

## Toronto Leaside Wildcats March MatchUp

### Tournament Rules

#### OWHA Sanction #2526027

1. Hockey Canada and OWHA SUSPENSION rules shall apply where required. All teams must check-in at the Tournament Office at their respective rink, before their first game.
2. All games will consist of 3 periods (10-minute -10 minute-12 minute), stop time except for:
  - U13AA, U15AA, U15A, U18AA, U18A, U18BB, SRA which will consist of 3 periods (12 minute –12-minute -15 minute), stop time.
  - LONGER GAME floods will take place between 2<sup>nd</sup> & 3<sup>rd</sup> periods for single games and flood EVERY 2 periods for back-to-back longer games.
3. There will be a 3-minute warm-up prior to each game. All games begin immediately upon completion of the 3-minute warm up. The game officials will supply a 1-minute warning to allow teams to prepare for opening face-off. The clock will NOT stop until the first stoppage in play.
4. All teams MUST be available to play UP TO 20 minutes prior to the scheduled start time. Final start times will be determined by the Arena Convenor.
5. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the OWHA Constitution, By-laws, and Regulations & Rules.
6. Girls will shake hands after each game with gloves on.
7. 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.
8. One - 30 second timeout will be allowed for each team ONLY during elimination games: Quarterfinal, Semifinal & Championship games. Overtime is not a new game. There is NO TIMEOUT in Round Robin Games.
9. Hockey Canada maximum roster requirements must be followed. Teams may not exceed their official roster total.
10. A player may only participate with one designated team in a tournament and may only participate in one tournament on any date. Teams must use the RAMP platform when calling up a player.
11. To be eligible to participate in the tournament, the participant's name must appear on the team roster form submitted with the entry form. Changes to the roster must be made in writing and will not be permitted after registration prior to the first game. Players on Ontario teams must be registered with the OWHA.
12. Teams will be awarded **2 points for a win, 1 point for a tie, and zero (0) points for a loss.**

## **Standings/Tie Breakers**

Standings after round robin will be calculated based on the points awarded as per Rule #12. In the event of a tie, the following criteria will be used in order as listed.

- Head-to-head record between tied teams (winning team advances; applies to two-way ties only)
- 3-way tie or more:  $TGF / (GF+GA) = \%$  (See Chart)
- Fewest Goals Against
- Most Goals For
- Fewest Penalty Minutes
- Coin Toss

Once a Tie Breaking Rule has been used or is not applicable, it cannot be used again.

## **Division Format**

### **U9 Division**

All teams will play full-ice games.

#### **4-Team Division**

- 3 RR games per team
- All teams will advance to semifinals (1v4 and 2v3), winners advance to the Championship Finals

#### **5-Team Division**

- 4 RR games per team
- 1<sup>st</sup> and 2<sup>nd</sup> place teams overall will advance to the Championship Finals

#### **6-Team Division**

- 4 RR games per team
- Top 4 teams overall will advance to the semifinals (1v4 and 2v3), winner of the semifinals will advance to the Championship Finals

#### **7-Team Division**

- 4 RR games per team
- Top 4 teams overall will advance to the semifinals (1v4 and 2v3), winner of the semifinals will advance to the Championship Finals

### **8-Team Division**

- 2 pools of 4 teams, 3 RR games per team
- After round robin play each team within their division will be ranked 1<sup>st</sup> through 4<sup>th</sup>
- Each team will advance to their respective quarterfinal cross-over, with the winners advancing to a semifinal crossover
  - Quarterfinals: 1A vs 4B, 2A vs 3B, 1B vs 4A, 2B vs 3A
  - Semifinals: Winner 1A/4B vs Winner 2B/3A and Winner 1B/4A vs Winner 2A/3B
- Winner of the semifinals will advance to the Championship Finals

### **9-Team Division**

The 9<sup>th</sup> team will be waitlisted until/if a 10<sup>th</sup> team registers. Running a 9-team division will be subject to review. Teams will be notified one month in advance if they have been waitlisted or accepted into the tournament based on the above criteria.

