

CANADA
BRAMPTON, ONTARIO
December 4-7, 2025
OWHA SANCTION # 2526010



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. Roster Rules – Hockey Canada, USA Hockey and OWHA roster rules apply.
4. All teams will use RAMP on-line game portal.

RULES

5. Hockey Canada and OWHA rules shall apply.
6. Home teams wear dark jerseys and visitors wear light-coloured jerseys.
7. All players must wear neck guards.
8. Hockey Canada and OWHA minimum suspensions will be enforced. Teams are responsible for reporting tournament suspensions to their hockey governing body. Players and coaches are subject to penalties by their governing body.
9. No Hybrid Icing.
10. There will be no protests. All decisions made by on-ice officials or by 2 Nations Convenors are final.
11. Teams are responsible for any damage to dressing rooms or other arena facilities. It is the responsibility of the teams to bring padlocks for dressing room doors. Facility/Series officials are not responsible for any loss or theft from the dressing room.
12. Teams must be ready to play 30 minutes prior to the scheduled game start time.
13. Ice Resurfacing: Every second period played on ice surface. The first game each day will see the flood at end of the 2nd period, continuing every 2nd period for each subsequent game. Ice is not resurfaced prior to overtime nor shootouts. The tournament committee reserves the right to change ice schedules if necessary.
14. Warm up: 3-minute warm-up prior to each game. Starting after ice resurfacing or once teams have left the ice per Rule 12. At conclusion of warm-up teams must line up to play immediately or risk penalty for delay of game.
15. Game Length: 15-15-15 minute stop-time periods.

GAME FORMAT

16. **U15/14U Division** – This division will consist of 48 teams. 8 pools of 6 teams. Teams will play a 3-game round robin. The top 2 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 on Saturday.
17. **U18/16U Division** – This division will consist of 48 teams. 8 pools of 6 teams. Teams will play a 3-game round robin. The top 2 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 from each pool will play a 4th consolation game on Saturday.
18. **U22/19U Division** – This division will consist of one pool of 8 teams. Teams will play a 3-game round robin. All 8 teams will advance to the Quarter Finals Saturday night. Winners will advance through the Semi Finals and Final on Sunday morning.
19. 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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20. 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”.
 21. Time-outs are allowed in playoff games only. Each team will be allowed one 30 second time-out.
 22. 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.
 23. 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
 24. 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

25. Round of 16, quarter finals, semi-finals and finals will go to overtime and a shootout if necessary.
26. 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 expired.
 - c. Penalties that occur in regulation time will carry over.
27. 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.