

1. OWHA and Hockey Canada rules will apply, except as listed below.
2. The Tournament Committee reserves the right to make decisions regarding the interpretation of these rules. All such decisions are final. No protests will be accepted. Referee decisions are final and not subject to appeal or grievance.
3. Hat trick rule: Max 3 goals will count for any one player per game. If a player with three goals already scores again, the score will not change, and play will resume with a face-off at centre ice.
4. There will be no slap shots allowed in the Senior Women's division. Raising the players stick above the waist on any shot will result in a 2-minute minor penalty being assessed.
5. All teams must have a coach or manager responsible for confirming their players and signing the electronic gamesheet using the "RAMP Gamesheets" app on their mobile device prior to the start of every game. The app is available for Apple devices from the App Store, or for Android devices from the Google Play store. Game codes will be provided at the check-in table at each venue. Teams failing to sign the game sheet prior to the game may be assessed a 2-minute delay of game penalty.
6. Teams may register up to three (3) pick-up players using the RAMP pick-up request process. All pick-up players must be approved by the association/team providing the player. Pick-up players that do not appear on the RAMP Gamesheets app are NOT eligible to play.
7. Teams may not exceed the total number of rostered players for any given game. Any given player may only participate with one team in the tournament. Suspended players may not be replaced.
8. Suspensions: All suspensions will be enforced according to OWHA regulations. Teams are responsible for checking the RAMP game sheet after games to confirm any possible suspensions and immediately reporting them to stats@owha.on.ca.
9. Match penalties, intent to injure, or fighting, will result in the player or staff member being expelled from the game and the remainder of the tournament.
10. Three penalties of any type will result in the removal of that player from the rest of the game. If the third penalty occurs in the third period, the suspension will include the next game of the tournament as well. Double minors are considered two penalties.
11. In the case of a colour conflict, teams with an alternate set of jerseys will be asked to change. If no team has an alternate set, the home team will change to light or dark jerseys or pinnies provided by the tournament.

12. **COVID-19 Rules:**

- All current COVID-19 protocols must be followed (if any). Teams found in violation of any COVID-19 protocols will be removed from the tournament without a refund and will default their games.
 - If any team must withdraw from the tournament for COVID-19 outbreak prior to the tournament starting and after the schedule has been published, the committee will attempt to add a team from the waitlist or restructure the division and schedule to account for less teams, or if this is not feasible, the team will default any scheduled games.
 - If any team must withdraw from the tournament for COVID-19 outbreak after the tournament has started, they will default any scheduled games.
 - Any refunds due to COVID-19 will be assessed on a case-by-case basis by the CYGHA Executive.
13. Teams are to be ready to go on the ice up to **fifteen (15) minutes** prior to the start of their scheduled game time.
14. There will be a three (3) minute warm up time at the start of each game.
15. Each team is guaranteed three (3) games; all games are 10/10/10; stop time.
16. Floods (addition or deletion) will be at the discretion of the Tournament Convenor and/or the referees on the ice if the need arises. (e.g., overtime, weather, injury, etc.)
17. Two (2) points for a win; One (1) point for a tie; Zero (0) points for a loss. All U9 Festival games will be recorded as 0-0 on the tournament web site.
18. In the event of a default during the Round Robin portion of the tournament, the team which is not in default receives two (2) points and a 1-0 win, recorded in their favour. If a team defaults for an elimination game, the team which is not in default moves on to the next round or is declared Champion if it was for the Final game.
19. In the event of a game cancellation due to inclement weather, we will attempt to reschedule the game. If unable to reschedule the game, a score of 0-0 will be recorded.
20. No overtime will be played except in semi-final and final games.
21. Game scores will be recorded with a **5-goal maximum** differential. (e.g., 7-0 will be recorded as 5-0, 9-1 will be recorded as 6-1, 8-2 will be recorded as 7-2, etc.). 'Goals For' and 'Goals Allowed' for tiebreaking purposes will use the *adjusted* score recorded, as described above.

22. Tournament division formats:

U9 – 4 teams

Festival Format. Games will run half-ice format.
All U9 games will run under a curfew of 50 minutes of ice time, as dictated by the rink marshal.
There will be no championship for the U9 division. Every participant will receive a medal.

