



# 2022 North Halton Twisters Fall Classic Tournament Rules

OWHA Sanction No. 2223016

1. Hockey Canada and OWHA rules shall apply.
2. The tournament schedule was uploaded into RAMP and teams game codes will be sent to them directly by the tournament convenor. If you do not receive them, see the onsite arena convenor.

Teams are responsible for ensuring players and bench staff participating in every game are indicated within RAMP as well as ensuring signatures within the two sections. Teams are responsible for reporting suspensions to the OWHA.

3. Injured player(s) will **NOT** be allowed on the player's bench during warm up or game **NOR** will they be permitted to be on the ice for medal presentations.
4. All games will consist of 3 periods (10-10-12), stop time.
5. There will be a 3 minute warm-up prior to each game. All games begin immediately upon completion of the 3 minute warm up.
6. All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
7. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
8. If the goal spread at **any time of the game** reaches 5 goals, the clock will run until the spread is reduced to 3 goals, then stop time will 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 and Semi-Final Games.
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 Tournaments" form must be utilized for any pick up player and it must be presented at the tournament registration table prior to team's first game of tournament. No changes to roster permitted after the team's first game.
11. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committees discretion.
12. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.

13. Standings after the round robin will be calculated on the basis of the points awarded as per **rule # 12**. In the **event of a tie**, the following criteria will be used to break the tie:
- Number of wins.
  - Winner between the tied teams when they played head to head. (does not apply if more than two teams tied)
  - Fewest Goals Against
  - First Goal Scored in Preliminary Games of tournament
  - 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 )
  - Fewest Penalty Minutes.
  - 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.

14. For any misconduct, game misconduct or gross misconduct in a game, ten (10) minutes will be utilized as the amount for penalty minutes for the particular game that the penalty was assessed in.
15. **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 will commence. Teams will play **4 on 4 PLUS Goalies** (See format for rules). Players may 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.**
16. **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. 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.
17. 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 teams request a second set of jerseys from their association for use during the tournament.
18. 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.
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.**

**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 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 will commence.
- Teams will play **4 on 4 plus goalies**. Players may 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.
- 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.
- If a penalty occurs during the 5 - Minute Stop Time overtime, teams play 4 on 3.

If a second penalty is called on the SAME TEAM and the first penalty has not expired, then it will be treated as a delayed penalty and will commence when the first penalty expires. The Maximum a Team may be at a disadvantage is 4 on 3

**\*\*We respectfully ask for your assistance in that no team photos be taken on ice due to municipality and city insurance regulations.**

**\*\*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.**

