

DWGHA Bolts & Hearts Annual Tournament

February 17-19 2023

Tournament Rules (4 Game Guarantee)

1. All current Hockey Canada and OWSHA Rules shall govern Tournament play except as amended below. The decisions of the Tournament Officials are final with no appeals.
2. All U11 A/BB/B, U13 BB/B, U15B and U18 BB/B round-robin games will consist of a 3-minute warm-up and 10-10-12 minute stop time periods. All U11 AA, U13 AA/A, U15&18 AA/A/BB and U22 AA/A. All round-robin, Elimination, Sem-Final and Final Games shall be 12-15-15 minute stop time periods with a flood between either the 1st and 2nd period or the 2nd and 3rd periods.
3. All games begin immediately upon completion of the 3-minute warm up. The clock will not stop at the 10/12-minute mark but will continue until the first stoppage of the game.
4. All Teams MUST be available to play 15 minutes prior to scheduled start time as Tournament officials reserve the right to start any game up to 15 minutes prior to its scheduled start time.
5. Tournament officials reserve the right to waive the flood between periods if the tournament is running behind; or between games if the tournament is running behind AND the ice is deemed safe to play by the tournament officials in consultation with the referees.
6. The OWSHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWSHA 2021-2022 Constitution, By-Laws, Regulations & Rules.
7. Home teams shall wear white jerseys and visitors shall wear coloured jerseys. If jerseys are deemed too similar by officials, the Home team is required to change jerseys or wear pinnies.
8. Only the head coach is required to sign the game sheet prior to each game's commencement.
9. To be eligible to participate in the tournament, the participant's name must appear on the OWSHA team roster or US Hockey Official Roster.
10. Each team is permitted a maximum of 20 rostered players including goaltenders. Players must be rostered with the registered team on the team's OWSHA (or other applicable governing body) approved roster or have an approved pick-up consent form for the tournament. A player is only eligible to play for one team in the tournament. There will be NO exceptions to this rule regardless of injuries, suspensions, and/or for goaltenders. In order to qualify for post round-robin play, a player must have played a minimum of one round-robin game.

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11. If there is a goal spread in the third period of 5 goals or more, there shall be running time until the goal spread is reduced to less than 3, then stop time will resume.
12. There will be no time-outs permitted in round-robin play, elimination games or quarter-final games. There will be one, 30 second time-out per team permitted in semi-final and championship games.
13. In round-robin play, teams will be awarded two points for a win, one point for a tie, and zero points for a loss.
14. Standings after the round-robin play will be based on each team's points total. In the event of a tie, the following tie- breakers will be applied:
 - a. Winner between the tied teams when/if they played Head to Head result (only applicable for a two-team tie)
 - b. Most wins in round-robin play
 - c. Highest goal differential (goals for minus goals against). (max +5 for all games)
 - d. Least goals against
 - e. Most goals for
 - f. Time of first goal scored in preliminary games
 - g. Coin toss

Note: Follow Tie breaking rules in Order. Once a Tie Breaking Rule has been used or is not applicable it cannot be used again.

15. All post round-robin games shall be played to a winner. Regulation games lengths shall be 10-10-12 minute stop time periods, except for the 12-15-15 minute stop time games as noted in Rule #2 above. Any post round-robin games (Elimination, Quarter-Finals, Semi-Finals and Finals) tied after regulation time shall be played to a winner in the following format, with goaltenders. Teams do not change ends for Overtime or Shoot Outs.
 - i. 3 minutes, 4 on 4 (plus goalies), stop time, sudden victory overtime period.
 - ii. 3 player shoot-out, simultaneous shots from center ice line, on each goal.
 - iii. Sudden victory shoot-out, simultaneous shots from center ice line, on each goal.

Notes to Overtime Rules:

- a) At the start of the overtime period (i), and any time during the overtime period (i), any team that has a player serving a minor penalty shall play short-handed, teams play 4 on 3. If a second penalty is called on the SAME TEAM and the first penalty has not expired, then it will be treated as a delayed penalty and will commence when the first penalty expires. The Maximum a Team may be at a disadvantage is 4 on 3 during the overtime period. *Note: This does not apply to offsetting minor penalties.*

Comment [1]: In the event of a tie, the following criteria will be used to break the tie:
a) Number of wins
b) Winner between the tied teams when they played head to head (does not apply if more than two teams tied)
c) Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against". $TGF / (GF+GA) = \%$ (See Chart)
d) Fewest Goals Against.
e) Fewest Penalty Minutes.
f) First goal scored in preliminary games.
g) Coin Toss.

Comment [2]: For tournaments we should be using the rule (C) from the other comment. IMO

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- b) Goaltenders may be removed for an extra attacker at any time in the overtime period (i).

Notes to Shoot Out Rules:

Each team must designate 3 shooters (S1, S2, S3) directly onto the game sheet prior to the start of any post round-robin games (all elimination games).

- a) Any player serving a penalty at the end of overtime will not be eligible to participate in the shoot out. The coach must designate a shooter(s) to take her place(s) immediately at the end of regulation time.
 - b) All players except shooter and goalies will be on the bench. Once a player has shot, they will go to the penalty box.
 - c) All 3 designated shooters from each team will shoot. 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.
16. 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.
17. The Tournament Committee reserves itself the final word on the interpretation of the rules.
18. **Championship awards and medals MAY be presented off-ice if deemed by Tournament Officials due to time constraints and will be presented at a determined location as required.**
19. **Spectators are not allowed to go on the ice to take pictures after games. We thank you for your anticipated support in this matter.**

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Jamboree Rules (5 Games for all Teams)

- A. Current Hockey Canada and OWHHA Rules shall govern Jamboree play except as amended below. 5.5oz pucks will be used. The decisions of the Tournament Officials are final with no appeals.
- B. All U9 A/B games will be FULL ICE and consist of a 3-minute warm-up and 10-10-12 stop time periods. One minute will be allowed between periods.
- C. All games begin immediately upon completion of the 3-minute warm up. The clock will not stop at the 10-minute mark but will continue until the first stoppage of the game.
- D. All tournament rules above 4 thru 12, 18, 19 and 21 apply to the Novice Division Jamboree.
- E. Players will change on the fly. We strongly recommend that players do not double shift and that fairness and ice equality is practiced by all Novice coaches.
- F. All teams will play the same # of games (4). There will be no playoff or championships as per Hockey Canada/OWHA Jamboree Rules.
- G. All players will receive awards following their final game in the team dressing room.