

**NORTH SIMCOE GIRLS HOCKEY ASSOCIATION**  
**TOURNAMENT RULES**  
**2008**

- 1/ A team official MUST report to Tournament officials at least 1 (one) hour prior to their first game for registration purposes.
- 2/ C.H.A. (O.W.H.A.) rules and minimum suspensions apply unless otherwise stated.
- 3/ Your OWHA roster copy will be used to verify tournament roster.
- 4/ All players and teams must be registered with the O.W.H.A. The use of illegal or unauthorized players MAY result in the immediate expulsion of the guilty team with loss of all fees paid.
- 5/ The Tournament is tightly scheduled but we will endeavor to gain any time possible (up to ½ hr) to use for unseen circumstances. Teams must be available to play up to ½ hr. ahead of published schedule. It is the team Official's duty to keep informed regarding current schedule conditions.
- 6/ Each game will have a 3 minute warm-up beginning at the Zamboni doors. All warm-up and team rituals must be completed within this period. The game will commence immediately following. Any team causing in the referee's opinion, undue delay will be assessed a 2 minute delay of game bench minor. Quick face-off procedure applies.
- 7/ Running time will commence when the goal differential exceeds 5 goals. Stop time will start when the differential is broken. The clock may be stopped at the referee's discretion for injury. This rule only applies in round robin games.
- 8/ All minor, major and misconduct penalties will be 2 minutes, 5 minutes and 10 minutes respectively, as recorded on the game time clock.
- 9/ Game misconduct (players) received after the end of the 2<sup>nd</sup> period will mean suspension for the next Tournament game.
- 10/ Any team official ejected from a game at any point in the game, shall be suspended for the next Tournament games.
- 11/ Any player or team official assessed a Gross Misconduct penalty or a Match penalty, is expelled from the game and the Tournament.
- 12/ For the purposes of the tie breaking formula, only a 5 goal differential shall be used to calculate the standings. For example a 9-2 win will be recorded as 7-2.
- 13/ In round robin play 2 points will be awarded for a win and 1 point for a tie. Ties at the end of round robin play shall be broken in the following formula:
  - a) Head to Head
  - b) Fewest goals allowed in round robin play.
  - c) Goals scored minus goals against in round robin.
  - d) Most goals scored.
  - e) Most periods won in round robin play.
  - f) Fewest penalty minutes in round robin play.
  - g) Earliest goal in any round robin game.
  - h) Flip of coin.
- 14/ Ties in Championship games shall be resolved by:
  - a) 5 minute overtime period (sudden victory, ends not switched)
  - b) The coach of each team shall identify 3 shooters prior to the start of the game. 1 player from each team shooting at the same time continues until all 3 have shoot or one side can not win. If still tied, these same 3 shooters repeat until a winner is decided. A player in the penalty box at the end of overtime would be ineligible to participate in the shootout and will be replaced by the teams coach.
- 15/ The referees' decision will be final.
- 16/ The Tournament committee reserve the right to interpret the Tournament rules. Their decisions shall be final.
- 17/ The Tournament committee reserves the right to do whatever is necessary to play within its given ice time allotment.