

Guelph 2022 DS Winter Classic Tournament Rules

- 1) Hockey Canada and OWHA rules shall apply, except where listed below.
- 2) The OWHA minimum suspension guidelines will be strictly enforced according to the OWHA Handbook.
- 3) The coach or manager must check in 45 minutes before the start of their first game (at the Tournament Headquarters in the Lion's Lair at West End Rec Centre) to pick up their information packages, and to verify their team rosters.
- 4) All teams and players participating in the tournament must be properly registered through the Ontario Women's Hockey Association or their appropriate provincial or national body affiliate.
- 5) If the tournament is ahead of schedule, **teams should be available to play up to 15 minutes** prior to the start of their scheduled playing time. Tournament organizers will notify them if the referees are available for such to occur. As per OWHA rules, teams may not take to the ice without referees present.
- 6) Each game will be preceded by a three (3) minute warm up, which begins as soon as the ice resurfacing has been completed. Players and teams must be ready for puck-drop at as soon as the three-minute warm up ends, or risk being penalized for delay of game.
- 7) If at any time during the third period there is a goal differential of five (5) or more, the clock will continue running time, if differential goes back to four, then game will return to stop time.
- 8) There will be no protests. All officiating decisions are final, whether made on-ice by the referees or off-ice by tournament officials!

DS Round Robin Play

- 9) Round robin games will consist of three stop time periods of 10-10-12 minutes. There will be no time-outs or overtime in the round robin.
 - a) **Division of 4:** Each team will play a 3-game round robin. The top 2 teams after the round robin will play in the Division Championship final game.
 - b) **Divisions of 5:** Each team will play a 4-game round robin. The top 3 teams after the round robin will advance to the playoffs. 1st overall will automatically advance to the Final. 2nd and 3rd will play a semi final.

The winner will advance directly to the Division championship.

- c) **Divisions of 6:** Each team will play a 3-game round robin. At the end of the round robin, the top four (4) teams will advance to the semi-finals (1st vs 4th, 2nd vs 3rd). The winners of the semi-final games advance to the Division championship.
 - d) **Divisions of 8:** Teams will be randomly split into 2 pools (Pool A & B, 4 teams each). Each Pool will play a round robin of 3 games. At the end of the round robin, teams will be ranked within their pool based on points, and the top two teams in each pool will advance to the semi-finals, 1st A vs 2nd B, 1st B vs 2nd A. Winners will advance directly to the Division championship.
- 10) The overall standings in round robin play will be determined by using the traditional 2-point system: 2 points for winning a game, 1 point for tying a game, and 0 points for a loss. Teams advance based on the total number of points accumulated after their round robin games.
- 11) In the event of a tie in points between two or more teams at the end of round robin play, the following tie breaking criteria will be used to determine who advances, in descending order down the list until all ties are broken as follows:
- a) Most games won;
 - b) Winner of the game between tied teams (applicable only in two-way ties);
 - c) Highest goal differential - total goals scored minus total goals against. For the purposes of calculating this sub rule, the maximum **goal differential in any round robin game will be capped at four (4)**. (e.g. if Team A has 7 goals and Team B has 2, for the purposes of calculating the goal differential for this sub rule, Team A will be allotted 6 goals and Team B will be allotted 2 goals for that game);
 - d) Fewest goals against;
 - e) Fewest penalty minutes
 - f) Earliest time of first goal scored in any of the round robin games;
 - g) Flip of a coin.

DS Semi-final and Championship Games

- 12) Playoff games will consist of three stop time periods of 10-10-12 minutes.
- 13) Each team will be allowed one 30-second time-out in each play-off and championship game.
- 14) The team with the highest pool ranking (i.e. the team with the most points during round robin play) will be the Home team. In the event of a tie(s), the tie breaking criteria in Rule 11 will be applied to determine the Home team. The Home team must wear their light-coloured uniforms, and the Visiting team must wear their dark-coloured uniforms. If a team has only one set of uniforms, then the team with two sets must switch to the non-conflicting colour. If both teams have only one set of uniforms each and they conflict, the Home team must change jerseys.
- 15) Quarter-Final and Semi-final games will be played until a winner is declared. In the event of a tie at the end of regulation time, sudden goal (meaning overtime will end as soon as the deciding goal is scored) overtime will be played as follows:
 - a) Five minutes of 5-on-5 (*including* the goalie; a goalie is not mandatory and a skater may be substituted for a goalie if desired); a horn will sound to end the period; and then,
 - b) One round of 'best of three' shootout in groups of three players for the first round and then round(s) of single players thereafter.
 - c) If still tied after the first round of three, then coaches must then choose one player each for the shootout, and if still tied after, another, and so on, until a winner is declared.
 - d) Every player dressed except goalies must be used before repeats are allowed. Referees will write jersey numbers down or send players to the penalty box to ensure there are no repeated shooters. Shooters do not need to be designated on the game sheet prior to the game.
- 16) Championship Final games will be played until a winner is declared. In the event of a tie at the end of regulation time, sudden goal overtime (meaning overtime will end as soon as the deciding goal is scored) will be played as follows:
 - a) Five minutes of 5-on-5 (*including* the Goalie; that is, a goalie is not

mandatory and a skater may be substituted for a goalie if desired); a horn will sound to end the period; and then

- b) Five minutes of 4-on-4 (*including* the Goalie; that is, a goalie is not mandatory and a skater may be substituted for a goalie if desired); a horn will sound to end the period; and then,
- c) One Round of 'best of three' shootout in groups of three players for the first round and then round(s) of single players thereafter.
- d) If still tied after the first round of three, then coaches must then choose one player each for the shootout, and if still tied after, another, and so on, until a winner is declared.
- e) Every player dressed except goalies must be used before repeats are allowed. Referees will be asked to write jersey numbers down or send players to the penalty box to ensure there are no repeated shooters.

17) Penalties that have not expired by the end of regulation time will carry over into the overtime periods; teams can never drop below four players in overtime: i.e., if there is a penalty during the 4-on-4 overtime period, the non-penalized team shall add a player. If a penalty is still being served at the end of the second (4-on-4) overtime, then the player serving the penalty may not be in the first group of three players in the shoot-out, but may participate after that.

Photographs

Only team staff and fully dressed players may step on the ice for photos or other purposes, at any time. Team Photos are only allowed after a Championship game and organizers reserve the right to limit photos due to time constraints or otherwise.

Player of the Game Awards

Coaches will select their own Player of the Game. These may be awarded after each game, or at the end of the tournament, and the award(s) should be given out off the ice (i.e., in the changeroom). Awards for round robin games will be given to teams when they register for their first game, and then for each playoff/final game at check-in.