U11/U13 – 10 teams

Two pools of five teams.
Each pool plays a round-robin (4 games per team).
Top two teams in each pool move on to Semi-Final.
Semi-Finals are Sunday morning.
Semi-Final winners play in the final Sunday afternoon.

U15 – 7 teams

Each team plays four round-robin games (random opponents)
Top four teams move to Semi-Finals Sunday morning.
Teams are seeded 1-4. 1st seed vs 4th seed, 2nd seed vs. 3rd seed.
Semi-Final Winners play in the Finals Sunday afternoon.

U18 – 11 teams

Each team plays four round-robin games (random opponents)
Top four teams move to Semi-Finals Sunday morning.
Teams are seeded 1-4. 1st seed vs 4th seed, 2nd seed vs. 3rd seed.
Semi-Final Winners play in the Finals Sunday afternoon.

Senior Women – 8 teams

Two pools of four teams.
Each pool plays a round robin (3 games per team).
The top two teams in each pool play a Final game on Sunday. (no pool cross-over)

23. Tiebreakers:

In the event of a tie in points at the end of the preliminary games, the following rules will be used to determine seedings, where applicable. Seedings may be done separately for round-robin placement (which teams qualify for elimination) and for elimination round placement (which teams are matched up in Semi-Finals). Tiebreakers are used in order and once a tie-breaking rule has been used or is not applicable, it cannot be used again.

NOTE: All tiebreakers involving Goals-For and Goals-Allowed use a maximum differential of five goals per game as per rule above. The tiebreakers listed below always take precedence and may or may not agree with the sorting shown on the tournament web site standings due to system limitations.

- (a) Number of wins;
- (b) Head-to-Head Record (2 teams only – does not apply to 3 or more tied teams);
- (c) Goals For Percentage (GF%) in round robin play;
$$GF \% = \text{Goals For} / (\text{Goals For} + \text{Goals Allowed})$$
- (d) Fewest Goals Allowed in round robin play;
- (e) Most Goals For in round robin play;

- (f) Lowest total penalty minutes in round robin play;
- (g) Most periods won in round robin play;
- (h) First goal scored (time on the clock) in round robin play;
- (i) If still tied, coin toss;

24. Elimination, Quarter-Final, Semi-Final and Final Games:

- a) Regardless of posted schedule or tournament web site, the highest seeded team is the HOME team in all consolation, elimination, quarter-final, semi-final, and final games.
- b) There will be one thirty (30) second time out allowed to each team in elimination, quarter-final, semi-final, and final games only.
- c) In the event of a tie after regulation time in an elimination, quarter-final, semi-final or final game, one five (5) minute, 3-on-3 sudden victory overtime period will be played.
- d) Any regulation time penalties will carry over to the overtime period. If a penalty occurs during overtime or a penalty carries over from regulation time, the penalized team will remain at 3 skaters and the unpenalized team will play with 4 skaters. When the penalty expires, the teams will play 4-on-4 until the next whistle. If a team is assessed a second penalty, play will go to 5-on-3. If there is no whistle, play goes to 5-on-4 when the first penalty expires, then goes to 5-on-5 when the second penalty expires. Play returns to 3-on-3 at the next whistle once all penalties have expired.
- e) If still tied after the overtime, an 'NHL-style' best-of-three shoot-out will take place where teams will shoot alternately. The home team will decide who shoots first. Once a player has shot, they will go directly to the penalty box.
- f) If tied after three (3) shots by each team, the shoot-out continues until one team scores and the other team does not. All players (not including goalies) must have had a shot prior to a player taking a second shot.
- g) Any player serving a penalty that has not expired at the end of overtime is ineligible to participate in the entire shoot-out.
- h) Three shooters (S1/S2/S3) must be declared on the paper game sheet by each team before the start of the game at the check-in desk. If one of the identified shooters is ineligible due to penalty, the coach can identify a replacement shooter in that spot. If shooters are not declared on the game sheet prior to the game, the shooting order will be the roster order on the game sheet.
- i) Teams will not switch ends for overtime or shoot-out.