



## The Nepean Girls Hockey Association Paint it Purple - 39<sup>th</sup> Annual Winter Tournament

February 1<sup>st</sup> – 3<sup>rd</sup>, 2019

Presented by the Nepean Girls Hockey Association & Sensplex Tournaments

### TOURNAMENT RULES AND REGULATIONS

#### Playing Rules

Playing rules will be those recognized by the OWSHA except as noted.

1. Neck guards: Players are required to wear neck guards for all tournament games.
2. Mouth guards: Players are required to wear mouth guards at all times during play if their own district requires that they do in league play.
3. Game Length:
  - a. Periods and running times to be used:
    - i) **Novice (B), Atom (AA/A/B/C), Peewee (BB/B/C), Bantam (BB/B/C) and Midget (BB/B/C)**: Games will consist of 2 x 10, 1 x 12 stop-time periods.
    - ii) **Peewee 'AA', Bantam 'A' & Midget 'A'**: Games will consist of 3 x 12 minute stop-time periods.

A curfew clock may be implemented at any time. (clock will be fully visible – located beside the main score clock at the Sensplex facilities and available from timekeepers at other venues). The curfew clock can be used in the event of a slowly played game, prolonged injury, facility maintenance issue, or in any other situation where deemed necessary by the tournament coordinator. This curfew clock may be imposed in both round robin, and playoff games.

- a) If, at the beginning of the third period or at any time during the third period, a team is ahead by five or more goals, straight running time shall commence on the game clock. If the goal differential is seven goals at any time during the first or second period, running time shall also commence. If at any point the margin is reduced to two goals or less, stop-time play shall resume. This rule is in effect for all games including round robin, playoffs, and championship games.
  - b. Warm-up will be 2:30 minutes in length from the time the arena staff has left the ice. Teams MUST be ready to go at that point. With 0:30 seconds left on the warm-up clock, a buzzer will sound to indicate that teams should finish their warm-up and be ready to go by the 2<sup>nd</sup> buzzer at 0:00
4. Time-Outs: One (1) thirty (30) second time out will be permitted in all round robin and playoff round games.

5. Overtime: Overtime will only be played in playoff and championship games if regulation time produces a tie. Overtime shall consist of:
  - a. One sudden-death 5-Minute stop time period with teams playing three (3) skaters plus a goaltender.
  - b. If still tied a shootout with 3 skaters from each team. The coach of each team will provide the game officials with the list of these three players immediately following the final overtime period. The team that scores the most goals with these three skaters will be declared the winner. The HOME team will have the option of shooting first or last. Once the order is determined, it will remain the same for all future rounds of shootout. A player from one team will go, followed by a player from the other team, and so on until all 3 designated players have gone.
  - c. If still tied a sudden-death shootout with one player from each team. Each shooter must not have participated in any prior round of the shootout. Whichever team shot first in the previous round, will once again shoot first.
  - d. Repeat step above until no skater remains that has not yet participated from either team. At this point the shootout will continue in reverse order starting with the player who has most recently shot. This will continue, with teams moving up and down their shooting order, until a winner is decided.
6. Round Robin Standings: Standings will be based on points: two (2) points for a win, one (1) point for a tie, no points for a loss.
7. Tie-Breaker, Round Robin: If tied in points, standings (seedings) will be determined based on the following order:
  - a. The head to head result involving the teams tied (two-way ties only or if one team has beaten all others they are tied with).
  - b. The team with the most wins in round robin play.
  - c. The highest ratio of goals for divided by goals for plus goals against  $[GF/(GF + GA)]$
  - d. The team with the lowest number of penalty minutes accumulated in round robin play.
  - e. The team with the lowest number of goals against
  - f. The team with the most number of goals for
  - g. Coin toss by the tournament coordinator or a designated representative.

