

# Meagan Byers Memorial Tournament Rules

December 13, 14, 15, 2024

OWHA SANCTION 2425046



1. All Teams Must Register at Headquarters either before their first game in the event or directly after their first game. A copy of your teams OWHA official roster is required when registering or can be emailed to the convenor before. Any team using a pick up player must present an OWHA pick up player consent form upon check in. To be eligible to play in the tournament, a player's name must appear on the OWHA official team roster, or on the completed pick up player consent form for the sanctioned

2. We will use RAMP gamesheets. Codes will be emailed out 48 hours before the tournament begins. A maximum of 19 players including 2 goaltenders per team will be allowed. Pick up players are not permitted to replace suspended players. Teams may not register more players for the tournament than they have listed on their approved/sanctioned roster by their governing body. No player may play on more than one team in a tournament. No player may participate in more than one hockey tournament on the same dates.

3. Game lengths will be;  
U9 ~ 2 – 20 min run time periods  
U11 & U13 ~ 10-10-12  
U15, U18 & Senior ~ 10-10-12

4. Each game will start with a 3:00 minute warm up. For Round Robin games, the clock will be set to 13:00, the clock will start when the resurfacing doors have been closed (no players are to be on the ice surface prior to this time) The horn will sound at the 11:00 minute mark. The clock **will not stop** at the 10:00 minute mark. The clock will continue to run until the first stoppage of play.

5. All teams should be available to start fifteen (15) minutes prior to the scheduled game time including all semi-final and final games. **\*\*\* Starting a game early is at the sole discretion of the Head Tournament Official and or Tournament Rink Supervisor \*\*\***

6. If a team is not able to arrive for a scheduled game due to inclement weather (road closures) they must contact the tournament convenor at least 1 hour before

the scheduled game time. The tournament committee will make all reasonable attempts to reschedule the game. If, however, it is not reasonable to reschedule the game, the game will be forfeited.

7. Home team will wear light jerseys & Away teams will wear dark jerseys. Please notify Tournament Convenor at least 5 days prior to the beginning of the tournament if your team only has one jersey colour so arrangements can be made.

8. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the OWHA ANNUAL Constitution, By-laws, and Regulations & Rules. A fighting major or match penalty will result in an automatic ejection from the tournament. \*\*\*\*\* **Referee's decision is final and not subject to appeal or grievance** \*\*\*\*\*

9. Girls will lineup and tap gloves after each game.

10. 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.

11. There will be no overtime or timeouts allowed in round robin play. One (1) 30 second timeout will be allowed for each team during semi-final & final games (Overtime is not a new game)

12. 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 **15 minutes** or less after their game is completed. Teams are not permitted to hold team meetings in dressing rooms.

13. To be eligible to participate in the tournament, the participant's name must appear on the team roster form submitted with the entry form. 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 honored and must be included where necessary based on OWHA Rules.

#### **14. Round Robin Format**

**Divisions with 8 teams-** 2 divisions of 4 teams will be made. 1st & 2nd place teams of each division will qualify for the semi-finals. 1st vs 2nd and 2nd vs 1st winning teams will play in finals. The remaining teams will play for the 5th and 6th place and 7th and 8th place by playing the team in the opposite division with equal standings.

**Divisions with 6, and 7 teams –** all teams will play 4 round robin games, teams will be seeded 1 through 6, 7, or 8. Top 4 teams advance to semi-finals. 1st seed vs 4th seed, 2nd seed vs 3rd, Winners of each semi-final game will advance to the finals. Highest seeded team in round robin is home team throughout the semi-finals and finals.

**Divisions with 5 teams** – all 5 teams will play each other in round robin play. Top 2 teams advance to Finals. 1st seed vs 2nd. Highest seeded team in round robin is home team throughout the finals.

**Divisions with 4 teams** – all 4 teams play each other in round robin play, at the end of the round robin teams will be seeded 1 through 4 for semi-finals. 1st seed vs 4th seed, 2nd seed vs 3rd, Winners of each semi-final game will advance to the finals. Highest seeded team in round robin is home team throughout the semi-finals and finals.

**Divisions with 3 teams** – all teams will play a double round robin, at the end of the round robin teams will be seeded 1 through 3. 2nd seed vs 3rd seed will play in the semifinals, winner of semifinal advance to final and play 1st seed in the finals. Highest seeded team in round robin is home team throughout the semi-final and finals.

**15.** During round robin play, teams will be awarded 2 points for win, 1 point for tie and 0 (zero) points for loss. In the event of a game being forfeited, the forfeiting team will be awarded 0 (zero) points for a loss. The opposing team will be awarded two 2 points for a win plus 1 goal for.

**16.** In the event of a tie in tournament points at the end of round robin play, the following will be used to break the tie. Follow the numerical order until all ties are broken. Once a tie-breaking rule has been used or is not applicable, it cannot be used again.

