



2023 Oshawa Lady Generals
Winter Classic Tournament

March 2-5, 2023

OWHA Sanction #pending



1. Hockey Canada and OWHA rules shall apply.
2. All games will consist of two 10-minute and one 12-minute (10-10-12) stop-time periods.
3. There will be a 3-minute warm-up prior to each game, which will start following the exit of the Zamboni.
4. All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
5. All teams must register/sign in with the Tournament Arena Convenor at the arena where their first game of the tournament occurs. All OWHA Player Pick Up Consent Forms for Sanctioned Tournaments are to be handed in prior to your first game to the Tournament Arena Convenor.
6. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
7. If the goal differential in any game is five (5) or greater **at any time**, the clock will continue to run until the spread is reduced to three (3) then stop time shall resume.
8. **One - 30 second timeout** will be allowed for each team **ONLY during Final Championship games**. Overtime is not a new game. There is **NO TIMEOUT** in Round Robin/Preliminary or Semi-Final Games.
9. A player may only participate with **one** designated team in a tournament and may only participate in **one** tournament on any tournament date.
10. To be eligible to participate in the tournament, the participant's name must appear on the OWHA Official Team Roster. The OWHA "Pickup Player for Tournament" form must be utilized for any pick up players. The form must be completed in full and provided to the Tournament Arena Convenor prior to the team's first game of tournament.
11. For any misconducts, game misconducts or match penalties received in the preliminary games, ten (10) minutes will be applied to the team's penalty minutes for the particular game wherein the penalty occurred.
12. All goalies must assume the expected stances of the position at the beginning of the game, periods and puck drops. It is unfair to the other teams as well as the player herself to be allowed to stay on her knees throughout the game.
13. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
14. Standings after the preliminary/round robin play will be calculated on the basis of the points awarded as per **rule # 14**.
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) Fewest Penalty Minutes

- d) Fewest Goals Against
- e) First goal scored in preliminary/round robin.
- f) 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)
- g) Coin Toss.

Follow Tie breaking rules in Order.

Once a Tie Breaking Rule has been used or is not applicable it cannot be used again.

15. **U9 Divisions** will play full-ice games following regular full ice hockey rules. Two officials will be utilized. Scores will be kept but no goal scorer is recorded. Game lengths will be 10-10-12. Player changes 'on the fly' or at a whistle.
16. **Semi-Final & Final Championship games** are played to a winner. In the event of a tie at the end of regulation time, a Sudden Victory 5-minute overtime (stop time) will commence. Teams will play **4 on 4 PLUS Goalies** (See format for rules). Players can be changed at any time. Goalies may be "pulled" at any time and a substitute player from the bench may be used. **If still tied, a shoot out will occur.**
17. **Shoot Outs:** *Teams do not change ends for Overtime or Shoot Outs.*
Each team must designate 3 shooters (jersey numbers required) as S1, S2 and S3 prior to the start of the game to the Tournament Arena Convenor. 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 to take her place immediately at the end of regulation time. All players except shooter and goalies will be on the bench. Once a player has shot, they will go to the penalty box. **Shooters from both teams will shoot at the same time starting at centre ice.** 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.
18. In the event of a jersey colour conflict, the **home team must** change their jerseys or utilize pinnies.
19. The RAMP tournament portal will be utilized for the tournament. Instructions (and codes) will be sent to all teams, officials and timekeepers.
20. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committees discretion.
21. It is the team's responsibility to ensure the dressing room is left clean upon completion of their game. All teams are requested to vacate the dressing room 20 minutes or less after their game is completed.
22. On-ice officials decisions are final and not subject to appeal or grievance.
23. If a team withdraws from the tournament following the team's confirmation in the tournament (after payment is made by the team), a \$100 administrative fee will apply. The OWHA Tournament Withdrawal Rules apply for teams withdrawing within 30 days of the tournament start date.

**The decisions of the Tournament Officials are final. No appeals will be allowed.
The Tournament Committee reserves itself the final word on the interpretation of the rules.**

GOOD LUCK TO ALL TEAMS !!



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**Overtime Rules for Quarter-Final,
Semi-Final and
Championship Games**
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- Semi-final and Championship games are played to a winner. In the event of a tie at the end of regulation time a SUDDEN VICTORY FIVE (5) MINUTE OVERTIME (stop time) will commence.
- Teams will play **4 on 4 plus goalies**. Players can be changed at any time. Goalies may be "pulled" at any time and a substitute player from the bench may be used. If a team is assessed a penalty, then play will be 4 on 3. If a team is assessed a 2nd penalty while 1st penalty has not expired then play will be 5 on 3. If there is no whistle, it will be 5 on 4 when the first players gets out, and then 5 on 5 when the second girl gets out. It reverts back to 4 on 4 once a whistle occurs.
- If still tied, a shoot out will occur. Teams do not change ends.
- Each team **MUST** designate 3 shooters (jersey numbers required) as S1, S2, and S3 **prior to the start of the game** to the Tournament Arena Convenor.
- Any player(s) 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.
- All players except shooter and goalies will be on the bench to start.
- All 3 designated shooters from each team will shoot. Shooters will shoot at the same time starting at centre ice.
- Once a player has shot, **they will go directly to the penalty box.**
- 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.

****NO photos to be taken on the ice.****

****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.**

We thank you for your anticipated support in this matter.

