



2010 Brampton Canadettes Tournament Rules OWHA Sanction #0910040

1. Hockey Canada and OWHA rules shall apply.
2. All games will consist of 3 periods (10 minute -10 minute-12 minutes), stop time. All Bantam AA – Midget AA- Midget A – Intermediate AA- Intermediate A will consist of 3 periods (12 minute – 12 Minute – 15 Minute) Stop Time
3. There will be a 3 minute warm-up prior to each game. All games begin immediately upon completion of the 3 minute warm up. The clock will **NOT** stop at the 10 minute mark but will continue until the first stoppage of the game. All Bantam AA – Midget AA- Midget A – Intermediate AA- Intermediate A will be given a 5 Minute Warm-up with The Clock stopping for the starting of the game.
4. All teams **MUST** be available to play 30 minutes prior to the scheduled start time.
5. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA 2009-2010 Constitution, By-laws, and Regulations & Rules.
6. Girls will tap gloves **after** each game.
7. If 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, then stop time will resume.
8. **One - 30 second timeout** will be allowed for each team **ONLY** during Elimination - Quarter - Semifinal & Championship games only. Overtime is not a new game. There is **NO TIMEOUT** in Round Robin Games.
9. A maximum 17 skaters and 2 goaltenders may be registered with each team.
10. A player may only participate with **one** designated team in a tournament and may only participate in **one** tournament on any date.
11. To be eligible to participate in the tournament, the participant's name must appear on the team roster form submitted with the entry form. Changes to the roster must be made in writing and will not be permitted after registration prior to the first game. Players on Ontario teams must be registered with the OWHA. The OWHA "Pickup Consent" forms will be honoured and must be included where necessary based on OWHA Rules.
12. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
13. Standings after the round robin will be calculated on the basis of the points awarded as per **rule # 12**. In the **event of a tie**, the following criteria will be used to break the tie:
 - a) Winner between the tied teams when they played head to head.
 - b) Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against". $TGF / (GF+GA) = \%$ (See Chart)
 - c) Fewest Goals Against.
 - d) Most Goals For.
 - e) Fewest Penalty Minutes.
 - f) Coin Toss.
 - g) Follow Tie breaking rules in Order. Once a Tie Breaking Rule has been used or is not applicable it cannot be used again.
14. **In 4 Team Divisions:** 1st & 2nd place teams overall will advance to the finals.
15. **In 6 Team Divisions:** 1st place team overall will advance to the finals. 2nd & 3rd place teams will play an Elimination Game. The winner will advance to Finals
16. **In 8 Team Divisions:** 2 pools of 4 teams: 1st & 2nd place teams in each pool will advance to the semi-finals.
17. **In 10 Team Divisions:** 1 pool of 4 teams & 1 pool of 6 teams: 1st & 2nd place teams in the 4 team pool advance to semi-finals. 1st place team in the 6 team pool advances to the semi-finals. The 2nd & 3rd place teams in 6 team pool will play an elimination game with the winner advancing to the semi-finals.
18. **In 12 Team Divisions:** 2 pools of 6 teams: 1st place in each pool advances to the semi-finals. The 2nd & 3rd place team in each pool will play an elimination game with the winners advancing to the semi-finals.

