



CANADA
BRAMPTON, ONTARIO
December 6-8, 2024
OWHA SANCTION # 2425051



REGISTRATION

1. All teams and players participating in the 2 Nations College Prep Series (College Prep Series or Series) must be properly registered through the Ontario Women's Hockey Association (OWHA), Hockey Canada, USA Hockey or other governing body. A player cannot play for more than one team in the tournament.
2. All non-Ontario teams must provide a copy of the official team/player roster or registration and team travel permit at least 30 days prior to the start of their first game.
3. Game Rosters – 18 players and 2 goalies
4. All teams will use RAMP on-line game portal.

RULES

5. Hockey Canada and OWHA rules shall apply.
6. Home teams to wear white jerseys and visitors shall wear coloured jerseys.
7. Hockey Canada and OWHA minimum suspensions will be enforced. Each team is responsible for reporting any suspensions incurred during the tournament to their own hockey governing body. Players and coaches may be subject to additional penalties by their governing body.
8. There will be no protests. All decisions made by on-ice officials or by 2 Nations organizers are final.
9. Teams are responsible for any damages to dressing rooms or other arena facilities. It is the responsibility of the teams to ensure the dressing room doors are locked. Facility/Series officials are not responsible for any loss or theft from the dressing room.

GAME FORMAT

10. Teams must be ready to play 30 minutes prior to the scheduled game start time.
11. **U15/U14 Division** – This division will consist of 46 teams. Teams will be split into 3 pools of 12 and 1 pool of 10 teams. Teams will play a 3-game round robin. The top 4 teams from each pool will advance to the round of 16 Saturday night. Winners will advance through the Quarter Finals, Semi-Finals and Final on Sunday. The remaining teams will play a 4th consolation game.
12. **U18/U16 Division** – This division will consist of 40 teams. Teams will be split into 4 pools of 10. Teams will play a 3-game round robin. The top 4 teams from each pool will advance to the round of 16 Saturday night. Winners will advance through the Quarter Finals, Semi-Finals and Final on Sunday. The bottom 6 teams from each pool will play a 4th consolation game.
13. Ice will be resurfaced every second period and teams must be ready to play. The first game each day will see the flood between 2nd and 3rd periods, continuing every 2nd period for each subsequent game. There will be no ice resurfacing before overtime and teams will not switch ends. The tournament committee reserves the right to change ice schedules if necessary.
14. All games consist of three (15-15-15) stop-time periods.
15. The 15-minute time clock will run immediately following the warm-up to remain on time. Each team will receive a three-minute warm-up prior to each game. Warm-up begins immediately following the ice resurfacing (if applicable) or at the completion of the previous game (once teams have left the ice). At conclusion of warm-up teams must line up to play immediately or risk penalty for delay of game.
16. If at any time after the second period, the goal difference is five or more, the game clock will convert to running time. If the goal differential becomes less than five, stop time will resume. The only stoppage allowed during running time is for on-ice injuries, or, at the referee's specific request.



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17. In the event of a game where there is a 5-goal differential and “running time” is enacted, if a penalty is called the game will become “stop-time” for the duration of the penalty. If the goal differential after the penalty has been served remains at 5 or more goals the game will revert to “running time”.
18. Designated home teams will wear light-coloured jerseys and visiting teams will wear dark-coloured jerseys.
19. Time-outs are allowed in playoff games only. Each team will be allowed one 30 second time-out.
20. The goal differential for each game will be maxed out at 5 goals. The score will be adjusted to the losing team’s score. If a game is scored 10-2, the final score will be marked in the standings as 7-2.
21. The overall standings will be determined by:
 - a. 2 points for a win
 - b. 1 point for a tie
 - c. 0 points for a loss
22. Points tiebreakers in descending order are:
 - 1) Number of wins
 - 2) Goals for minus goals against (Plus / Minus) in round robin play
 - 3) Goals for divided by goals for and goals against (GF) / (GF+GA) in round robin play
 - 4) Fewest goals allowed in round robin play
 - 5) Fewest penalty minutes in round robin play
 - 6) Flip of a Coin

*** Tiebreakers will follow the numerical order until all ties are broken.

OVERTIME AND SHOOT OUTS

23. Wild card, Round of 16, quarter finals, semi-finals and finals will go to overtime and a shootout if necessary.
24. Overtime:
 - a. Will consist of three minutes of **3 on 3 (plus a goalie)**.
 - b. When penalties occur, non-penalized teams will add a player for each occurrence. Once there is a stoppage in play and the penalty has expired, 3 on 3 (plus goalie) play will resume. For example, you could have a 4 on 4; or 5 on 4; or 5 on 5; as penalties expire.
 - c. Penalties that occur in regulation time will carry over.
25. Shoot-Outs
 - a. Each coach will select a group of 3 players for Round One of shoot-out. Shooters must be identified on the game sheet prior to the start of the game.
 - b. Players serving penalties that do not expire prior to end of overtime period are not eligible for the shoot-out.
 - c. Shoot-outs are not concurrent. The visiting team will shoot first and then alternate with the home team.
 - d. If, at the end of Round One, the score is still tied, each coach will send single players alternating in a sudden death format until a winner is declared. Players can only shoot again once all players on their bench have taken a shot. This includes the initial 3 shooters.