



12th Annual Orangeville Tigers Winter Classic Tournament

January 31– February 2, 2025



OWHA Sanction #2425073

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 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) 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.

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) 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.
- 5) 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).
- 6) All scores and standings can be found by visiting the **Orangeville Tigers website:**
[12th Annual Winter Classic Tournament Website](#)
In addition, **download the SportsHeadz App**, create an account or login, click on Menu, click on Tournaments, find *12th Winter Classic Tournament*, add to Favourites, follow your team.

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 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 to obtain a dressing room key at several 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 OWHa minimum suspension guidelines will be strictly enforced according to the OWHa 2024-2025 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 **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 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**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 (14 teams):

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

Because this tournament occurs in a transition time between half-ice and full-ice for teams, the following guidelines will be **suggested** for teams:

- 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 position coaching from the ice and help with 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.

There will be two pools of seven teams in each. Each team will play four Round-Robin games within their pool. Following the Round-Robin, the top two teams (based on Games and Scoring Rules 9 & 10) in each pool will proceed to the Semi-Final Crossover Games (1st place in Pool A will play 2nd 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.

U11 (14 teams):

There will be two pools of seven teams each. Each team will play four Round-Robin games within their pool. Following the Round-Robin, the top two teams in each pool (based on Games and Scoring Rules 9 & 10) will proceed to the Semi-Final Crossover Games (1st place in Pool A will play 2nd 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.

U13 (9 teams):

There will be three pools of three teams each. Each team will play four Round-Robin games. Two games will be within their own pool and two others will be with teams randomly selected from the other two pools. Following the Round-Robin, the top teams in each pool, along with the next highest ranked team across all three pools (based on Games and Scoring Rules 9 & 10) will proceed to the Semi-Final Games (1st ranked team plays 4th ranked team, 2nd ranked team plays 3rd ranked team). 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.

U18 (13 teams):

There will be three pools. Pool A & B will each have four teams, while Pool C has five. Each team will play four Round-Robin games. In both Pool A & B, three games will be within their own pool and one other will be with a team randomly selected from the other pool. Pool C teams will play within their pool. Following the Round-Robin, the top teams in each pool, along with the next highest ranked team across all three pools (based on Games and Scoring Rules 9 & 10) will proceed to the Semi-Final Games (1st ranked team plays 4th ranked team, 2nd ranked team plays 3rd ranked team). 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-Finals, Championship, and Bronze Medal games are played to a winner.
- 2) One 30-second timeout will be allowed for each team during Semi-Final, 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.

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.