

3rd Annual Woodstock Wildcats “ROAR” HL (U11-U18) Tournament Rules

November 28th – 30th, 2025 (OWHA Sanction #2526096)

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 3 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 shown in the system.
4. A maximum of 17 skaters and 2 goaltenders 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, Semi-Finals and Finals.) (*unless determined by tournament committee, refs, and both teams)
8. Home teams must wear dark-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 2025/26 Constitution, By-laws, Regulations and Rules.
10. 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.
11. 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).
12. 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.
13. 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; $GFA = 25 \text{ goals for} / 40 \text{ total goals} = .625$
 - 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.

14. 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).
15. **In 4 Team Divisions:** After round robin play, teams will be ranked 1st through 4th with the 1st and 2nd place teams advancing to the Championship game.
16. **In 6 Team Divisions:** After round robin play, teams will be ranked 1st through 6th. 1st and 2nd place overall will advance to the Championship game.
17. **In 10 Team Divisions:** After round robin play, teams will be ranked 1st through 10th. There will be 2 Semi-Final Games (1st vs. 4th, 2nd vs. 3rd). Winners of the Semi-Final Games will advance to the Championship Game.
18. Only Elimination Games (Semi-Final and Championship) are played to a winner. (Not applied to Round Robin Games)
19. One 30 second timeout will be allowed for each team only during Elimination Games (Semi-Final and Championship). There is no timeout in round robin games.
20. 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, Semi-final and Championship games.
21. 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 shoot 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.
22. Flooding of the ice will occur at the end of each game (may be deferred at the Tournament Committee discretion).
23. 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)
24. Drugs (non-medical) and alcohol will not be tolerated in any dressing room.
25. 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.
26. 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.
27. GOOD LUCK & HAVE FUN!!!

3rd Annual Woodstock Wildcats “ROAR” U7 & U9 Jamboree Rules

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Game play rules have been created to maximize player engagement by increasing the opportunities to interact with the puck and other players. A simplified version of the game allows younger players to focus on elements of the game they enjoy most. Our Woodstock Wildcats U9 Jamboree will follow these rules / guidelines implemented by the OWHA.

All registered U9 Teams to consist of enough players to play on both sides (halves) of the ice including 2 goalies and 2 bench staff.

Playing Rules

- 4 vs 4 format (Each team is required to have a goalie.)
- 3 minute warm up.
- No center-ice line, therefore no icing; No blue-lines in play, therefore no offsides; No score is kept.
- All teams must be available to play 15 minutes prior to the scheduled start time if ice is empty.

Rink Set-Up

- Barriers will be placed along the center red line to divide the two ends.
- Game length will be 42 minutes (2 - 21-minute periods).
- Shift lengths will be 90 seconds with an automatic buzzer to indicate players change.
- Main score clock will be utilized to keep time for both games simultaneously.
- Home team will defend the ends of the rink; Visiting teams will defend the center-ice nets.
- Teams will share the player benches with each team using the gate closest to the net they are defending.
- Both games will be synchronized.
- Officials work together to keep the games synchronized.
- There will be two face-offs during the ice time;
- The first face-off will start the game.
- The second face-off will start the second half.

Shifts

- On the buzzer, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice immediately.
- Failure to immediately relinquish control of the puck or new players entering the ice surface prematurely may result in a penalty for the offending team.
- If there are fewer than four players on the bench, the active player designate to stay out for the following shift must tag up at the bench prior to continuing play.

Change of Possession

- Goaltender freezes the puck- the official blows the whistle to indicate the attacking team backs off and defending team gets possession.
- Puck shot out of play- the offending team backs off and the official gives the non-offending team a new puck.

Penalties

- Minor penalties are noted with the official briefly raising their arm to indicate a penalty will be assessed. At the conclusion of the shift, the official notifies the coach of the infraction and the number of the offending player.
- If the offending team controls the puck after the infraction, the official blows the whistle and calls for a change of possession; the non-offending team is given room to play the puck (three-metre cushion).
- The offending player will sit out the next shift, but the team will play even strength.
- Should an infraction occur that would normally require a player to be ejected from the game (game misconduct, match penalty or gross misconduct), the player will be removed from the remainder of that game. Even under these circumstances, teams will not play shorthanded. A major penalty report must be completed and sent to discipline@owha.on.ca.