



## 2016 Sudbury Girls Snowflake Challenge Rules



### OWHA Sanction #1617053

1. All teams must register BEFORE their 1<sup>st</sup> game. All OWHA Pick Up Consent forms must be presented at Headquarters. Failing to do so may result in forfeiture of games. **Gerry McCrory Countryside Arena is the Official Tournament Headquarters.**
2. All House League games will consist of 3 periods (10-10-12 minutes), stop time periods. Novice B/C, Atom B/C and Peewee BB/B games will consist of 3 periods (12-12-12 minutes), stop time periods. Bantam A/BB/B, Midget A, Midget B/C and Intermediate A games will be 12-12-15, stop time.
3. There will be a 3 minute warm-up prior to each game. All games begin immediately upon completion of the 3 minute warm up. The clock will **not** stop at the opening mark but will continue until the first stoppage of the game.
4. All teams **MUST** be available to play up to 30 minutes prior to the scheduled start time.
5. Hockey Canada and OWHA rules shall apply. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA 2016-2017 Constitution, By-laws, and Regulations & Rules.
6. Players will shake hands **after** each game with **GLOVES ON**.
7. If the goal spread at any time of the third period reaches 5 goals, the clock will run until the spread is reduced to 3 goals, then stop time will resume. The clock may be stopped at the Referee's discretion for injury or for intentional delay of game
8. **One - 30 second timeout** will be allowed for each team **ONLY** during Semi-final & Championship games only. Overtime is NOT a new game. There is **NO TIMEOUT** in Round Robin Games.
9. A maximum 18 skaters and 2 goaltenders may be registered with each team.
10. A player may only participate with **1** designated team in a tournament and may only participate in **1** tournament on any date.
11. To be eligible to participate in the tournament, the participant's name must appear on the official OWHA team roster. Changes to the roster must be made in writing and will not be permitted after registration prior to the first game. Players on Ontario teams must be registered with the OWHA. The OWHA "Pickup Consent" forms will be honoured and must be included where necessary based on OWHA Rules and before the first game of the tournament.
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 round robin will be calculated on the basis of the points awarded as per **rule # 12**. In the **event of a tie**, the following criteria will be used to break the tie:
  - a) Number of wins
  - b) Winner between the tied teams when they played head to head. **(Applies to 2 way ties only, 3 or more teams tied start with tied breaker 13b.**

- 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) Most Goals For.
- f) Fewest Penalty Minutes.
- 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. For any misconduct, game misconduct or gross misconduct, ten (10) minutes will be utilized towards the PIMs for the particular game the offense occurred.
- 15. 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. (See format for rules) 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, 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) 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 and will remain in penalty box. 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 separately starting at center ice. The visiting team will shoot first. This is a best of 3 shoot out. If still tied, each team will designate one shooter at a time until there is a winner (sudden victory). A player may not shoot for a second time until all players on the official game sheet (except goalies & players serving penalties) have shot.
- 17. 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 opposing team of any conflict 30 minutes prior to game time.
- 18. All players and team officials must sign the game sheet prior to each game.
- 19. Flooding of the ice will occur at the end of each game or between periods as required and may be deferred at the Tournament Officials discretion.
- 20. 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
- 21. Any team who creates a disturbance either inside the rink or outside the rink (ie. Hotel) that is reported to the Tournament Officials, will be subject to disciplinary action. Each team is reminded that they are ambassadors in the community, representing not only their particular team but the SDGHA, their Home Association and Female Hockey in general.
- 22. The decisions of the Tournament Officials are final with no appeals.

**The Tournament Committee reserves itself the final word on the interpretation of the rules.**



## 2016 Overtime Rules

(Semi-final and Championship Games)



- 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 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.
- Penalties do NOT expire at the end of regulation time.
- If still tied, a shoot out will occur.
- Each team **MUST** designate 3 shooters (S1, S2, S3) on the game sheet **BEFORE the start of the game**.
- Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shoot out and **MUST** remain in the penalty box. 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**.
- Shooters from both teams will shoot at separate times. The visiting team will shoot first.
- Once a player has shot, **they will go directly to the penalty box**.
- This is a **BEST OF 3** Shoot Out.
- 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 signed (except goalies) have shot.

**If a penalty occurs during the five (5) minute, stop time overtime, the team’s play 4 on 3.**

**If a second penalty is called on the SAME TEAM and the first penalty has not expired, it will be treated as a delayed penalty and will commence when the first penalty expires.**

**The maximum a team may be at a disadvantage is 4 on 3**

**\*\*WE RESPECTFULLY ASK FOR YOUR ASSISTANCE IN THAT NO TEAM PHOTOS  
BE TAKEN ON ICE DUE TO MUNICIPALITY AND  
CITY INSURANCE REGULATIONS\*\***