



Paint it Purple - 40th Annual NGHA Tournament

February 7 - 9, 2020 Sanction #1920089

TOURNAMENT RULES AND REGULATIONS

House League

PLAYING RULES

1. Playing rules will be those recognized by the OWhA (Ontario Women's Hockey Association) and Hockey Canada, except as noted.
2. Neck guards: Players are required to wear neck guards for all tournament games.
3. Mouth guards: Players are required to wear mouth guards at all times during play if their own district requires that they do so in league play.
4. Game Length (Atom to Midget):
 - a) Games will consist of 2 x 10 minute stop-time periods and 1 x 12 stop-time period OR a 50-Minute Running Clock whichever comes first.
 - b) If, at the beginning of the third period, or at any time during the third period, a team is ahead by five or more goals, straight running time shall commence on the game clock. If the goal differential is seven goals at any time during the first or second period, running time shall also commence. If at any point the margin is reduced to two goals or less, stop-time play shall resume. This rule is in effect for all round robin games. Running time during the playoffs and championship games is at the discretion of the tournament committee.
 - c) Warm-up will be 2:00 minutes in length from the time the arena staff has left the ice. Teams MUST be ready to go at that point.
- 4.1 Game Length (Novice):
 - a) Games will consist of 3 x 10 minute stop-time periods OR a 45-Minute Running Clock whichever comes first.
5. Time-Outs: One (1) thirty (30) second time out will be permitted in playoffs and in championship games ONLY.
6. Overtime: Overtime will only be played in playoff and championship games if regulation time produces a tie. Overtime shall consist of:
 - a) One sudden-victory 5-Minute stop time period with teams playing four (4) skaters plus a goaltender. Teams do not change ends for overtime or shootout.



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- b) If still tied after overtime, a shootout with 3 skaters from each team will take place. Each team must designate 3 shooters (S1, S2, S3) directly onto the game sheet prior to the start of the game.
- c) The team that scores the most goals with these three skaters will be declared the winner. Whichever team has had the fewest penalty minutes in the game, will have the option of shooting first or last. If the teams have the same number of penalty minutes in the game, the HOME team will shoot LAST. Once the order is determined, it will remain the same for all future rounds of shootout. A player from one team will shoot, followed by a player from the other team, and so on until all 3 designated players have gone.
- d) If still tied after 3 shooters, a sudden-death shootout with one player from each team having a chance to shoot per round. Each shooter must not have participated in any prior round of the shootout. Whichever team shot first in the previous round, will once again shoot first.
- e) Repeat step above until no skater remains that has not yet participated from either team. In the event that one team runs out of players, they will work in reverse order selecting the player that has most recently shot to participate next, until the other team has also used every skater.

7. Round Robin Standings: Standings will be based on points: two (2) points for a win, one (1) point for a tie, no points for a loss.

8. 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. (Applies to 2 way ties only, 3 or more teams tied start with tied breaker 8b.)
- b) Most Wins
- c) 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)
- d) Fewest Goals Against
- e) Most Goals For
- f) Fewest Penalty Minutes
- g) Coin Toss. Follow Tie breaking rules in Order. Once a Tie Breaking Rule has been used or is not applicable it cannot be used again. Top 4 teams from each division will move on to Semi-final round

9. Stick Measurements: Teams are NOT allowed to request the measurement of any stick during tournament games. If teams have a concern with an opposing player's stick, they must request the measurement prior to the game.



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10. Penalties: Penalties carry over into overtime and shoot-outs. If a penalty is assessed during overtime when both teams are at 4 skaters, play shall resume 4 on 3. In the event of more than one penalty being assessed to the same team, play will resume 5 on 3. If the penalty expires during play, the player shall return to the ice and teams will play 5 on 4 until the next stoppage of play when on- ice strength will be adjusted to 4 on 3. No less than three skaters plus a goalie and no more than five skaters plus a goalie per team shall be on the ice during overtime play. All suspensions will be enforced according to OWHA 2019/20 rules and regulations. OWHA minimum suspension rules will also be strictly enforced.

11. Fighting Penalties: Any player receiving a penalty for Fighting will automatically be suspended for the **remainder of the tournament**.

12. A player of the game award will be awarded at the conclusion of each game **in each team's own dressing room**, not on the ice. No player may win the award more than once during the round-robin portion of the tournament. Player to be chosen by own team's coaching staff.

13. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion in the tournament.

GENERAL AND ADMINISTRATION RULES

1. ZERO Tolerance: Taunting or berating of any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators. The Nepean Girls Hockey Association reserves the right to eject any person whom it deems, in its sole discretion, to be acting in an improper manner and we accept no liability in connection with such ejections.

2. Referee's Decisions: All referee's decisions are final and may not be appealed. No protests will be permitted.

3. Novice Festival Format

- a) games will consist of 3 x 10 minute stop-time periods OR a 45-Minute Running Clock whichever comes first.



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- b) each team will play an even number of games
- c) there will be no championship games

4. No "select" or "tournament teams" are permitted to compete in any OWHA sanctioned tournament. Eligible players must be registered members of the team, or affiliated players (AP). Pick up consent forms must be presented to the registration desk at the time of registration and before AP's first game. In order to be eligible for the playoff and final games a player must have played in at least one round robin game. A player may only participate with one designated team in a tournament.

5. Scheduled Game times are approximate. TEAMS MUST BE PREPARED TO START THEIR GAMES NO LESS THAN 30 MINUTES BEFORE THEIR SCHEDULED START TIME. Games WILL run early when possible.

6. Check In: One (1) team representative must check-in to the tournament office, located in the ECHO ROOM on the second floor of the MINTO RECREATION CENTRE, 3500 Cambrian Rd. by 5:00pm Friday, Feb.7. Any team using an OWHA Pickup Consent for Tournament Form MUST bring this to Headquarters BEFORE your team's first game. HQ will be open for registration Thursday, Feb.6 from 7-9:00 pm and Friday starting at 7:00am. Failure to do so may result in forfeiture of games. **Team representative will be required to present their approved OWHA roster** (or similar registration form as supplied by their district); pick-up consent forms and travel permit/sanction forms. Players and bench staff from each team will be required to check-in to the arena sign-in desk before each game.

7. Team officials are responsible for the conduct and supervision of all of their team's participants at all times. No shooting, stick handling, or passing of any objects is permitted anywhere in the facility other than the ice surfaces! Team management WILL be held responsible for vandalism of any kind done to their dressing rooms. Teams MUST bring any pre-existing dressing room conditions to the attention of tournament or arena staff BEFORE their ice time.

8. The tournament committee reserves the right to change or alter these rules at any time without prior notice in order to act in the best interests of the tournament.

9. Tournament organizers and committees are not liable or responsible for acts of god and unforeseen events causing the cancellation of any part or whole of this event.



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Good luck to all teams!