



# DURHAM WEST GIRLS' HOCKEY ASSOCIATION

NOVEMBER 29-DECEMBER 1 2024

## 2023 HL TOURNAMENT RULES (3 Game Guarantee)

1. All current Hockey Canada and OWHA Rules shall govern tournament play except as amended below for Atom, Peewee, Bantam, Midget and Senior Divisions.
2. All games will consist of a 3-minute warm-up and 10-10-12 minute stop time periods.
3. Tournament officials reserve the right to start any game up to 30 minutes prior to its scheduled start time.
4. Tournament officials reserve the right to waive the flood 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.
5. In the case of a sweater conflict, the home team will be supplied pinnies at the tournament sign in table.
6. All players and team bench personnel must sign the game sheet prior to each game's commencement.
7. All teams must register with the tournament prior to their first game at the Ajax Community Centre. Each team is permitted a maximum of 20 players including goaltenders. Players must be rostered with the registered team on the team's OWHA (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.
9. In round-robin play, teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss.
10. 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.
11. 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.

12. 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. 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. goal differential will be 5 goals spread. This will avoid running up scores*
  - d. Least goals against
  - e. Most goals for (max 5 goals per game)
  - f. Least penalty minutes
  - g. Coin toss.
  
13. All post round-robin game tied after regulation time shall be played to a winner in the following format, with goaltenders:
  - i) 3 minutes, 4 on 4, 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 overtime period (i), and any time during overtime periods (i) to (iii), any team that has a player serving a minor penalty shall not play short-handed, however, the non-offending team shall be entitled to play with an extra player, up to a maximum of two additional players for the duration of the minor penalty(s). The penalized player(s) shall return to the ice at the expiration of their minor penalty. At the next stoppage in play, the teams shall return to the number of players corresponding with the overtime period designation. (Note: This does not apply to offsetting minor penalties.)
  - b. Goaltenders may be removed for an extra attacker at any time in the overtime periods (i).
  - c. Coaches must designate their 3 shooters for overtime (ii) prior to the game. If overtime (iii) shoot-out is necessary, no player can shoot a second time until all players have shot at least once.
14. Suspensions: All OWA rules apply for the levying of suspensions.
  
  15. The head convenor's decisions shall be final and binding.



## Festival

**NOVEMBER 29-DECEMBER 1 2024**

### **HL TOURNAMENT RULES 4 Game Guarantee)**

- a) Our Jamboree is designed to bring kids together to have fun on the ice. All teams will play an equal # of games and there will be no playoffs or championship.
- b) Current Hockey Canada and OWHHA Rules shall govern Jamboree play except as amended below. 4oz blue pucks will be used. The decisions of the Tournament Officials are final with no appeals.
- c) All Festival games will be HALF ICE and consist of a 3-minute warm-up and two 20-minute periods. 2-minutes will be allowed between periods. Every 2-minutes a buzzer will indicate a line change. The timed buzzer will make sure every player gets an equal amount of time on ice.
- d) All games begin immediately upon completion of the 3-minute warm up. The clock will not stop at the 20-minute mark but will continue until the first 2-minute buzzer.
- e) The ideal size for Festival teams is 18 players. In games teams will be split into two squads of nine players encouraging coaches to group players according to skill level. Eight players and one goaltender. Splits will be determined by the number of players rostered for each game. **Each team is required to have two goaltenders, one for each half of the ice. If this is not possible we will make it work.**
- f) Goalies rotation is encouraged during the Jamboree but not mandatory **(The recommendation in the U9 Game-Play Model is that all players have an opportunity to play goal. All players should rotate through the goaltender position throughout the season.)**
- g) There will be a face-off to start the game and to start the 2<sup>nd</sup> half. For the kids to get the most out of their time on the ice, there will be no face-offs throughout the game.
- h) In the event the goaltender freezes the puck, the attacking team will back away and possession will move to the goaltender's team without stopping play.
- i) If the puck goes out of play, the official will place another puck on the ice near where the puck was last in play and the non-offending team takes possession.
- j) When a goal is scored, possession is turned over to the opposing team and play will continue.
- k) Penalties will still be called. However, instead of stopping the play, the non-offending team will take possession of the puck and the official will inform the coach what penalty was called on what player. Play will continue 4-on-4, but the offending player will sit out their following shift. Coaches are strongly encouraged to explain the penalty to the offending player.
- l) All Players will receive awards following their final game either in the Locker room or on ice.

- m) Tournament officials reserve the right to start any game up to 20 minutes prior to its scheduled start.
- n) All tournament rules above 4 thru 8, 14 & 15 apply to the Fundamentals Division Jamboree.