



## WHITBY GIRLS' HOCKEY ASSOCIATION TOURNAMENT RULES 2016

**Please Read Carefully!**

1. HC, OHF and OWHHA rules shall apply. Decisions of the tournament committee are FINAL!!!
2. All games will consist of 3 periods (10-10-12) stop time except PAA, BA, MA, MBB, Int. A and Sr. A (12-15-15).
3. There will be a 3-minute warm-up period prior to each game.
4. All teams **MUST** be available to play **30 minutes** prior to the scheduled start time of any game.
5. The OWHHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the OWHHA 2016-2017 Hand Book.
6. Players will shake hands after the game once the referee gives the go ahead.
7. One-30 second time out will be allowed for each team during **Semi-Final and Final** games only.
8. A maximum of 17 skaters and 2 goalies may be registered with each team or as stated in the OWHHA rules.
- 9a. 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.
- 9b. 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.
10. Teams will be awarded 2 points for a WIN, 1 Point for a TIE and Zero Points for a LOSS.
11. Standings after the round robin will be calculated on the basis of the points awarded as per rule #11. 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) Fewest goals against;
- d) Most goals for;
- e) Least penalty minutes;
- f) 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.

12. Division Play:

**4 Team Divisions NA, AB, AA, Int. A, Sr. A:** After 3 games of Pool play the teams will be ranked 1 to 4 and proceed to Semi-Final games for their 4<sup>th</sup> game. The winners of the Semi-Finals will play in the Final.

**5 Team Divisions PB, BBB, BB:** There are 5 Teams; After 4 games the 1<sup>st</sup> Place team advances straight to Final on Sunday. The 2<sup>nd</sup> and 3<sup>rd</sup> place teams play a single semi. The winner of that plays the 1<sup>st</sup> place team in a final.

**8 Team Divisions AAA, ABB:** There will be 2 pools. Pool A will play the 4 teams in Pool B / Pool B will play the 4 teams in Pool A. 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. The winner of each semi advances to the Final.

**9 Team Divisions PBB:** There are 2 pools, 1 Pool of 4 Teams & 1 Pool of 5 Teams; the top 2 teams in each pool will proceed to the Semi-Finals in a cross-over. The winners of the Semi-Finals will play in the Final.

- Pool A will contain 4 teams. After 3 games of Pool play the teams will be ranked 1 to 4 and proceed to 1<sup>st</sup> plays 4<sup>th</sup> and 2<sup>nd</sup> plays 3<sup>rd</sup> in Pool A
- Pool B will contain 5 teams. Each team will play each other in round robin play.

**10 Team Divisions NB, PAA, PA, MA:** There are 2 pools of 5 Teams; the top 2 teams in each pool will proceed to the Semi-Finals in a cross-over. The winners of the Semi-Finals will play in the Final.

**11 Team Divisions BA, MBB:** There will be 3 pools. Pool A and B will consist of 3 teams each and pool C will consist of 5 teams:

- Pool A and B will contain 3 teams each. Pool A will crossover to Pool B for 3 games. After the 3 games, the 1<sup>st</sup> place team in Pool A will play the 3<sup>rd</sup> place team in Pool A. Likewise for Pool B. The 2<sup>nd</sup> place team in Pool A will play the 2<sup>nd</sup> place team in Pool B. At the completion of each teams 4 games, the 1<sup>st</sup> place team in Pool A and Pool B will advance to the semi-final in a crossover with Pool C.
- Pool C will contain 5 teams. The 1<sup>st</sup> and 2<sup>nd</sup> place teams will advance to the semi-final in a crossover with Pool A or B.

**Note:** Division Play Tie Breaker Rules:

- See rule 11

Semi-Finals and Finals are played to a Winner. In the event of a tie at the end of regulation time a SUDDEN VICTORY 5 MINUTE overtime will commence. Teams will play 4 on 4 for this 5-minute over time (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 at the end of overtime a **SHOOTOUT** will commence. Shooters from both teams will shoot simultaneously, starting at centre ice. **This is a BEST OF 3 Shootout.** If still tied, each team will designate one shooter at a time until there is a winner. 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 will NOT be eligible to participate in the Shoot Out and must remain in the penalty box for the duration of the Shootout. All Players, except Shooters and Goalies, will be on the bench. Once a player has shot, they will proceed to the penalty box. Shooters from both teams will shoot simultaneously until a goal is scored by one of the teams only (**declaring a winner**). 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.

13. Teams do not change ends for Overtime or Shoot Outs.
14. All players and team officials must sign the game sheet prior to each Game.
15. Flooding of the ice will occur at the end of each game and can be deferred at the Tournament Committee's discretion.
16. Home Teams for all games (including playoffs) are pre-set on the schedule.
17. 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 Home team of any conflict 30 minutes prior to game time.

Respect the referees at all times, should you have a situation you would like to discuss concerning a particular individual, we have a referee-in chief who is available to you. He does not have the power to change a referee decision. We have advised our refereeing staff to treat coaches with respect and they will expect the same in return. They will not exercise any patience when being sworn, screamed or gestured at.

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

**GOOD LUCK TO ALL TEAMS!**