and iv. At no time shall a team play with 2 skaters.

b. In the event of a tie at the end of overtime, a shootout shall occur.

i. Each team must designate 3 shooters (S1, S2 and S3) prior to the start of the game and identify them to the timekeeper; ii. All players except shooter and goalies will be on the bench. Once a player has shot, they will go to the penalty box; iii. Shooters from both teams will shoot simultaneously, starting at centre ice;

iv. All 3 designated shooters from each team will shoot first in order S1, S2, S3;

- v. If still tied, each team will designate one new shooter at a time until there is a winner (Shooters from both teams will shoot simultaneously). A player may not shoot for a second time until all eligible players on the game sheet (except goalies) have shot; and vi. Any player serving a penalty at the end of overtime will not be eligible to participate in the shootout. If they are one of the 3 identified shooters, their position shall be skipped, and the coach shall identify another player to shoot in the S3 slot. c. Teams do not change ends for Overtime or Shoot Outs
14. Home teams must wear dark 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. Teams are requested to bring 2nd set of jerseys.
15. 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.
16. 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.
17. The decisions of the Tournament Officials are final with no appeals!
- Tournament organizers and committees are not liable or responsible for acts of nature, injuries and unforeseen events causing the cancellation of any part or whole of this event.