19. **In 14 Team Divisions:** 2 pools of 4 teams & 1 pool of 6 teams: 1st & 2nd place teams in each Pool will advance to the quarter-finals. 2 Wildcards also advance to the quarter-finals. ***The wildcard teams will be identified by ranking the remaining 8 teams using round robin results. The top 2 teams from this group of 8, as determined by rule #13, will advance as the wildcard teams to the quarter finals.***
20. **In 16 Team Divisions:** 4 pools of 4 teams: 1st & 2nd place teams in each pool will advance to the quarter-finals.
21. **In 18 Team Divisions:** 3 Pools of 6 teams: 1st & 2nd place teams in each pool will advance to the quarter-finals. 2 Wildcards also advance to the quarter-finals. ***The wildcard teams will be identified by ranking the remaining 12 teams using round robin results. The top 2 teams from this group of 12, as determined by rule #13, will advance as the wildcard teams to the quarter finals.***
22. **In 20 Team Divisions:** 2 pools of 4 teams & 2 pools of 6 teams. 1st & 2nd place teams in the 4 team pools will advance to the quarter-finals. The 1st place team in each of the 6 team will advance to the quarter-finals. The 2nd & 3rd place teams in each of the 6 team pools will play an elimination game, with the winners advancing to the quarter-finals.
23. **In 24 Team Divisions:** 4 pools of 6 teams: 1st place in each pool with advance to the quarter-finals. The 2nd & 3rd place team in each pool will play an elimination game with the winners advancing to the quarter-finals.
24. **Elimination – Quarter - Semi-Finals & Championship games** are played to a winner. In the event of a tie at the end of regulation time a Sudden Victory 5 minute overtime will commence. Teams will play **4 on 4 PLUS Goalies**. (See format for rules) Players may be changed at any time. Goalies may be “pulled” at any time and a substitute player from the bench may be used. **If still tied, a shoot out will occur.**
25. **Shoot Outs:** *Teams do not change ends for Overtime or Shoot Outs.*
Each team must designate 3 shooters (S1, S2, S3) directly onto the game sheet prior to the start of the game. Any player serving a penalty at the end of overtime will not be eligible to participate in the shoot out. All players except shooter and goalies will be on the bench. Once a player has shot, they will go to the penalty box. Shooters from both teams will shoot simultaneously, starting at centre ice. All 3 designated shooters from each team will shoot. If still tied, each team will designate one shooter at a time until there is a winner. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.
26. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise opposing team of any conflict 30 minutes prior to game time. Pinnies may be used as required. House teams are requested to bring 2nd set of jerseys.
27. All players and team officials must sign the game sheet prior to each game.
28. Flooding of the ice will occur at the end of each game or as required and may be deferred at the Tournament Committee’s discretion.
29. It is the team’s responsibility to ensure a clean dressing room is left upon completion of their game. All teams are requested to vacate the dressing room 30 minutes or less after their game is completed
30. The decisions of the Tournament Officials are final with no appeals!!
31. Tournament organizers and committees are not liable or responsible for acts of god and unforeseen events causing the cancellation of any part of whole if this event.

**GOOD LUCK TO ALL TEAMS
PARTICIPATING IN THIS HISTORIC EVENT!!**



2010 Brampton Canadettes

OVERTIME RULES FOR Elimination, Quarter-final, Semi-final and Championship Games

OWHA Sanction #0910040

- Elimination, Quarter-final, Semi-final and Championship games are played to a winner.
- In the event of a tie at the end of regulation time a SUDDEN VICTORY FIVE (5) MINUTE OVERTIME will commence.
- Teams will play **4 on 4 plus goalies**. Players may be changed at any time. Goalies may be “pulled” at any time and a substitute player from the bench may be used.
- Penalties do not expire at the end of regulation time.
- If still tied, a shoot out will occur.
- Each team **MUST** designate 3 shooters (S1, S2, S3) on the game sheet prior to the start of the game.
- Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shoot out. The coach must designate a shooter(s) to take her place(s) immediately at the end of regulation time.
- All players except shooter and goalies **will be on the bench TO START**.
- Shooters from both teams will shoot at the same time starting at the centre ice red line.
- Once a player has shot, **they will go directly to the penalty box**.
- All 3 designated shooters from each team will shoot.
- If still tied, each team will designate one shooter at a time until there is a winner. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.

In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater.

At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either four (4) skaters on four (4) skaters or a four (4) skaters on three (3) skaters situation, as appropriate.

