



## Clarington Flamesfest Tournament Rules

OWHA Sanction #pending

1. Hockey Canada and OWHA rules shall apply.
2. The tournament schedule will be uploaded into RAMP and teams game codes will be found in their teams RAMP login. If you are unsure how to locate/access same, please ask your association registrar or administrator for assistance. Do not call the OWHA requesting access. Your association has been provided with access information for all teams.

Teams are responsible for ensuring they indicate players and bench staff participating in every game within RAMP Gamesheet App as well as ensuring signatures within the two sections. Teams are also responsible for ensuring jersey numbers are noted (if not showing). Teams are also responsible for reporting any major penalties to [stats@owha.on.ca](mailto:stats@owha.on.ca) within 24 hours following the game OR before your next scheduled game, whichever comes first. You must include the team's name and OWHA number, player's or bench staff name, infraction assessed, game date and time, and name of tournament.

3. All players participating in the tournament must be properly registered through the OWHA to play on the team with which they are listed, or qualified to play by properly completing the Pick Up Player/AP Section within RAMP. No paper "Pick Up Player for Tournament" forms will be accepted.
4. Injured players are **NOT** are not permitted on the players bench nor are they permitted on the ice for medal and banner presentations.
5. All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
6. All games will consist of 3 periods (10-10-12), stop time.
7. **U9 Divisions** – Games will be full ice and tournament style. Game lengths will be 10-10-12.
8. There will be a 3-minute warm-up prior to each game, which will start following the exit of the Zamboni.
9. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
10. As soon as there is a 5-goal differential in any game, 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, Elimination or Semi-Final games.
12. For any misconducts, game misconducts or match penalties received in any games, ten (10) minutes will be applied to the team's penalty minutes for the particular game wherein the penalty occurred.
13. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys. House league teams are required to bring a second set of jerseys.
14. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committees discretion.

15. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
16. Standings after the preliminary play will be calculated on the basis of the points awarded as per **rule # 15**.

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.

17. **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** (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.**

18. **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 and the players will shoot as listed as S1, S2, S3. 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.

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.
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. If a team withdraws from the tournament following the team's confirmation in the tournament (after payment is made by the team), a \$150 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 Flamesfest  
Tournament

**Overtime Rules for Elimination, Semi-Final  
and Championship Games**

OWHA Sanction #pending

- 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**. 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 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** to the arena convenor and the players will shoot as listed as S1, S2, S3.
- 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.

**\*\* 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.**

