

## **OGHA 2010 SWEETHEART TOURNAMENT RULES**

- 1 ) OWHA and CHA rules shall apply. Decisions of the Tournament Committee are FINAL!
- 2 ) Teams are guaranteed 3 games. All games will consist of 3 periods ( 10-10-12 ) stop time. (The Midget A and Bantam A divisions will play 12-15-15 for the Championship games only). If the goal differential in any game, Excluding semi-final and Championship game is 5 or greater with 5 minutes or less remaining in the 3<sup>rd</sup> period, the clock will continue to run out. Should the goal differential become less than 5 in the remaining time, the clock will revert back to stop time. The plan is not to curfew any games but in the case of unforeseen circumstances in delays the committee may need to and will give both teams plenty of warning in a curfew situation.
- 3 ) There will be a 3 minute warm-up at the beginning of each game. Teams must be ready for puck drop or risk delay of game penalty at the end of the 3 min warmup. The clock will start regardless.
- 4 ) Teams shall register a minimum of one hour before the scheduled start time of their first game.
- 5 ) All teams must be available to play 30 minutes prior to the scheduled start time of any game.
- 6 ) If a Home Team can not be determined by the standings and or the tie breaking format prior to any of the elimination rounds only, the Home team will be decided by a coin toss. Home teams must wear light coloured Jerseys, in the event of a conflict the home team must change their jerseys. Visiting teams must advise the opposing team of any conflict 30 minutes prior to game time.
- 7 ) Maximum 19 players ( including 2 goalies ), can be registered for the Tournament. Changes to the roster must be made in writing and will not be permitted after registration prior to the teams first game. Players must be registered with the OWHA. The OWHA "pick-up" consent forms will be honored and must be included where necessary. The team manager must submit a clear legible copy of the original OWHA Participant Registration Form and all pertinent Participant Change of Information Forms prior to the first game.
- 8 ) The OWHA minimum suspension guidelines will be strictly enforced according to the OWHA 2009-2010 Constitution, By-laws and Rules and Regulations.
- 9 ) Teams will bump hands after each game, once the Referee gives the go ahead, leaving gloves on.

10) One 30 second timeout will be allowed for each team during the Semi-finals and Championship games only.

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 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 tied teams when they played Head to Head.

B) Goal Percentage as calculated by Dividing the Team's total " Goals For " by the sum of the Team's " Goals For " plus " Goals against " [  $GF / (GF + GA)$ ]. ie.  $GF=8$   $GA=3$   $8/(8+3)=0.727$

C) Fewest goals against.

D) Most goals for.

E) Fewest penalty minutes.

F) Coin Toss.

G) Following the tie breaking rules in order. Once a tie breaking rule has been used or is not Applicable it cannot be used again.

13) **Playoff Determination :**

**4 Team Division :** 1<sup>st</sup> place and 2<sup>nd</sup> place teams will play in the Championship game.

**5 Team Division :** Each team plays a four game Round Robin with 1<sup>st</sup> and 2<sup>nd</sup> place teams play in Championship Game.

**6 Team Division** Two pools of three. Teams will play a three game round robin vs the opposite pool. Top two teams in each pool will advance to semi finals and play a cross over (1st Pool A vs. 2nd Pool B, 1st Pool B vs. 2nd Pool A). Winners will then play a championship game.

**8 Team Division :** There are 2 Pools of 4 teams. The top 2 teams in each pool will proceed to a cross over Semi-finals 1<sup>st</sup>A plays 2<sup>nd</sup>B and 1<sup>st</sup>B plays 2<sup>nd</sup>A . The winners of the Semi-finals will play in the Championship game.

**12 Team Division** : TWO pools of 6. Each team will play 3 teams in their pool . Top 4 teams advance to quarter finals where they will play crossover games. Pool A 1 vs POOL B 4, Pool A 2 vs POOL B 3, Pool B 1 vs POOL A 4 Pool B 2 vs POOL A 3. Winners will continue to semi final game. Winner Semi Game 1 vs Winner Semi Game 2 will play for championship.

#### 14 ) **Quarter-finals, Semi-finals & Finals**

In the event of a tie at the end of regulation time a five minute sudden victory overtime will commence (first goal wins). Teams will play 4 on 4 and a goalie for a 5 minute overtime (unless one or both teams are serving a penalty). At no time will there be less than 3 players and a goalie per team on the ice. Goalies can be pulled in this 5 minute overtime for an extra player. If still tied, a sudden victory shootout will commence. Each team must designate 3 Shooters ( S1, S2 , S3 ) on the game sheet prior to the start of the game. Any player serving a penalty at the end of the overtime period will NOT be eligible to participate in the shoot out.

All players, except shooters and Goalies will be on the bench. Once player has shot, they will proceed to the penalty box. Shooters from both teams will shoot simultaneously until all six shooters have gone. **Total goals after the first 3 shooters from each team have gone will determine the winner.**

If still tied after the 3 designated shooters, a sudden death shoot out will commence. First shooter to score when the simultaneous shooter doesn't is the winner. A Shooter may not shoot again for a second time until all players on the game sheet (except Goalies and players serving a penalty) have shot. Teams do not change ends for Overtime or Shoot out.

15 ) All players and coaches must sign the game sheet prior to the start of the game.

16 ) Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committee's discretion.

### **OTHER RULES**

1 ) One ( 1 ) set of car keys is required in order to obtain a dressing room key prior to your scheduled game. NO EXCEPTIONS, dressing room keys will be available at the Registration Desk. Please leave dressing rooms in order for the next teams use. Advise registration table if there are any problems.

2) The Tournament Coordinators reserve the right to distribute awards off the ice in another location at their discretion. This is to ensure we adhere to time constraints.

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