

WHITBY GIRLS' HOCKEY ASSOCIATION TOURNAMENT RULES 2014

Please Read Carefully!

1. HC, OHF and OWHA rules shall apply. Decisions of the tournament committee are FINAL!!!
2. All games will consist of 3 periods (10-10-12) stop time except PWAA, BAA, BA, MAA, MA, MBB (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 OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the OWHA 2014-2015 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 OWHA rules.
9. To be eligible to participate in the tournament, the participant's name must appear on the team roster form submitted with the entry form. Changes to the roster must be made in writing and will not be permitted after registration prior to the first game. Players on Ontario teams must be registered with the OWHA. The OWHA "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 OWHA Participant Registration Form and all pertinent Participant Change information for review prior to the first game.
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) Winner between the tied teams when they played Head to Head (not applicable in a 3 way tie)
 - b) Percentage as calculated by dividing the teams total "Goals For" by the sum of the teams "Goals For" plus "Goals Against", **GF/(GF+GA)**;
 - c) Fewest goals against;
 - d) Most goals for;
 - e) Least penalty minutes;
 - f) Coin Toss;
 - g) 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, NB, AA, ABB, AB, PBB, BB:** After 3 games of Pool play the teams will be ranked 1 to 4 and proceed to Semi-Final games for their 4th game. The winners of the Semi-Finals will play in the Final.
 - 6 Team Divisions AAA, PA, PB, BA, BBB, MAA:** There will be 2 pools. Pool A will play the 3 teams in Pool B. After 3 games 1st place team in Pool A will play the 3rd place team in Pool A. Likewise for Pool B. The 2nd place team in Pool A will play the 2nd place team in Pool B. Four games will now be complete and 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.
 - 8 Team Divisions BAA, MA:** There will be 2 pools. Pool A will play the 4 teams in Pool B. 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.
 - 10 Team Divisions MBB:** 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.
 - 12 Team Divisions PAA:** There will be 4 pools. Pool A will play the 3 teams in Pool B. After 3 games 1st place team in Pool A will play the 3rd place team in Pool A. Likewise for Pool B. The 2nd place team in Pool A will play the 2nd place team in Pool B. Four games will now be complete and final standing will result in the top Team in Pool A advancing to the semi-finals with the top team in Pool B. Similarly, the same will occur in Pool C and D.

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 **SUDDEN VICTORY SHOOTOUT** will commence. 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!