



B.A.D. BLAZERS ANNUAL WINTER TOURNAMENT RULES

January 20-22, 2023

OWHA Sanction #2223091

1. Hockey Canada and OWHA rules shall apply.
2. The tournament schedule will be uploaded into RAMP and teams game codes will then be found in their teams RAMP login.

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 also responsible for ensuring jersey numbers are noted (if not showing).

Teams are responsible for reporting suspensions to the OWHA.

3. Teams **MUST** utilize the AP section within RAMP for pick up players. No paper OWHA "Pick Up Player for Tournament Forms" will be accepted.
4. 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.
5. All teams **MUST** be available to play 20 minutes prior to the scheduled start time. First games of the day will NOT start early.
6. All games will consist of three periods (10-10-12 minutes), stop time; **except** U18 A and Senior B which will consist of three periods (12-12-15 minutes) stop time.
7. There will be a 3-minute warm-up prior to each game, which will start following the exit of the Zamboni.
8. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
9. All players, including from out of country or out of province, **MUST** wear BNQ approved neck protectors and CHA approved equipment. Failure to do so will result in being removed from game.
10. If the goal differential is five (5) or more at any time in the third period, the clock will continue to run until the spread is reduced to three (3) then stop time shall resume.
11. **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 games.
12. 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.
13. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss during the

preliminary rounds.

14. Standings after the preliminary round will be calculated on the basis of the points awarded as per Rule #13

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/round robin.
- 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.

15. **Elimination, 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**. Players can be changed at any time. Goalies may be "pulled" at any time and a substitute player from the bench may be used. Penalties carried into or incurred during overtime will result in the non-offending team adding a player. At the expiry of the penalty, the penalized skater will return to the ice and play will continue until the next stoppage in play at which time the number of skaters will be reduced accordingly. **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 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.

Players are only allowed to be used once in the shoot out until shortest bench is used (minus goalies) at which point, the team with the larger roster may elect to have a player who has already shot, shoot again.

17. Home teams must wear light coloured jerseys an visitor team must weat dark jerseys. If a team has only one jersey colour, the other team may be asked to change. Coaches must bring both sets of jerseys to each game.
18. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committees discretion.
19. 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.
20. 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.**

21. Tournament organizers and committees are NOT liable or responsible for acts of God and unforeseen events causing the cancellation of any part or whole of this event.
22. 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 !!





B.A.D. Blazers Annual Winter Tournament

Overtime Rules for Elimination, Semi Final and Championship Games OWHA Sanction #2223091

- Elimination, 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. Penalties carried into or incurred during overtime will result in the non-offending team adding a player. At the expiry of the penalty, the penalized skater will return to the ice and play will continue until the next stoppage in play at which time the number of skaters will be reduced accordingly.
- 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** to the 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. Players are only allowed to be used once in the shootout until shortest bench is used (minus goalies) at which point, the team with the larger roster may elect to have a player who has already shot, shoot again.

****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.

