

PENETANG WINTERAMA TOURNAMENT RULES

1. Hockey Canada and OMHA Hockey Rules will be followed at all times.
2. Only properly registered teams are allowed to participate. All teams must furnish an approved validated roster from their governing body and an approved travel permit prior to the start of the tournament.
3. All preliminary round games as well as playoffs will be for three periods. Period lengths are as follows:
 - The period lengths for all **round robin games** in all age groups are 10-10-10 stop time. In the event of a goal spread of 5 or more goals in the 3rd period it will be run time until such a point the goal spread becomes 3 or less.
 - The period lengths for all **quarter final games** in all age groups are 10-10-10 stop time.
 - The period lengths for all **semi final games** in all age groups are 10-10-10 stop time.
 - The period lengths for the **consolation championship game** in U9 are 10-10-10 stop time.
 - The period lengths for all **championship games** in all age groups are 10-10-15 stop time.
4. There will be a two minute warm-up for all games. Teams will bring their own pucks for the warm-up. None will be provided.
5. Teams will shake hands after the warm-up and before the game commences.
6. Each team should be ready to play 15 minutes PRIOR to their scheduled start times without any advanced warning. If games are early we will stay up to 15 minutes early.
7. There will be no discussion on coaches' ejections from games. Any Match Penalty will be subject to automatic expulsion from the tournament with the director's decision being final.
8. Minor penalties will be 2 minutes and Major penalties will be 5 minutes for all games.
9. A defaulted game result will be 3-0 for the winning team and 0–6 result for the losing team.
10. For the purpose of score calculations any team winning by more than 6 goals, a maximum of 6 will be used for calculating the goal percentage. E.g. *A team wins 10-1*

the score will be entered as 7-1 for the method of calculating the best differential formula as outlined below.

11. There is no overtime during round robin play. Any game which ends with the score being tied will be entered as a tie for both teams.
12. During the playoffs, in the result of a tie, it will result in 3 on 3 for five minutes of stop time. If the score is still tied after OT the teams will enter a shootout of 3 players. Teams must submit 3 different players. If the shootout is tied after 3 shooters, it will result in a sudden death shootout. Teams must use ALL players before a player can be repeated.
13. All eligible players must be entered on the first game score sheet (Maximum 19 players including 2 goaltenders).
14. A player must participate in at least 1 game during the Round Robin portion of the tournament to be eligible for the playoff round.
15. Mouthpieces and neck guards must be worn by all players.
16. Time outs are not permitted during round robin play. Each team is permitted the use of one, 30-second timeout during playoff games.
17. No protests will be accepted.
18. The committee reserves itself the final word on the interpretation of the rules.

Tie Breakers after Round Robin Play

Points for Win = 2 Pts, Tie = 1 Pt, and Loss = 0 Pts

If 2 teams are tied in points, the following order applies to determine the ranking of teams:

1. Most Games Won
2. Head-to-Head
3. Best Goal Differential Formula = Goals For / (Goals For + Goals Against) ****
When applying this formula, the maximum goal differential in any game shall be no greater than 6
4. Least Goals Against
5. Most Goals For
6. Least Penalty Minutes
7. Coin Flip

In the case where more than 2 teams are tied in points, the above order applies to determine the ranking of teams. The tied teams will go through each tie breaker until ONE team is determined the winner; Ex. If no team is determined ahead of all other teams after Tie Breaker #1, then it will move on to Tie Breaker #2, etc.

All teams must apply to the tiebreaker for the tiebreaker to be applicable. (Ex. 3 or more teams tied in points and wins move to the second tie breaker: "Head-to-Head". If ALL teams have NOT played each other then the head to head tiebreaker cannot be applied moving on to the next tiebreaker.)

Advancing To Playoff Round

U9 (4 teams)

After round robin, all teams will be ranked 1-4 based on the point system above and tie breakers.

- Seed #1 and Seed #2 will play in the Championship Game
- Seed #3 and Seed #4 will play in the Consolation Championship Game

U11 (12 teams)

- After round robin, the **top 2 teams in each pool** based on the point system above and tie breakers will move on to the playoff round.
- The first place finishers of each pool are seeds 1-3.
- The second place finishers from each pool are seeds 4-6.
- Quarter Finals: Seed #1 and Seed #2 get a bye. Seed #3 plays Seed #6. Seed #4 plays Seed #5.
- Semi Finals: Seed #1 plays the winner of Seed #4 vs Seed #5. Seed #2 plays the winner of Seed #3 vs Seed #6. There is no reseeding after the quarter finals.
- Finals: The winner of the two semi-finals play for the championship.

The higher seed will be the home team for all playoff games. (ie. In Seed #1 vs Seed #2, Seed #1 will be home and Seed #2 will be away)an come from any division.

Tournament Directors hold the final decision on ALL matters not covered above.

Please respect the referees at all times, should you have a situation you would like to discuss concerning a particular individual, we have appointed a referee in chief who is available to you, they do not have the power to change a referees decision. However, we have advised our refereeing staff to treat coaches with respect and they will expect

the same in return. They will not exercise any patience when being sworn, screamed or gestured at any time.