

2016 Cambridge roadrunners Girls' Hockey Association Tournament Rules

1. Hockey Canada and OWHHA rules shall apply except where listed below.
2. The OWHHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the OWHHA 2015-2016 Hand Book.
3. A maximum of 17 skaters and 2 goalies may be registered with each team.
4. A player may only participate with one designated team in a tournament and may only participate in one tournament on any date.
5. A copy of an OWHHA team roster must be presented to tournament officials prior to first game.
 - a) To be eligible to participate in the tournament, the participant's name must appear on the team roster form submitted with the entry form. Players on Ontario teams must be registered with the OWHHA. The OWHHA "pick up consent" form will be honoured and must be included where necessary. IMPORTANT: The team manager must produce a clear and legible copy of the original OWHHA Participant Registration Form and all pertinent Participant Change information for review prior to the first game.
 - b) Changes to the roster must be made in writing and will not be permitted after registration prior to the first game. No "pick up" players will be permitted after the first game has been played.
6. All players and team officials must sign the game sheet prior to each Game.
7. All teams MUST be available to play 30 minutes prior to the scheduled start time of any game.
8. Home Teams for all games (including playoffs) are pre-set on the schedule.
9. 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 and the tournament officials of any conflict 30 minutes prior to game time. Pinnies may be used as required.
10. There will be a 2-minute warm-up period prior to each game
11. If the goal differential in any game, is 5 or greater, at any time in the third period, the clock will run until the spread is reduced to 3 goals, then the stop time shall resume.
12. If there are more than 30 minutes in combined penalty minutes (including; minors, majors and misconducts), the balance of the game will be completed at running time (no stop time).
13. Players will shake hands after the game once the referee gives the go ahead.
14. Respect the referees at all times
15. 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 20 minutes or less after their game is completed.

16. All officiating decisions, whether made on-ice by referees or off-ice the tournament officials are FINAL. There will be no appeals.

Tournament Format (4 game guarantee)

17. **4 Team Divisions:** Each team will play a 3-game round robin. After 3 games of Pool play the teams will be ranked 1 to 4 before advancing to the finals. 1st place plays 2nd place in the Gold final and 3rd place plays 4th place in the Bronze final.

18. **5 Team Divisions:** Each team will play a 4 –game round robin. After the round robin play is complete the teams will be ranked 1 to 5. The 1st place team plays the 2nd place team in the Gold final and 3rd place plays 4th place in the Bronze final.

19. **6 Team Divisions (House League Teams):** Teams will be randomly split into 2 pools. (Pool A & B, 3 teams each) In round robin play, Pool A will play the 3 teams in Pool B. Similar for Pool B. After round robin games, all the teams will be ranked from 1 to 6. The 1st place team will play the 2nd place team in the Gold final and the 3rd place team will play the 4th place team in the Bronze final. The 5th place team will play the 6th place in a consolation game.

20. **6 Team Divisions (Travel Teams):** Teams will be randomly split into 2 pools. (Pool A & B, 3 teams each) In round robin play, Pool A will play the 3 teams in Pool B. Similar for Pool B. After 3 games, the 1st place team in Pool A will play the 2nd place team in Pool A and 1st place in Pool B will play 2nd place in Pool B in the semi-finals. The winners will advance to the Gold final and the losers play in the Bronze final. 3rd place in Pool A will play 3rd place in Pool B in a consolation game.

21. **8 Team Divisions:** Teams will be randomly split into 2 pools. (Pool A & B, 4 teams each) In round robin play, Pool A will play the 3 games within their pool. Pool B will play the 3 teams in their pool. Teams will be ranked in their pools 1 to 4. Final standings will result in the top two teams in Pool A advancing to the semi-finals with the top two teams in Pool B. Crossover semi-final, (1stAvs2ndB, 1stBvs2ndA) winners play Gold final and losers play in the Bronze final. The remaining 4 teams will each play a consolation game. (3rdvs3rd, 4thvs4th)

