



West Northumberland Wild Hallowe'en Havoc Tournament Rules

October 26-29, 2023

OWHA Sanction No. 2324022

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. 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 within 24 hours following the game OR before your next scheduled game, whichever comes first. You must include the team's name and OWHA team 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 player(s) are **NOT** permitted on the players bench nor are they permitted to be 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 three periods (10-10-12 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. 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.
10. **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 nor Semi Final games.
11. 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.
12. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys.
13. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committees discretion.

14. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
15. Standings after the preliminary round will be calculated on the basis of the points awarded as per Rule #14

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.

16. **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. **If still tied, a shoot out will occur.**
17. **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 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. 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.
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. Teams are not permitted to hold parent or team meetings in dressing rooms.
19. 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.**
20. 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 !!





West Northumberland Wild
Halloween Havoc Tournament

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

OWHA Sanction #2324022

- 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. 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 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** 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.

****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.**

