



Clarington Flames Applefest Tournament Rules

OWHA Sanction #2223017

1. Hockey Canada and OWHA rules shall apply, except for the added conditions as detailed below.
2. All games will consist of 3 periods (10-10-12), stop time **EXCEPT** U13 AA, U15 AA/A, and U18AA/A/BB which will consist of 3 periods (12-12-15), stop time.
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 15 minutes prior to the scheduled start time.
5. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
6. 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.
7. **One - 30 second timeout** will be allowed for each team **ONLY** during Final games. Overtime is not a new game. There is **NO TIMEOUT** in Preliminary, Elimination or Semi-Final Games.
8. To be eligible to participate in the tournament, the participant's name must appear on the OFFICIAL OWHA ROSTER. The roster must be made available, if requested, via mobile device or hard copy.

The OWHA "Pickup Player for Tournament" form must be utilized for any pick up players. The form must be completed in full and provided at the arena tournament desk at the team's first game of the tournament. No 'pick up' players will be permitted after the team's first game of the tournament.
9. 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.
10. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
11. Standings after the preliminary play will be calculated on the basis of the points awarded as per **rule # 10**.

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/round robin.
- 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.

12. **Semi-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). 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.**
13. **Shoot Outs:** *Teams do not change ends for Overtime or Shoot Outs.*
Each team must designate 3 shooters (S1, S2, 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. If the player is listed as S1, S2 or S3, 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. 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.
14. In the event of a jersey conflict, the home team designated on the game sheet must change their jerseys.
15. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committees discretion.
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 15 minutes or less after their game is completed.
17. On-ice officials decisions are final and not subject to appeal or grievance. **The decisions of the Tournament Officials are final. No appeals will be allowed.**
18. 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 Tournament Committee reserves itself the final word on the interpretation of the rules.

GOOD LUCK TO ALL TEAMS !!





Clarington Flames
Applefest Tournament

**Overtime Rules for Semi-Final and
Championship Games**
OWHA Sanction #2223017

- 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**. 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 (S1, S2, S3) **prior to the start of the game.**
- 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 team 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.





Clarington Flames
Applefest Tournament Rules
for U9 Divisions

OWHA Sanction #2223017

Game Play Guidelines, Rules & Penalties

- *3-minute warmup prior to first game of two 23-minute games.
 - *Game length is 23 minutes.
- *1-minute rest between the two 23-minute games.
- *Incidental contact may happen, but body-checking is not permitted.
 - *No centre-ice line, therefore no icing.
 - *No blue-lines in play, therefore no offsides.
 - *Home team will defend net at end of the rink.
 - *Visiting teams will defend the centre-ice nets.
- *Teams will share player benches with each team using the gate closest to the net they are defending.
- *Main score clock will be utilized to keep time for both games simultaneously.
 - *No score is kept.
 - *Black puck will be utilized.
- *Shifts will be 90 seconds with buzzer or whistle sounding to indicate player change.
- *No stop time on clock. It will continue to run for each 23-minute game.
- *Two face-offs during game only – beginning of each 23-minute game.
- *Officials are encouraged to blow whistle when puck is covered by goalie or when a change in possession is required.
- *Minor penalties will be noted. Non-offending teams controls puck following penalty.
- *Penalty offender will sit out the next shift, but team does NOT play shorthanded.
- *Should infraction occur which would normally require a player to be ejected from the game, the player will be removed from the remainder of the game, but team does NOT play shorthanded.