*Note: in the event that three or more teams are tied, there will be no reverting back to a previous tie-breaking step as each seed is determined. Should two of three teams still be tied after a tie breaker, those two teams will continue down the list of tie breakers, and the single team will either be eliminated (if they fell below the other two teams), or be skipped above (if they stood above the other two teams). Furthermore, please note that the highest ratio tie breaker heavily favors fewer goals against as opposed to higher goals for.*

8. Stick Measurements: Teams are NOT allowed to request the measurement of any stick during tournament games. If teams have a concern with an opposing player's stick, they must request the measurement prior to the game.
9. Game Misconduct Penalties: Any player or team official receiving a game misconduct penalty will be penalized at a MINIMUM according to the OWHHA code of discipline, but may be penalized further by the tournament committee or a higher governing body. This will involve at least a ONE-GAME suspension for all Game Misconducts (other than a minor+GM for CFB that does NOT occur in last ten minutes). (it is recommended that all out of district teams consult their own code of disciplines to determine their suspensions if they are in excess of what is assessed by the tournament committee – failure to do so could result in further sanctions by home branches).
10. A player of the game award may be awarded at the conclusion of each game. No player may win the award more than once during the round-robin portion of the tournament. Coaches will be asked to select the winning player from their team each game.
11. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion in the tournament.

## **General and Administration Rules**

1. **ZERO Tolerance: Taunting or berating of any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators.** The Sensplex facilities reserve the right to eject any person whom it deems in its sole discretion to be acting in an improper manner and we accept no liability in connection with such ejections.
2. Referee's Decisions: All referee's decisions are final and may not be appealed.
3. Protests: All protests must be accompanied by a \$200.00 deposit that will be returned only if your protest is successful. A protest will only be heard if it is brought to the attention of the Tournament Manager or their delegate within fifteen (15) minutes of completion of the game in question. A hearing and ruling will be completed prior to the team's next scheduled game. All decisions made by the Tournament Committee are final and MUST be respected.
4. No "select" or "tournament teams" are permitted to compete in any OSHA sanctioned tournament. Eligible players must be registered members of the team, or affiliated players.
5. ALL players MUST participate in at least one round-robin game in order to qualify for the playoff rounds (goaltenders are exempt from this).
6. In the event of a suspended game by way of forfeiture or forfeit, the score shall be recorded as zero for the loser and three (3-0), or the greater margin of victory at the time of the forfeiture, for the winner.
  - a. Should a team who previously forfeited a game during the tournament be in contention for a playoff spot, that spot will be automatically forfeited should it come down to a tiebreaker whereby the goal ratio becomes the deciding factor.
7. Scheduled Game times are approximate. **TEAMS MUST BE PREPARED TO START THEIR GAMES NO LESS THAN 15 MINUTES BEFORE THEIR SCHEDULED START TIME. TEAMS NOT READY TO START THEIR GAMES ON TIME OR WITHIN THE 15-MINUTE WINDOW BEFORE, MAY FORFEIT SUCH GAMES AT THE DISCRETION OF THE TOURNAMENT COMMITTEE OR A DESIGNATED REPRESENTATIVE.**
8. Check In: One (1) team representative must check-in to the registration desk, no less than one hour before the team's first scheduled game. He or she will be required to fill out a tournament check-in form. The team representative will then be required to check-in to the tournament office before each game.
9. Team officials are responsible for the conduct and supervision of all of their team's participants at all times. No shooting, stick-handling, or passing of any objects is permitted anywhere in the facility other than the ice surfaces!
10. Teams should also read and understand the building rules and regulations that are located in the front lobby of the Sensplex facilities.
11. Team management WILL be held responsible for vandalism of any kind done to their dressing rooms. Teams MUST bring any pre-existing dressing room conditions to the attention of tournament or arena staff BEFORE their ice time.
12. No outside Food & Beverage is permitted inside the Sensplex facilities.
13. No alcoholic beverages or "tailgating" is permitted on Sensplex facilities property.
14. **Team Warm-Ups:** Note that due to concerns with the safety of their patrons, the Sensplex facilities do not permit 'running' in public areas of their facility.
15. **The tournament committee reserves the right to change or alter these rules at any time without prior notice in order to act in the best interests of the tournament.**