



11th Annual Orangeville Tigers Winter Classic Tournament



February 2 – 4, 2024

OWHA Sanction #2324087

TOURNAMENT RULES



The Winter Classic Tournament is open to Community (House League) 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.
- 3) A maximum of 19 players (including 2 goalies), can be registered for the Winter Classic 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. Players will appear on game sheets in RAMP once this process is complete.

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) 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 Elimination, Semi-Finals and Finals games being generated as soon as possible by the Tournament Committee.
- 5) 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). This can be accessed for each game by visiting:
<https://admin.rampcms.com/login>

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. Teams may request pinnies from the Tournament Committee with fair warning.
- 3) One set of car keys is required in order to obtain a dressing room key at each arena 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 and Senior Recreation will consist of 3 periods stop time (**10-10-12 minutes**).
- 5) There will be one flood prior to each game, however tournament officials and/or arena staff can override this rule if required.
- 6) There will be a 3-minute warm-up prior to each game.
Game officials will give teams a warning buzzer or whistle with one minute remaining in the warm-up to prompt them 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 OWHA minimum suspension guidelines will be strictly enforced according to the OWHA 2023-2024 Constitution, By-laws, and Regulations & Rules. A fighting major or match penalty will result in automatic ejection from the tournament.
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 Rule 9 and 10 above):

U9 COMMUNITY:

Games will be full ice. Each team will play four games. There will be no Bronze Medal Game. Following the Round Robin, the top team in each pool will play in a Championship Game.

Teams will play with all regular OWSA 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.

Because this tournament occurs in a transition time between half-ice and full-ice for teams, the following rules will be adhered to:

- i) One coach from each team, if they so choose, will be permitted to be on the ice (with skates and a helmet) to aid in positioning coaching from the ice and line changes.
- ii) Offside and icing will be called at the discretion of the referees, but every attempt will be made, by both the on-ice coaches and the referees, to make players aware of each situation.

SENIOR RECREATION: No slapshots allowed.

4 Team Divisions:

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

5 Team Divisions:

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

6 Team Divisions:

Each team will play a four game Round Robin. Two teams, randomly selected, will play each other twice in the Round Robin. The 1st place and 2nd place teams will play in the Championship Game. The 3rd place and 4th place teams will play in the Bronze Medal Game.

7 Team Divisions:

Each team will play a four game Round Robin. The top four teams following the Round Robin will proceed to a Semi-Final. The 1st place team and the 4th place team will play in one Semi-Final. The 2nd place team and the 3rd place team will play in another Semi-Final. The winners of each Semi-Final will play in the Championship Game. The unsuccessful teams from each Semi-Final will play in the Bronze Medal Game.

9 Team Divisions:

Each team will play a four game Round Robin. The top four teams following the Round Robin will proceed to a Semi-Final. The 1st place team and the 4th place team will play in one Semi-Final. The 2nd place team and the 3rd place team will play in another Semi-Final. The winners of each Semi-Final will play in the Championship Game. The unsuccessful teams from each Semi-Final will play in the Bronze Medal Game.

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

- 1) Round Robin games can end in a tie.
All Elimination, Quarter-Finals, Semi-Finals, 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 the 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** and 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 for an extra player.

Teams **do not** change ends for 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 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 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 in another location at their discretion. This is to ensure we adhere to time constraints.