22. **12 Team Division:** Teams will be randomly split into 3 pools. (Pool A ,B, &C 4 teams each) In round robin play, each team will play teams in their respective pools. After the 3 round robin games are complete all the teams will be ranked 1 – 12 with the winners of Pool A, Pool B, Pool C automatically advancing to the semi finals. The 4th place team (top team remaining) will advance to the semi – final against the Pool winners. 1st place team will play 4th place team, 2nd place will play 3rd place team in the semi – finals. Winners will advance to the Gold Final and Losers to the Bronze final. All remaining teams will play a consolation game, (5thvs6th, 7thvs8th, 9thvs10, 11thvs12th)

Round Robin Games

23. Round robin games will consist of three stop time periods as follows:

- a) Intermediate A, Midget A, Midget BB, Midget B, & Bantam A: 12-12-12
- b) All other divisions: 10-10-12
- c) Flooding of the ice will occur at the end of each game and can be deferred at the Tournament Committee's discretion) There will be no time-outs in round robin

24. Teams will be awarded 2 points for a WIN, 1 Point for a TIE and Zero Points for a LOSS.

25. Standings after the round robin will be calculated on the basis of the points awarded as per rule #24. In the event of a tie the following criteria will be used to break the tie.

- a) Most Wins
- b) Winner between the tied teams when they played Head to Head (not applicable in a 3 way tie)
- c) Percentage as calculated by dividing the teams total "Goals For" by the sum of the teams "Goals For" plus "Goals Against", $GF/(GF+GA)$; Tie Breaker Chart Available
- d) Fewest goals against;
- e) Most goals for;
- f) Least penalty minutes;
- g) Coin Toss;

Note: Tie Breaker Rules must be followed in order. Once a Tie Breaker rule has been used or is deemed not applicable, it cannot be used again.

Semi-final and Championship Games

26. Semi-Finals and Championship games are played to a Winner.

27. Playoff games will consist of three stop time periods as follows:

- a) Intermediate A, Midget A, Midget BB, Midget B, & Bantam A: 12-12-12
- b) All other divisions: 10-10-12
- c) Flooding of the ice will occur at the end of each game and can be deferred at the Tournament Committee's discretion
- d) One-30 second time out will be allowed for each team.
- e) Each Team must designate 6 shooters (S1,S2,S3,S4,S5,S6) on the game sheet prior to the start of the game.

28. Teams do not change ends for Overtime or Shoot Outs.

Overtime

29. In the event of a tie at the end of regulation time a SUDDEN VICTORY 5 MINUTE overtime will commence. Teams will play 3 on 3 for this 5-minute overtime and changes will only be allowed on the fly, no changes on a whistle.

30. If a team is assessed a penalty, the penalized team will remain at 3 skaters while the non penalized team plays with four skaters (ex: 4 on 3) AT NO TIME WILL THERE BE LESS THAN 3 PLAYERS AND A GOALIE PER TEAM ON THE ICE.

a) When the penalty expires the teams will play 4 on 4 until a whistle. If a team is assessed a 2nd penalty while the 1st penalty has not expired then play will be 5 on 3, if there is no whistle, it goes to 5 on 4 when the first player comes out, then goes to 5 on 5 when the second player comes out. It returns to 3 on 3 once the whistle goes a stoppage in play.

b) Goalies can be pulled in this 5-minute overtime for an extra player!

31. If still tied at the end of overtime a SHOOTOUT will commence.

Shootout

32. Any player serving a penalty at the end of the overtime will NOT be eligible to participate in the Shoot Out and must remain in the penalty box for the duration of the Shootout

33. All Players, except Shooters and Goalies, will be on the bench.

34. Shooters from both teams will shoot simultaneously, starting at centre ice.

35. Once a player has shot, they will proceed to the penalty box.

36. Coaches must use the designated shooters in order on the game sheet. (ex:S1, S2,S3)

37. This is a BEST OF 3 Shootout.

38. If tied after 3 shooters, Each team will continue with one shooter at a time until there is a winner (s4,s5,s6)

39. If still tied after 6 shooters the coach will designate the next shooter until the game is decided. Shooters from both teams will shoot simultaneously until a goal is scored by one of the teams only (declaring a winner).

40. A player can only shoot once until the smallest of the rosters of eligible players has been gone through completely (minus goalies) at which point the team with the larger roster may elect to have a player who has already shot, shoot again.

The Tournament Committee reserves itself the final word on the interpretation of the rules.

Good Luck to all teams!