



## 2022 West Northumberland Wild Hallowe'en Havoc Tournament Rules

October 28-30, 2022

OWHA Sanction No. 2223019

1. Hockey Canada and OWHA rules shall apply.
2. All players participating in the tournament must be properly registered through the OWHA (or their appropriate provincial or national governing body affiliated with the IIHF) to play on the team with which they are listed, or qualified to play by a proper OWHA "Pick Up Player for Tournament Form". The form must be completed in full and provided at the Tournament Registration Desk prior to the team's first game of tournament. No 'pick up' players will be permitted after the team's first game of the tournament.
3. All teams **MUST** register/sign in at Cobourg Community Centre prior to the team's first game of the tournament.
4. All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
5. All games will consist of three periods (10-10-12 minutes), stop time EXCEPT U15A, U18A/BB which will be 12-12-15, stop time.
6. There will be a 3-minute warm-up prior to each game, which will start following the exit of the Zamboni.
7. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
8. As soon as there is a 5-goal differential, the clock will continue to run until the spread is reduced to three (3) then stop time shall resume.
9. **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 or Semi-Final Games.
10. 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.
11. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
12. Standings after the preliminary round will be calculated on the basis of the points awarded as per Rule #11

In the event of a tie between teams at the end of preliminary play, 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) First goal scored in preliminary games in the tournament.
- f) Fewest Penalty Minutes.
- 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.

13. **Semi-Final & Final 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**. 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.**
14. **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 Conveor. Any player serving a penalty at the end of overtime will not be eligible to participate in the shoot out. 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.
15. In the event of a jersey colour conflict, the home team designated on the game sheet must change their jerseys or utilize pinnies. As most house league teams do not have a second set of jerseys, it is highly recommended that the team request a second set of jerseys from their association for the tournament.
16. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committees discretion.
17. 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 20 minutes or less after their game is completed. Teams are not permitted to hold parent or team meetings in dressing rooms.
18. The decisions of the on-ice officials are final and not subject to appeal or grievance.
19. 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 !!**





2022 West Northumberland Wild  
Halloween Havoc Tournament

**Overtime Rules for  
Semi-Final and  
Final Games**

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- Semi-Final and Final 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 2<sup>nd</sup> penalty while 1<sup>st</sup> 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 player gets out, and then 5 on 5 when the second player 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 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.**





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### Rules for U9 Divisions

#### **Game Play Guidelines, Rules & Penalties**

- \*3-minute warmup prior to first game of two 22-minute games.
  - \*Game length is 22 minutes.
  - \*1-minute rest between the two 22-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 22-minute game.
- \*Two face-offs during game only – beginning of each 22-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.