### **10-Team Divisions**

- 2 pools of 5 teams, 4 RR games per team
- Top 2 teams from each pool will advance to the semifinals (1A vs 2B and 2A vs 1B)
- Winner of the semifinals will advance to the Championship Finals

### **11-Team Divisions**

- The 11<sup>th</sup> team will be waitlisted until/if a 12<sup>th</sup> team registers. Running an 11-team division will be subject to review. Teams will be notified one month in advance if they have been waitlisted or accepted into the tournament based on the above criteria.

### **12-Team Divisions**

- 2 pools of 6 teams, 4 RR games per team
- Top 4 teams from each pool will advance to the quarterfinals, with the winners advancing to a semifinal crossover
  - Quarterfinals: 1A vs 4B, 2A vs 3B, 1B vs 4A, 2B vs 3A
  - Semifinals: Winner 1A/4B vs Winner 2B/3A and Winner 1B/4A vs Winner 2A/3B
- Semifinal winners will advance to the Championship Finals

### **General Rules**

- Home teams must wear light colored jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise the opposing team of any conflict 30 minutes prior to game time. Pinnies may be used as required.
- If a team is removed prior to the event (up to 72 hrs. before) every opportunity will be made to find a replacement team. If, however, a team cannot be found where one or BOTH teams are unable to ice a team, or facilities breakdown / malfunction or game cancellation due to inclement weather, COVID and PHU or Provincial orders prevent teams from attending we will unfortunately NOT be able to reschedule the game. If unable to reschedule, the game(s) will be considered as an Official OWHHA Forfeiture score. It will be recorded as either 5-0 for a “single team no show”, or if both teams are unable to play the score will be recorded as a Hockey Canada Forfeiture of a 0-0 tie to assist in determining rankings to find a divisional winner as required in conjunction with tie breaking rules.
- Tournament organizers and committees are not liable or responsible for acts of God, terrorism, mechanical breakdowns, and/or unforeseen events which cause the cancellation of any part or whole of this event.
- Only one team official will sign the game sheet prior to each game.
- Flooding of the ice will occur at the end of each game or as required and may be deferred by the Arena Convenor at their discretion to avoid curfew scenarios.
- 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 30 minutes or less after their game is completed.

### **Overtime/Shootout Rules**

- Elimination, Quarterfinals, Semifinals and Championship games are played to a winner
- In the event of a tie at the end of regulation time, a SUDDEN VICTORY FIVE (5) MINUTE OVERTIME will commence
  - Overtime will be played 4-on-4, plus goalies. Any penalties being served at the end of regulation time will carry over to the overtime period
  - Example 1: If a team is one player short, OT will start 4-on-3
  - Example 2: If a team is 2 players short, OT will start 5-on-3
  - On ice strength will be adjusted back to 4-on-4, as per OT rules, at stoppages of play after the penalties expire

- **Clarifications:** If a penalty is assessed to one team during the overtime period, play shall resume 4-on-3. Should a second penalty be assessed to the same team, play will resume 5-on-3 until the expiry of the first penalty. If the penalty expires during play, the player shall return to the ice and teams will play 5-on-4 until the next stoppage of play, at which point the on-ice strength will be adjusted to 4-on-3, etc.
- At no time will a team have fewer than 3 skaters (plus goalie) on the ice. Goalies may be “pulled” at any time and a substitute player from the bench may be used. Penalties do NOT expire at the end of regulation time.

If still tied, a **best of 3 shootout** will occur. Each team MUST designate 3 shooters (S1, S2, S3) on the game sheet BEFORE the start of the game.

- Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shootout and MUST remain in the penalty box.
- The coach must designate a shooter(s) to take her place(s) immediately at the end of regulation time. If a predetermined shooter is unable to shoot due to health or injury, that specific # shooter will be replaced immediately from the bench not using any other predetermined shooter #. The injured or unhealthy player will no longer be able to participate in shootout.
- All players except the shooter and goalies will be on the bench TO START. Shooters from both teams will shoot simultaneously starting at center ice. Once a player has shot, they will go directly to the penalty box.
- If still tied, each team will designate one shooter at a time until there is a winner. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.

The decisions of the Tournament Officials are final with no appeals. **WE RESPECTFULLY ASK FOR YOUR ASSISTANCE IN THAT NO TEAM PHOTOS BE TAKEN ON ICE DUE TO** Municipality & City Insurance Regulations.

Thank you for your anticipated support in this matter. Good luck to all teams!