TIE BREAKER CHART

TOTAL GOALS AGAINST																					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
T	0.500	0.333	0.250	0.200	0.167	0.143	0.125	0.111	0.100	0.091	0.083	0.077	0.071	0.067	0.063	0.059	0.056	0.053	0.050	0.048	0.045
O	0.667	0.500	0.400	0.333	0.286	0.250	0.222	0.200	0.182	0.162	0.154	0.143	0.133	0.125	0.118	0.111	0.105	0.100	0.095	0.091	0.087
T	0.750	0.600	0.500	0.429	0.375	0.333	0.300	0.275	0.250	0.231	0.214	0.200	0.188	0.176	0.167	0.158	0.150	0.143	0.136	0.130	0.125
A	0.800	0.667	0.571	0.500	0.444	0.400	0.364	0.333	0.308	0.286	0.267	0.250	0.235	0.222	0.211	0.200	0.190	0.182	0.174	0.167	0.160
L	0.833	0.714	0.625	0.556	0.500	0.455	0.417	0.385	0.357	0.333	0.313	0.294	0.278	0.263	0.250	0.238	0.227	0.217	0.208	0.200	0.192
G	0.857	0.750	0.667	0.600	0.545	0.500	0.462	0.429	0.400	0.375	0.353	0.333	0.316	0.300	0.286	0.273	0.261	0.250	0.240	0.231	0.222
O	0.875	0.778	0.700	0.636	0.583	0.538	0.500	0.467	0.438	0.412	0.389	0.368	0.350	0.333	0.318	0.304	0.292	0.280	0.269	0.259	0.250
A	0.889	0.800	0.727	0.667	0.615	0.571	0.533	0.500	0.471	0.444	0.421	0.400	0.381	0.364	0.348	0.333	0.320	0.308	0.296	0.286	0.276
L	0.900	0.818	0.750	0.692	0.643	0.600	0.563	0.529	0.500	0.474	0.450	0.429	0.409	0.391	0.375	0.360	0.346	0.333	0.321	0.310	0.300
G	0.909	0.833	0.769	0.714	0.667	0.625	0.588	0.556	0.526	0.500	0.476	0.455	0.435	0.417	0.400	0.385	0.370	0.357	0.345	0.333	0.323
O	0.917	0.846	0.786	0.733	0.688	0.647	0.611	0.579	0.550	0.524	0.500	0.478	0.458	0.440	0.423	0.407	0.393	0.379	0.367	0.355	0.344
A	0.923	0.857	0.800	0.750	0.706	0.667	0.632	0.600	0.571	0.545	0.522	0.500	0.480	0.462	0.444	0.429	0.414	0.400	0.387	0.375	0.364
L	0.929	0.867	0.813	0.764	0.722	0.684	0.650	0.619	0.591	0.565	0.542	0.520	0.500	0.481	0.464	0.448	0.433	0.419	0.406	0.394	0.382
S	0.933	0.875	0.823	0.778	0.737	0.700	0.667	0.636	0.609	0.583	0.560	0.538	0.519	0.500	0.483	0.467	0.452	0.438	0.424	0.412	0.400
F	0.938	0.882	0.833	0.789	0.750	0.714	0.681	0.652	0.625	0.600	0.577	0.556	0.536	0.517	0.500	0.484	0.469	0.455	0.441	0.429	0.417
O	0.941	0.889	0.842	0.800	0.762	0.727	0.696	0.667	0.640	0.615	0.593	0.571	0.552	0.533	0.516	0.500	0.485	0.471	0.457	0.444	0.432
R	0.944	0.895	0.850	0.810	0.773	0.739	0.708	0.680	0.654	0.630	0.607	0.586	0.567	0.548	0.531	0.515	0.500	0.486	0.472	0.459	0.447
	0.947	0.900	0.857	0.818	0.783	0.750	0.720	0.692	0.667	0.643	0.621	0.600	0.581	0.563	0.545	0.529	0.514	0.500	0.486	0.474	0.462
	0.950	0.905	0.864	0.826	0.792	0.760	0.730	0.704	0.679	0.656	0.633	0.613	0.594	0.576	0.559	0.543	0.528	0.514	0.500	0.487	0.475
	0.952	0.909	0.870	0.833	0.800	0.769	0.741	0.714	0.690	0.667	0.645	0.625	0.606	0.588	0.571	0.556	0.541	0.526	0.513	0.500	0.488
	0.955	0.913	0.875	0.840	0.808	0.778	0.750	0.724	0.700	0.677	0.656	0.636	0.618	0.600	0.583	0.567	0.552	0.538	0.525	0.512	0.500

GOALS FOR DIVIDED BY / (GOALS FOR + GOALS AGAINST)

HIGHER % TEAM ADVANCES