



# 46th Annual Orangeville Tigers Sweetheart Tournament



January 23 – 25, 2026

OWHA Sanction #2526076

## 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 should collect their Team Bag prior to their first game. Team Bags include Player-of-the-Game pucks, swag, and other important items. Team Bags will be available at each venue.
- 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 the tournament (the only exception to this would be a goalie, in special circumstances, and with the permission of the Tournament Committee).
- 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 RAMP 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 before the start of the tournament, with Consolation, Elimination, Semi-Finals and Finals games being generated within a reasonable amount of time by the Tournament Committee. By using a RAMP Team Code, team officials ensure that games will automatically populate when generated by the Tournament Committee.
- 6) Suspensions being served by players and/or team officials must be recorded in the Notes section of the electronic game sheets (example: Serving 1 game of 3).
- 7) All scores and standings can be found by visiting the **Orangeville Tigers website:**  
[46th Annual Sweetheart Tournament Website](#)

## 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 Supervisors. Verbal confirmation and fair warning will be given to both teams in the event of an early start.
- 2) HOME teams must wear **dark** 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 to obtain a dressing room key at select venues prior to scheduled games. 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 if there are any problems when you enter a dressing room.
- 4) Teams are guaranteed 4 games.  
Games in all divisions will consist of 3 stop-time periods (**10-10-12 minutes**).
- 5) There will be one flood prior to each game.
- 6) There will be a 3-minute warm-up prior to each game. Game officials will give teams a warning buzzer or whistle to prompt teams to be ready for puck drop. Timekeepers will then post 10 minutes on the clock at the start of each game. 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 OWHHA minimum suspension guidelines will be strictly enforced according to the OWHHA 2025-2026 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. Round robin games can end in a tie.
- 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 based on 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** (video recorded by the Tournament Committee and shared with Head Coaches)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 are based on Games and Scoring Rules 9 and 10)**

### 4 Team Divisions (U9A, U11BB, U15A, U15BB)

- 3 game round robin
- 4th game will be the Semi Finals: 3rd vs. 2nd, 4th vs. 1st
- Winners of Semi Finals will play for Gold and Silver
- Losers of the Semi Finals will play for Bronze

### 5 Team Divisions (U11C)

- 4 game round robin
- Top 4 teams following the round robin will play the Semi Finals: 3rd vs 2nd, 4th vs 1st
- Winners of the Semi Finals will play for Gold and Silver
- Losers of the Semi Finals will play for Bronze

### 5 Team Divisions (U15DS)

- 3 game round robin
- Randomly selected team will play a 4th game (Collingwood) which will not count towards their points for advancement
- 4th and 5th place after the round robin will play an Elimination Game to determine the 4th place team for the Semi Finals
- Winners of the Semi Finals will play for Gold and Silver
- Losers of the Semi Finals will play for Bronze

### 6 Team Divisions (U13BB, U13B, U13C, U15B, U18B)

- 3 game round robin
- In divisions with 2 pools, the top 2 teams from each pool following the round robin will play in the Semi Finals: 1st A vs 2nd B and 1st B vs 2nd A
- In divisions with a single pool, the top 4 teams following the round robin will play in the Semi Finals: 1st vs 4th, 2nd vs 3rd
- 3rd place teams from each pool will play a Consolation Game.
- Winners of the Semi Finals will play for Gold and Silver
- Losers of the Semi Finals will play for Bronze

### 8 Team Divisions (U9C, U11B, U13A, U13DS)

- 3 game round robin
- The top 2 teams from each pool following the round robin will play in the Semi Finals: 1st A vs 2nd B and 1st B vs 2nd A
- 3rd and 4th place teams from each pool will play a Consolation Game across pools: 3rd vs 3rd and 4th vs 4th
- Winners of the Semi Finals will play for Gold and Silver
- Losers of the Semi Finals will play for Bronze

#### 9 Team Divisions (U9B, U11DS)

- 4 game round robin
- The top 4 teams following the round robin will play in the Semi Finals: 1st vs 4th and 2nd vs 3rd
- Winners of the Semi Finals will play for Gold and Silver
- Losers of the Semi Finals will play for Bronze

#### 10 Team Divisions (U11A)

- 4 game round robin in a single pool
- The top 4 teams will play in the Semi Finals: 1st vs 4th, 2nd vs 3rd
- The remaining teams will play Consolation Games: 5th vs 6th, 7th vs 8th, 9th vs 10th
- Winners of the Semi Finals will play for Gold and Silver
- Losers of the Semi Finals will play for Bronze

#### Establishing Home and Visiting Teams in Medal Games (All Divisions)

Home teams and Visiting teams will be established based on the Semi Finals they play in and not on seeding (e.g., winner of SF1 will be the Home team and winner of SF2 will be the Visiting team) regardless of their previous seeding in the round robin.

Senior teams will have no Bronze Medal games. In divisions with 5 or more teams, teams will play a 4 game round robin with the top 2 teams advancing to the Finals. In divisions with 4 teams, teams will play a 3 game round robin, followed by the Semi Finals: 1st vs. 4th and 2nd vs. 3rd. The winners of that game will play for Gold and Silver. There will be a prize awarded, in lieu of medals.

## D) OVERTIME PERIOD AND SHOOT-OUT INFORMATION

- 1) Round robin and Consolation games can end in a tie.  
All Semi-Finals, Championship, and Bronze Medal games are played to a winner.
- 2) One 30-second timeout will be allowed for each team during Semi Finals, Championship, and Bronze Medal games only.

**There are no timeouts in round robin games.** Timeouts can be saved and used in an OVERTIME period.

### 3) FIVE-MINUTE OVERTIME (3-ON-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.**

### 5) SHOOT-OUT (3 Designated Shooters)

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 OVERTIME will NOT be eligible to participate in the SHOOT-OUT.

All players, except for current 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 so players cannot be used again.

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

### SUDDEN-VICTORY SHOOT-OUT (Continue Through Roster of Players)

If the game is still tied after 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. Helmets should remain on during celebrations and medal ceremonies.

Team staff should always walk around the ice surface before, during, and after games. They should never walk across the ice surface.

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. Every effort will be made to distribute awards on the ice.