**\*\*\*\*\* THE TOURNAMENT COMMITTEE WILL DETERMINE THE TIE BREAK RESULTS. THEIR DECISION IS FINAL \*\*\*\*\***

**i** - Number of wins

**ii** - Record against other tied team if two teams are tied (head to head). If more than 2 teams are tied the team with the most wins versus the other tied teams in the tiebreaker will be seeded higher (only works in a balanced schedule)

**iii** - Goals for Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against".  $TGF / (GF+GA) = \%$

**iv** - Fewest goals against

**v** - Most goals for

**vi** - Fewest penalty minutes

**vii** - First goal scored when the tied teams played (not applicable in a three way or more tie)

**viii** - Best 2 out of 3 game of Rock, Paper, Scissors between the tied team head coaches

## 17. Semi-final and Final Games:

**a** - All semi-final and final games will have a 3:00 minute warm up (no running clock to start the game)

**b** - All semi-final and final games, teams do not change ends for overtime or for shoot outs

**c** - All semi-final and final games, in the event of a tie at the end of regulation, teams will play one 5 minute sudden victory overtime period consisting of 5 on 5 play plus goaltenders. Players can change on the fly or at a stoppage in play. Goalie may be pulled at any time and a substitute player from the bench may be used. If still tied after overtime a shoot-out will occur. Any penalties incurred at the end of regulation will carry into overtime and shoot-outs

**d** - All semi-final and final games, if the game is still tied after 5 minute overtime period, a three player shoot out will decide the winner. **The shooters must be identified prior to the game (S1, S2, and S3)**. Shooters will alternate from both teams starting at the center ice red line.

**\*\* Home team will decide if they would like to shoot 1st or 2nd \*\***

**e** - All semi-final and final games, if still tied after the three player shoot out, a sudden death shoot out will commence. Players from the bench will shoot, one per team until a winner is determined. A winner is declared when one team scores and the other team does not score. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.

**f** - Any player serving a penalty that has not expired by the end of the sudden victory overtime period is not 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 overtime (if this player is one of the selected three shooters)

**g** - A maximum of nineteen (19) individual awards will be presented per team in the championship games. Championship awards and medals MAY be presented off-ice if deemed by tournament officials due to time constraints and will be presented at a determined location as required. We thank you for your support in this matter.

**18.** Flooding of the ice will occur at the end of each game or as required and may be deferred at the Tournament Committee's discretion. U9 will flood every other game.

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

**20.** In the event of a game(s) or the event cancellation due to inclement weather or major facilities breakdown and malfunction, preventing the completion of game(s) in the event, where BOTH or ALL teams are unable to ice a team(s), we will first attempt to reschedule the game. If unable to reschedule the game(s), a Hockey Canada Score of 0-0 will be recorded for both teams to determine as needed a divisional winner(s) as required in conjunction with the Tournament tie breaking rules.

Tournament organizers and committees are not liable or responsible for acts of god and unforeseen events causing the cancellation of any part of this event. It is each teams responsibility to follow Covid Protocols and to ensure families and guests adhere as required by PHU and Provincial Guidelines

## **OVERTIME Tournament Rules**

- Elimination, Semi-final, Quarter Finals 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.

- Overtime will be played 5-on-5, plus goalies. Any penalties being served at the end of regulation time will carry over to the overtime period.

- **Clarifications:**

- o If a penalty is assessed to one team during the overtime period, play shall resume 5-on-4

- o At no time will a team have fewer than 3 skaters (plus goalie) on the ice

- \* Teams will play 5 on 5 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 shootout will occur. Shooters will alternate from both teams.

- Each team MUST designate 3 shooters (S1, S2, S3) 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.

- Once a player has shot, they will go directly to the penalty box.

- This is a BEST OF 3 Shootout.

- 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.

- A penalty assessed in regular time will carry forward to the overtime period. Therefore, the player will not come out of the box.

\*Championship Awards and Medals MAY be Presented Off-ice if deemed by Tournament Officials due to time Constraints and will be presented at a determined location as required. Reminder ALL Suspended Athletes and Bench Staff may not participate in medal presentation ceremonies as per OWHA Rules. We thank you for your anticipated support in this matter.

**21.** As per OWHA Pathway U9 games will be half ice. U9 registrations will be for one team playing one, half ice game and will be scheduled for 4 games.

**22.** Any team that is unable to fulfill their obligation to the tournament may apply for a refund based on the following stipulations:

1. Within 60+ days of the event the team will be eligible for a full refund (minus an applicable administrative fee of \$50)

2. Within 30-59 days of the event the team will be eligible for a 50% tournament fee refund.

3. Less than 30 days prior to the event there will be no refund.

**\*\* Tournament office will be in the Mount Forest District Sports Complex 850 Princess St, Mount Forest ON \*\***

**\*\* Any tournament questions or concerns, please contact Shea Bodendistle at 519-261-2999 or [shea.bodendistle@hotmail.com](mailto:shea.bodendistle@hotmail.com) \*\***