



# 44th Annual Orangeville Tigers Sweetheart Tournament



**January 25 – 28, 2024**  
**OWHA Sanction #2324085**  
**TOURNAMENT RULES**



**The Sweetheart Tournament is open to Competitive and DS teams only.**

## **A) QUALIFICATIONS TO PARTICIPATE:**

- 1) OWHA and Hockey Canada Rules shall apply in addition to those as listed below. Decisions of the Tournament Committee are final.
- 2) All teams are **STRONGLY RECOMMENDED** to check-in at Alder Street Recreation Centre prior to the scheduled start of their first game to collect their Player-of-the-Game pennants and other items. If teams cannot check-in before their first game, they should do so as soon as possible.
- 3) **COMPETITIVE TEAMS:**  
A maximum of 19 players (including 2 goalies), can be registered for the Sweetheart Tournament. Teams may not register more players for the tournament than they have listed on their approved OWHA (or other governing body) roster.  
  
**Any team using pick-up players (AP) must complete the OWHA Pick-up Player Consent process in RAMP.** Pick-up players are not permitted to replace suspended players. A player's name must appear on the team's official OWHA team roster or in RAMP as an AP Player to be eligible to participate in the tournament. A player may only play on one team in a tournament.
- 4) **DS TEAMS:**  
A maximum of 17 players per team can play in a game. Pick-up players are not allowed on DS teams and therefore the OWHA AP Player process does not apply.
- 5) Electronic game sheets will be used for the tournament (RAMP). **All teams should ensure that they have access to RAMP codes prior to the start of the tournament.** All Round-Robin game codes will be generated well before the start of the tournament, with Consolation, Elimination, Semi-Finals and Finals games being generated as soon as possible by the Tournament Committee.
- 6) Suspensions being served by players or team officials must be recorded in the Notes section of the electronic game sheets (example: Serving 1 game of 3).

## B) GAMES AND SCORING:

- 1) All teams **MUST** be available to play 20 minutes prior to the scheduled start time of any game. Starting a game early is at the sole discretion of the Tournament Committee and/or Rink Supervisor.
- 2) Home Teams must wear light colored jerseys. In the event of a conflict, the Home Team must change their jerseys. Visiting Teams must advise the opposing team of any conflict 30 minutes prior to game time.
- 3) One set of car keys is required in order to obtain a dressing room key at several arenas prior to a scheduled game. Teams are responsible for leaving the dressing rooms clean after use. Teams are requested to vacate the dressing room 20 minutes or less after their game. No team meetings are permitted to be held in the dressing rooms.  
Please advise tournament officials at each arena if there are any problems when you enter a dressing room.
- 4) Teams are guaranteed 4 games.  
Games in all minor divisions will consist of 3 periods stop-time (10-12-12 minutes).  
Senior BB and Senior C games will consist of 3 periods stop-time (15-15-15 minutes).
- 5) There will be one flood prior to each game.  
Floods during 2<sup>nd</sup> and 3<sup>rd</sup> periods of Senior BB and Senior C games will be at the discretion of Tournament Committee and/or arena staff.
- 6) There will be a 3-minute warm-up prior to each game.  
Game officials will give teams a warning buzzer or whistle with to prompt them to be ready for puck drop. Timekeepers will then post 10 minutes on the clock at the start of each game (15 minutes Senior BB/C). Game officials reserve the right to start the clock if teams are not ready for puck drop. In that occurrence, the clock will not stop until the first whistle of the game.  
  
If, during Round-Robin games, 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, at which time stop time will resume.  
There will be no curfew on games, unless there is an unforeseen circumstance that delays play.  
The Tournament Committee may need to, and will, give both teams plenty of warning in a curfew situation.
- 7) The OWSA minimum suspension guidelines will be strictly enforced according to the OWSA 2023-2024 Constitution, By-laws, and Regulations & Rules. A fighting major or match penalty will result in automatic ejection from the tournament. All suspensions must be reported by team officials immediately to: [stats@owha.on.ca](mailto:stats@owha.on.ca)  
**The decisions of the officials are final and not subject to appeal or grievance.**
- 8) Round-Robin format: no overtime and no time-outs in Round-Robin play.
- 9) Teams will be awarded 2 points for a win, 1 point for a tie and 0 (zero) points for a loss.
- 10) Standings after Round-Robin play will be calculated on the basis of points awarded as per Rule 9. In the event of a tie in the standings, the following criteria will be used to break the tie:
  - a) Winner between tied teams when they played **Head-to-Head**.  
(Applies to two-way ties only; 3 or more teams tied start with tie breaker 10 b)
  - b) **Goal Percentage** as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against":  $TGF/(GF+GA) = \%$
  - c) **Fewest Goals Against**
  - d) **Most Goals For**
  - e) **Fewest Penalty Minutes**
  - f) **Coin Toss**

Follow the tie breaking rules in order. Once a tie-breaking rule has been used or is not applicable it cannot be used again.

## **C) TOURNAMENT FORMAT (All rankings based on Rules 9 and 10 above):**

### **U9B Competitive (7 Team Division):**

Games will be full ice. Each team will play four games.

