

26th Annual Woodstock Wildcats Tournament Rules

January 4th – 7th, 2024 (OWHA Sanction #2324052)

Hockey Canada and OWHA rules will apply, except for the added conditions as detailed below:

1. All division games will consist of 3 periods (10 minute-10 minute-12 minute) stop time.
2. All teams are guaranteed 4 games.
3. 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). Goal scorers and penalties cannot be entered if jersey numbers are not showing in the system.
4. A maximum of 17 skaters and 2 goaltenders (19 +2 for Senior Teams) may be registered with each team. A player may only participate with one designated team in a tournament and may only participate in one tournament on any date. 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 a proper OWHA "Pick-Up Player for Tournament" through RAMP. No 'pick up' players will be permitted after the team's first game of the tournament.
5. There will be one championship game per division with champions and runners-up receiving awards (max. 20).
6. There will be a 3-minute warm up prior to each game. The clock will be set at 3 minutes and started when the ice resurfacing machine exits the ice and refs are ready. The clock will stop at the conclusion of the 3-minute warm-up, but teams should be ready to start promptly following the warm-up for the refs to start the game.
7. All teams must be available to play **15** minutes prior to the scheduled start time. (That is the maximum that we will start early for Round Robin and Semi-Finals.) (*Finals will not start early and will start on time, unless determined by tournament committee, refs, and both teams)
8. Home teams must wear light-coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise the opposing team of any conflict 30 minutes prior to game time. Pinnies may be used as required. (To be supplied by own team).
9. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the OWHA 2022/23 Constitution, By-laws, Regulations and Rules.
10. Upon the completion of each game, each team will have an MVP award to present to their own teams MVP in the dressing room. (Exception in Finals. MVP will be presented on ice with awards.)
11. If the goal differential in any game, excluding the championship games, is 5 or greater, at any time, the clock will run until the spread is reduced to 3 goals, then stop time shall resume.
12. If there are more than 30 minutes in combined penalty minutes (including; minors, majors and misconducts), the balance of the game will be completed at running time (no stop time).
13. Teams will be awarded 2 points for a win, 1 point for a tie, zero (0) points for a loss. In case of a game being forfeited, two points for a win, plus one goal for, will be awarded.
14. Standings after the round robin will be calculated based on the points awarded as per above. In the event of a tie, the following criteria will be used to break the tie:
 - a. Winner between the tied teams when they played head-to-head in round robin.
 - i. (2 teams only, 3 or more teams tied use next tiebreaker)
 - b. Most wins in round robin.
 - c. Percentage as calculated by dividing the team's total "Goals for" by the SUM of the team's Goals for and Goals against" $TGF/(GF + GA) = \%$ (see chart) in round robin. ** GFA closest to 1.000 advances! Example: 25 goals for + 15 goals against = 40 total goals; GFA = 25 goals for /40 total goals = .625
 - d. Fewest goals against in round robin.
 - e. Most goals for in round robin.
 - f. Fewest penalty minutes in round robin.
 - g. Earliest Time of first goal scored in each team's first game.
 - h. Coin toss.

15. The decisions of the Tournament Officials are final with no appeals. (Once a tiebreaking rule has been used or is not applicable it cannot be used again).
16. **In 4 Team Divisions:** After round robin play, teams will be ranked 1st through 4th with the 1st and 4th place teams & 2nd and 3rd place teams playing in semi-final games with the winners advancing to the Championship game.
17. **In 5 Team Divisions:** 1st and 2nd place overall will advance to the Championship game.
18. **In 6 Team Divisions:** After round robin play, teams will be ranked 1st through 6th. 1st and 2nd overall will advance directly to the semifinals while 3rd through 6th will play elimination games. Winners of the Elimination Games will advance to the semi-finals.
19. **In 8 Team Divisions:** There will be 2 Pools of 4 teams. After round robin play, teams will be ranked 1st through 4th in each pool. 4th place teams in each pool will play each other in a consolation game. 1st in each pool will advance directly to the semifinals while 2nd & 3rd rank teams will cross over to play the 3rd & 2nd place team in the opposite pool for the quarter-final elimination games. Winners of the Elimination Games will advance to the semi-finals vs the 1st ranked teams.
20. Only Elimination Games, Quarter-final, Semi-final and Championship games are played to a winner. (Does not apply to Round Robin or Consolation Games)
21. One 30 second timeout will be allowed for each team only during Elimination, Quarter-final, Semi-final and Championship games. There is no timeout in round robin games.
22. Each team must designate 3 shooters (S1, S2, S3) on a piece of paper with player name and number prior to the start of the Elimination Games, Quarter-final, Semi-final and Championship games. (Give to Tournament Committee Office)
23. In the event of a tie at the end of regulation, a 5-minute Sudden Victory overtime period will be played.
 - a. Overtime
 - i. Teams will play 3 on 3 and teams will be allowed changes at any time.
 - ii. If a team is assessed a penalty, then play will be 4 on 3. During the play at the end of the penalty, it goes to 4-4 when the player gets out and then goes back to 3-3 once a whistle goes.
 - iii. 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 goes to 5-4 when the first girl gets out, and then goes to 5-5 when the second girl gets out and then goes back to 3-3 once a whistle goes.
 - b. In the event of a tie at the end of overtime a shootout will commence. Teams do not change ends for Shoot Outs Shoot Out
 - i. Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shootout. The coach must designate a shooter (S) to take her place immediately at the end of regulation time.
 - ii. All players except shooters and goalies will be on the bench to start.
 - iii. Shooters from each of the teams will shoot alternately, one at a time, starting at the center ice red line. (Home team to decide which team shoots first)
 - iv. Once a player has shot, they will go directly to the penalty box.
 - v. All 3 designated shooters from each team will shoot.
 - vi. 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 the 11th shooter, a third time until the 21st shooter.
24. Flooding of the ice will occur at the end of each game (may be deferred at the Tournament Committee discretion).
25. It is the team's responsibility to ensure a clean dressing room is left upon completion of their game. All teams must vacate the dressing room 20 minutes or less after their game is completed. There are dressing room keys available at the registration desk. (Must exchange for a set of car keys)
26. Drugs (non-medical) and alcohol will not be tolerated in any dressing room.
27. Tournament organizers and committees are not liable or responsible for acts of God and unforeseen events causing the cancellation of any part of whole if this event.
28. **Due to City Insurance regulations, we ask that no spectators go on the ice, and players' helmets are to stay on the players for Awards Photos.**
29. GOOD LUCK & HAVE FUN!!!