



Smiths Falls Cubtown Tournament Rules

OWHA Sanction No. 2425004

1. Teams are responsible for providing their most up-to-date OWHA OFFICIAL ROSTER with a 'printed date' no earlier than October 15, 2024 to the tournament convenor (GGTS).
2. Hockey Canada and OWHA rules shall apply.
3. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
4. The tournament schedule will be uploaded into RAMP and teams game codes will be found in their teams RAMP login.

Teams are responsible for ensuring they indicate players and bench staff participating in every game within RAMP as well as 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 number, player's or bench staff name, infraction assessed, game date and time, and name of tournament.

5. 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 "OWHA Pick Up Player for Tournament" forms will be accepted.**
6. All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
7. All U11-U18 games will consist of three periods (10-10-12 minutes) stop time. U9 divisions will play two (2) 22-minute periods, half ice games. (See attached document)
8. Teams are **NOT** permitted on the ice until at least one (1) on-ice official is present on the ice.
9. The fast-start approach to games will be utilized for U11-U18 divisions. Timekeepers will set the clock at 13-minutes following the exit of the Zamboni. Officials will blow their whistles to indicate 1-minute remaining in warmup to notify teams to clear warm up pucks and report to centre ice. The clock will not stop following the warm up.

The officials will call a Delay of Game penalty to team(s) who do not report to centre ice for puck drop.

10. 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.

NOTES

Run time commences following the puck drop after the goal that creates the 5-goal difference.

Two-minute penalties remain as two minute (not 3-minute) penalties during run time. Penalty clock commences following the puck drop.

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. 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 preliminary round will be calculated on the basis of the points awarded as per Rule #12

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) Most wins in preliminary round.
- 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 in preliminary round
- f) Earliest Goal in preliminary round
- 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.

14. **One - 30 second timeout** will be allowed for each team **ONLY** during Final game. Overtime is not a new game. There is **NO TIMEOUT** in Preliminary Round or Semi-Final games.
15. **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 **3 on 3 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.**
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 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.
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. 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.**
19. 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 requested to bring pinnies or a second set of jerseys to avoid conflict.**
20. Flooding of the ice will occur at the end of every game. Flooding of the ice may be deferred at the Tournament Committees discretion.

21. In the event of a game cancellation due to inclement weather where both teams are unable to ice a team **OR** due to facilities breakdown or malfunction, we will first attempt to reschedule the game(s) within tournament time lines. If unable to reschedule the game(s), a score of 0-0 will be recorded. Tournament organizers are NOT responsible for unforeseen events resulting in cancellation of games
22. If a team withdraws from the tournament following the team's confirmation in the tournament (after payment is made by the team), an administrative fee will apply. Please see the Tournament Withdrawal/Removal Policy and Credit Card Payments document posted at www.ggts.ca. The OWHHA Tournament Withdrawal Rules apply for teams withdrawing within 28 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 !!





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Overtime Rules for Semi-Final and Championship Games

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- 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
- . One - 30 second timeout will be allowed for each team **ONLY** during Final game. Overtime is not a new game. There is **NO TIMEOUT** in Semi-Final games.
- Teams will play **3 on 3 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 players gets out, and then 5 on 5 when the second girl gets out. It reverts back to 3 on 3 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.**





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RULES for U9 Divisions

Game Play Guidelines, Rules & Penalties

- *half ice games
- *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.

