



Clarington Girls APPLEFEST Tournament Rules

OWHA Sanction No. 1718055

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

All Peewee AA – Bantam AA – Bantam A – Midget AA – Midget A – Senior A and Senior BB will consist of 3 periods (12 minute-12 minute-15 minute) stop time. All other division games will consist of 3 periods (10 minute-10 minute-12 minute) stop time.

There will be a 3 minute warm up prior to each game. The clock will not stop once the 3 minute warm up is complete until the first stoppage of play in the game.

All teams must be available to play 15 minutes prior to the scheduled start time.

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.

The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the OWHA 2017-2018 Constitution, By-Laws, Regulations and Rules.

Girls will shake hands after each game.

If the goal differential in any game, excluding the championship games, is 5 or greater, at any time in the third period, the clock will run until the spread is reduced to 3 goals, then stop time shall resume.

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).

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.

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.

To be eligible to participate in the tournament, the participant's name must appear on the official OWHA roster. The OWHA "Pick Up Player for Tournament Form" must be completed in full and provided to the Tournament Registration Desk prior to the team's first game. No changes will be permitted once the team's first game of the tournament has commenced.

Teams will be awarded 2 points for a win, 1 point for a tie, zero (0) points for a loss.

For any misconduct, game misconduct or gross misconduct, 10 (ten) minutes will be used towards the PIM for the particular game.

Standings after the round robin will be calculated on the basis of the points awarded as per above. In the event of a tie, the following tiebreaking rules will be assessed in the following order. Once a tiebreaking rule has been used or is not applicable it cannot be used again. The following criteria will be used to break the tie:

1. Winner between the tied teams when they played head to head in round robin. (Applies to 2 teams only)
2. Most wins in round robin.
3. 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.
4. Fewest penalty minutes in round robin.
5. Fewest goals against in round robin.
6. Most goals for in round robin.
7. Coin toss

Elimination Games, Quarter-final, Semi-final and Championship games are played to a winner.

Each team must designate 3 shooters (S1, S2, S3) directly onto the game sheet prior to the start of the game.

In the event of a tie at the end of regulation, a 5 minute overtime period will be played.

Overtime

1. Teams will play 4 on 4 and teams will only be allowed changes on the fly, no changes on a whistle.
2. If a team is assessed a penalty, then play will be 4 on 3.
3. 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 4-4 once a whistle goes.

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

1. 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.
2. All players except shooters and goalies will be on the bench to start.
3. Shooters from both teams will shoot simultaneously, starting at the center ice red line.
4. Once a player has shot, they will go directly to the penalty box.
5. All 3 designated shooters from each team will shoot.
6. 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.

All players and team officials must sign the game sheet prior to each game. Any player or team official who arrives late must sign the game sheet immediately upon arriving, prior to participating; deadline is the buzzer at the end of the first period.

Flooding of the ice will occur at the end of each game or between periods as required and may be deferred at the Tournament Committees discretion.

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 25 minutes or less after their game is completed.

The decisions of the Tournament Officials are final with no appeals.