There will be no elimination or cross-division play. There will be no playoffs or Bronze Medal games. The 1<sup>st</sup> place and 2<sup>nd</sup> place teams (after the 4 games) will play in a Championship Game.

Teams will play with all regular OWHA Regulations & Rules, including those stated above in Games and Scoring, with the exception of the following:

Scores will be recorded on both the electronic game sheet and on the scoreboard.

### **U9C Competitive (6 Team Division):**

Games will be full ice. Each team will play three games. They will then be seeded 1-6. The 1<sup>st</sup> place and 2<sup>nd</sup> place teams (after seeding) will play in a Championship Game. The remaining 4 teams will play in Consolation Games.

There will be no elimination or cross-division play. There will be no playoffs or Bronze Medal games.

Teams will play with all regular OWHA Regulations & Rules, including those stated above in Games and Scoring, with the exception of the following:

Scores will be recorded on both the electronic game sheet and on the scoreboard.

### **4 Team Divisions:**

Each team will play a three game Round-Robin. The 1<sup>st</sup> place and 2<sup>nd</sup> place teams will play in the Championship Game. The 3<sup>rd</sup> place and 4<sup>th</sup> place teams will play in the Bronze Medal Game.

### **5 Team Divisions:**

Each team will play a four game Round-Robin. The 1<sup>st</sup> place and 2<sup>nd</sup> place teams will play in the Championship Game. The 3<sup>rd</sup> place and 4<sup>th</sup> place teams will play in the Bronze Medal Game.

### **6 Team Divisions:**

Each team will play a three game Round-Robin. The 1<sup>st</sup> place and 2<sup>nd</sup> place teams will play in the Championship Game. The 3<sup>rd</sup> place and 4<sup>th</sup> place teams will play in the Bronze Medal Game. The 5<sup>th</sup> place and 6<sup>th</sup> place teams will play in a Consolation Game.

### **8 Team Divisions:**

There will be two pools of 4 teams. Each team will play a 3-game Round-Robin amongst their pool. Teams will then be ranked 1 through 4 in each pool. The top two teams in each pool will proceed to the Semi-Final Cross-Over Games (1<sup>st</sup> place in Pool A will play 2<sup>nd</sup> place in Pool B, etc.). The winners of the Semi-Finals will play in the Championship Game and the losers of the Semi-Finals will play in the Bronze Medal Game. The 3<sup>rd</sup> place and 4<sup>th</sup> place teams from Pool A and Pool B will play a Cross-Over Consolation Game.

### **10 Team Divisions:**

There will be two pools of 5 teams. Each team will play a 4-game Round-Robin amongst their pool. Teams will then be ranked 1 through 5 in each pool. The top two teams in each pool will proceed to the Semi-Final Cross-Over Games (1<sup>st</sup> place in Pool A will play 2<sup>nd</sup> place in Pool B, etc.). The winners of the Semi-Finals will play in the Championship Game and the losers of the Semi-Finals will play in the Bronze Medal Game.

## D) OVERTIME PERIOD (AND SHOOT-OUT) INFORMATION:

- 1) Round-Robin and Consolation games can end in a tie. All Semi-Final, and Medal games are played to a winner.
- 2) One 30-second timeout will be allowed for each team during Semi-Final, and Medal games only. **There are no timeouts in Round-Robin Games.** Timeouts can be saved and used in either Overtime Period.
- 3) In the event of a tie at the end of regulation time, a **five**-minute sudden-victory Overtime Period will commence (first goal wins). Teams will **play 3-on-3** with a goalie (unless one or both teams are serving a penalty). At no time will there be less than 3 players and a goalie per team on the ice. Goalies can be pulled in this 5-minute Overtime Period for an extra player.

**Teams do not change ends for the Overtime Period or for Shoot-Outs.**

If the game is still tied after five minutes of Overtime, a Shoot-Out will commence.

**Each team must designate 3 shooters. This must be done PRIOR TO THE START of all Semi-Final and Medal games on a sheet of paper at the Tournament Table and submitted to the timekeeper prior to the start of the game (example: S1, S2, S3).**

Any player serving a penalty at the end of the Overtime Period will NOT be eligible to participate in the Shoot-Out.

All players, except shooters and Goalies will be on the bench.

Shooters from both teams will shoot **simultaneously** until all three (3) shooters have gone.

Once a player has shot, they will proceed to the penalty box.

**The team with the most goals after the first 3 shooters from each team have gone determines the winner.**

If still tied after the 3 designated shooters, a sudden-victory shoot-out will commence.

A shooter may not shoot a second time until all players listed on the electronic game sheet (except Goalies and players serving a penalty) have shot.

**The first team to score when the simultaneous shooter doesn't score is the winner.**

## **E) OTHER RULES:**

Due to Municipal and Insurance regulations, at no time are players or spectators allowed on the ice without a helmet.

The Tournament Committee reserves the right to distribute awards off the ice and in another location at their discretion. This is to ensure we adhere to time constraints.