OGHA “Spring Classic” House League Tournament Rules

OWHA Sanction #0910114

1. Hockey Canada and OWHA rules shall apply.
2. All teams from outside Canada require a Travel permit, certified roster and Medical insurance. Travel permits must be provided to the Registration Table upon the team’s registration.
3. All players participating in the tournament must be properly registered through the OWHA (or their appropriate provincial or national governing body affiliated with the IIHF) to play on the team with which they are listed, or qualified to play by a proper OWHA “Pickup Consent” form or IIHF equivalent.
4. Any changes made to the roster form electronically submitted must be made in writing using the OWHA “Pickup Consent” form and submitted prior to the first game.
5. A maximum 17 skaters and 2 goaltenders may be registered with each team.
6. Team representatives must check in at the registration desk one (1) hour prior to the team's first game.
7. All teams must be available to play 30 minutes prior to the scheduled start time.
8. There will be a timed two (2) minute warm-up beginning when the ice surface is ready.
9. All games will consist of three (3) ten minute periods (10 - 10 - 10), stop-time.
10. In the event that a total of 20 penalties (minor, major, misconduct) have been assessed in one game, the clock shall be operated on a run-time basis for the duration.
11. As soon as there is a 5 goal differential, the clock shall be operated on a run-time basis. Once the differential is less than 5 goals, the clock will resume on a stop-time basis.
12. All players including teams from out of country must wear equipment approved by their governing body.
13. Girls will shake hands after each game.
14. One - 30 second timeout will be allowed for each team during Quarter-final, Semi-final and Final (Championship)games only. There are no timeouts in Round Robin or Elimination games.
15. Teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss.
16. In addition to rule #15, teams will be awarded the following **points per period**; 1 point for each period won, ½ a point for each period tied, and 0 points for each period lost.
17. Standings after the round robin games will be calculated on the basis of the points awarded as per rule #15 and rule #16. In the event of a tie between teams at the end of the round robin games, the following criteria will be used to break the tie in priority order:
    a) Winner between the tied teams when they played head to head;
    b) Goals for minus goals against (GF – GA),
    c) Fewest goals against,
    d) Most goals for,
    e) Fewest penalty minutes,
    f) Coin toss,

18. In the Novice Division, teams will play three round robin games and will be awarded points based on rules #15 & #16. The 1st & 2nd place team will advance to the finals.
19. In the Atom Division, teams will play three round robin games and then all teams will be Ranked 1st through to 10th, according to rules #15 & #16. Teams ranked 1st through to 8th will advance to the quarter finals; 9th and 10th place teams will play a consolation game. The four winners of the quarter-final games will advance to the semi-finals. The winners of the semi-final games will advance to the finals.
20. In the Peewee Division, teams will play three round robin games and then all teams will be ranked 1st to 18th according to rules #15 & #16. Teams ranked 1st through to 10th will advance towards an "A Pool" final; teams ranked 11th through to 18th place will advance towards a "B Pool" final. In the A Pool, teams ranked 7th to 10th will play an elimination game to determine who advances to the quarter-finals; teams ranked 3rd to 6th will advance to the quarter-finals; teams ranked 1st and 2nd will advance to the quarter-finals and play the winners of the elimination games. The four quarter-final winners will advance to the semi-finals; the winners of the semi-final games will advance to the A Pool finals. Teams ranked 11th through to 18th place will advance to the quarter-finals; the four quarter-final winners will advance to the semi-finals; the winners of the semi-final games will advance to the "B Pool" finals.
21. In the Bantam Division, teams will play three round robin games and then all teams will be ranked 1st to 16th according to rules #15 & #16. Teams ranked 1st through to 8th will advance towards an "A Pool" final; teams ranked 9th through to 16th place will advance towards a "B Pool" final. In the A Pool, teams ranked 1st to 8th will advance to the quarter-finals. The four quarter-final winners will advance to the semi-finals; the winners of the semi-final games will advance to the A Pool finals.

    In the B Pool, teams ranked 9st to 16th will advance to the quarter-finals. The four quarter-final winners will advance to the semi-finals; the winners of the semi-final games will advance to the B Pool finals.
22. In the Midget/Intermediate Division, teams will play three round robin games and then all teams will be ranked 1st through to 20th according to rules #15 & #16. Teams ranked 1st through to 10th will advance towards an "A Pool" final; teams ranked 11th through to 20th place will advance towards a "B Pool" final. In the A Pool, teams ranked 7th to 10th will play an elimination game to determine who advances to the quarter-finals; teams ranked 3rd to 6th will advance to the quarter-finals; teams ranked 1st and 2nd will advance to the quarter-finals and play the winners of the elimination games. The four quarter-final winners will advance to the semi-finals; the winners of the semi-final games will advance to the A Pool finals. In the B Pool, teams ranked 17th to 20th will play an elimination game to determine who advances to the quarter-finals; teams ranked 13th to 16th will advance to the quarter-finals; teams ranked 11th and 12th will advance to the quarter-finals and play the winners of the elimination games. The four quarter-final winners will advance to the semi-finals; the winners of the semi-final games will advance to the B Pool finals.
23. Quarter-Final, Semi-Finals & 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 will commence. Teams will play 4 on 4 PLUS Goalies. Players may 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 at the end of 5 minutes, a shoot out will occur.

24. Shoot Outs: Teams do not change ends for Overtime or Shoot Outs. Each team must designate 5 shooters (S1, S2, S3, S4, and S5) directly onto the game sheet prior to the start of the game. 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. The player designated S1 will be the first player to shoot, S2 the second, and so on. Once a player has shot, they will go to the penalty box. Shooters from both teams will shoot simultaneously, starting at centre ice. All 5 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.
25. The home teams shall wear their lighter coloured jerseys, and the visiting team will wear their darker coloured jerseys. In the event of a colour conflict, the home team must change their jerseys. For all elimination games the jersey colour will be specified on the game sheet by the Tournament Committee.
26. All players and team officials must sign the game sheet prior to each game. The head coach and trainer's certification numbers must be recorded on the game sheet.
27. 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 30 minutes or less after their game is completed.
28. The decisions of the Tournament Officials are final.