

## Annual Tournament Rules January 2<sup>nd</sup> , 3<sup>rd</sup> & 4<sup>th</sup> 2009

Welcome to the 9th Annual NSGHA Championship Tournament. This year we would like to thank our title sponsor, Compu-SOLVE Technologies and Solutions and wish everyone the best of luck and have fun. Below are the rules for this year and will be followed for each game:

1. Hockey Canada and OWHHA rules shall apply except where listed below.
2. The OWHHA minimum suspension guidelines will be strictly enforced according to the OWHHA Handbook.
3. The coach or manager must check in at least one hour before the start of their first game to pick up their information packages and to verify their team rosters. A copy of OWHHA team roster must be produced.
4. All teams and players participating in the tournament must be properly registered through the Ontario Women's Hockey Association or their appropriate provincial or national body affiliate.
5. For each pick-up player used in a tournament, a team must present to the Tournament Host a Pick-up Consent Form, signed by the official contact of her team authorizing her to be a pick-up for this tournament. A team may use a maximum of 3 pick-up players from a lower category according to OWHHA rules. Pick-ups are to be registered players only.
6. All players and team staff must sign the game sheet prior to each game.
7. In the event that the tournament is ahead of schedule, teams must be available to play 30 minutes prior to the start of their scheduled playing time.
8. Each game will be preceded by a three minute warm up, which begins as soon as the ice resurfacing has been completed.
9. If at any time at the start or during the third period there is a goal differential of five or more, the clock will start with running time. If the goal differential is reduced to two, stop time will be re-initiated.
10. The OWHHA minimum suspension guidelines will be strictly enforced.
11. All officiating decisions, whether made on-ice by the referees or off-ice by tournament officials, are final! There will be no protests.

### Tournament Format

All round robin games will consist of three stop time periods as follows:

All Levels: 10-10-12

- Divisions of 3 – Each team will play a 2-game round robin. The second and third place teams will playoff with the winner advancing to the Division Championship against the first place team of the round robin. (The first place team earns a bye to the championship game.)
- Divisions of 4 - Each team will play a 3-game round robin. The first and second place teams will advance to the Division Championship.
- Divisions of 6 - Teams will be placed into two divisions. Each team will play a 2-game round robin with the teams own division. At the end of the round robin, the top team in each division will get bye to semi – final round. Second and third place teams will cross over for playoff to advance to semi-finals, winner of each semi-final game will advance to the Division championship.
- Divisions of 7 – Teams place into pools of 3 and 4. Pool A, of 4 teams play 3 game round robin with first and second moving on to the semi –final round. Pool B of 3 teams plays 2 game round robin, with the first place team getting bye to semi-final round and teams 3 and 4 of pool playoff to advance to semi-final (A1 vs B2 & B1 vs A2). Championship game.
- Divisions of 8 - Teams will be randomly split into 2 pools of 4 teams each (Pool A and Pool B). Each team will play a 3-game round robin against teams in their pool. At the end of the round robin, the top 2 teams in each pool will advance to the semi-finals (A1 vs. B2, B1 vs. A2), and the winner of each semi-final game will advance to the Division championship

### Awarding Points

The overall standings in round robin play will be determined by using the traditional 2 point system: 2 points for winning a game, 1 point for tying a game, and 0 points for a loss. Teams advance based on the total number of points accumulated after their three round robin games.

In the event of a tie in points between two or more teams following the round robin, the following tie breaking criteria will be used to determine who advances, in descending order down the list until all ties are broken as follows:

- a) Most games won in the round robin games
- b) Winner of the game between tied teams (applicable only in 2 way ties)
- c) Highest goal differential - [Click here to see 'Tie Breaker' chart](#)
- d) Fewest goals against
- e) Fewest penalty minutes
- f) Earliest time of first goal scored
- g) Most goals scored
- h) Flip of a coin

## Semi-final and Championship Games

In semi-final games, the team with the highest pool ranking during round robin play will be the Home team and in championship games, the team with the most points during round robin play will be the Home team. In the event of a tie(s), the tie breaking criteria will be applied to determine the Home team. The Home team must wear their light coloured uniforms and the Visiting team must wear their dark coloured uniforms, if a team has only one set of uniforms then the team with two sets must switch to the non-conflicting colour. If both teams have only one set of uniforms each and they conflict, the Home team must change jerseys.

12. Semi-final period lengths are the same as Round Robin games. See Rule #15 for overtime.
13. Championship games will consist of three stop time periods as follows:
  - a) All (except TYKE): 12-12-12 See Rule #15 for overtime.
  
14. Each team will be allowed one 30-second time out in semi-final games and championship games.
15. Semi-final and championship games will be played until a winner is declared. In the event of a tie at the end of regulation time, sudden victory overtime periods will commence in the following manner. Please note that goalies count as players in the overtime, and can be pulled in favour of an extra skater at any time:
  - a) Two minutes of 5-on-5. If still tied, a horn will sound, players will return to centre ice, then,
  - b) Two minutes of 4-on-4. If still tied, a horn will sound, players will return to centre ice, then,
  - e) If still tied, two minute 4-on-4 periods will continue until somebody wins.

NOTE: i) "change on the fly" rule applies to all overtime periods.  
ii) players cannot change at the end of each 2 minute period either.
  
16. Any player serving a penalty that has not expired by the end of regulation time may not participate in the first two minutes of overtime. So as not to create an immediate shorthanded situation though, the penalty itself will not carry into the overtime period. The timekeepers retain the right to keep such a player in the box until the expiry of the first two minute period to ensure the player is not placed on the ice during such a first two minute period.
17. Penalties in overtime: penalties incurred during an overtime period end at the end of the overtime period in which the penalty was called. Any player serving a penalty during an overtime period may not participate in the next overtime period.
18. Penalties in Overtime: Teams can never drop below two players in overtime: i.e. if there is a penalty during the 2-on-2 overtime period, the non penalized team shall add a player; if there are two penalties called against one team during a 3-on-3 overtime period, then the non penalized team plays with 4 and the penalized team plays with 2, etc.