

Willowdale RedWings
The Girls Hockey Division of the
Willowdale Sports Club



2009 Tournament Rules

TOURNAMENT FORMAT

The tournament is sanctioned by OWSHA and includes the following categories: Atom "AA"; Atom "BB"; Peewee "AA"; Peewee "A"; Bantam "AA"; Bantam "A"; Bantam "BB"; Midget "AA" Midget "A" and Midget "BB". All teams are guaranteed three games.

In divisions where four teams are entered a round robin will be played by the teams. The top two teams after the round robin will proceed to the championship game.

In divisions where eight teams are entered, the division will be split into two flights of four teams each. Each flight will play a round robin and the top two teams in each flight will proceed to the semi-finals with the winners going to the championship game.

In divisions where twelve teams are entered, the division will be split into three flights of four teams each. Each flight will play a round robin and the top teams in each flight will proceed to the semi-finals along with the second place team with the best record. The semi-final winners go to the championship game.

In the 10 team division, PW "A", the division has been split into two 5 team divisions. These teams will play a 4 game round robin and the top team in each division will advance to the finals.

All teams must have submitted their OWSHA registration forms prior to attending at the tournament.

Round Robin divisional play will start on Friday September 19, 2008 after 7:30 a.m. and continue on Saturday Sept. 20, 2008. In general: the quarters, semis and finals will take place on Sunday Sept. 21, 2008. Teams should expect to play two round robin games either Friday or Saturday.

Division standings will be determined by points. Each team will receive two points for each game won and one point for each game tied; one point for every period won and ½ point for tied periods. Each game has the total of five points. If ties exist in the final standings, the higher place team will be determined as follows:

- A) most wins;
- B) winner of game played between tied teams;
- C) team with the greater goal spread for games played in the round robin (total goals scored less total goals against);
- D) team scoring the most goals in the round robin;
- E) time of first goal scored in the team's first game;
- F) the winner of a coin toss.

In the 12 team divisions, the best of the rest will be awarded based upon points in their division, and if there are ties, the tie breakers above, with the exception of B) will be used to establish who advances.

Round robin and championship games for all but PW AA; Bantam AA; Bantam A; Midget AA; Midget A; and Midget "BB" will be 10/10/12 minutes with stop time play. No time outs or overtime will be used in round robin play. For the other divisions length will be 12/15/15 minutes.

For scheduling purposes each game has been allocated a standard amount of ice. Short games are allocated 65 minutes; long games 95 minutes to allow for floods.

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For all games where a winner must be declared, semi finals and finals, if at the end of regulation time the teams are tied, the tie breaking procedure will be one sudden death 5 minute stop time period playing 4 skaters on 4 skaters. If still tied after overtime to teams will go to a shootout.

The coaches will have 2 minutes from the end of the Overtime to indicate their first three shooters to the officials. Failure to identify their shooters in the prescribed time will result in the team being disqualified.

The shoot-out will not involve players in the penalty box at the end of overtime.

The shoot out will be conducted simultaneously under the direction of the officials. Should the teams remain tied after the 3 shooters have completed their shots, sudden victory shoot-out will take place. When there is a differential after a pair of skaters have gone, the team scoring will be declared the winner. All players will proceed to the penalty box after they have taken their shots, and when the whole team has taken shots, the players in the box will be eligible for another shot.

For Championship games each team is allowed one 30 second timeout per game.

PLAYING RULES

Teams are designated Home and Visitors on the schedule. The visiting team must designate their sweater colour, on the game sheet, at least 30 minutes prior to game time. The completed game sheet should be signed by all players and bench staff before they proceed to the dressing rooms.

The tournament committee reserves the right to commence games up to 30 minutes prior to the scheduled time, except for the first games at any given arena. All teams are to be ready to take the ice immediately after the zamboni gates are closed. The referees and timekeepers will take control of the game timing to enforce the quick turn-around.

There will be a 3 minute warm up immediately prior to each game, starting as soon as the zamboni gates are closed. The timekeeper will note the start of the 3 minute warm up period on the game sheet.

Ice floods are planned following each short game, and where there are consecutive long games floods may occur after every second period. However should the need arise due to overtime or weather conditions such floods will be at the discretion of the referee on ice.

Hockey Canada and OWHHA rules shall apply.

Managers and coaches are responsible for the conduct of their players at all times. Profanity, abuse and heckling of the officials will not be tolerated and may result in penalties being assessed to players/teams. Should such behavior be observed from fans or parents, teams may be assessed a penalty by the referee. Referees are expected to deal with unruly behavior from fans.

Dressing rooms are to be left in the same condition as they were assigned. Any damage to arena property will be billed to the offending team. Dressing rooms will be inspected by tournament staff before the first game. Keys will be available from the arena staff at Iceland and Hershey in exchange for keys. Please go to the information window with keys to exchange for dressing room keys. Teams are expected to lock dressing rooms after the last player leaves the room. The arena staff will have the dressing room keys at Baycrest, Bayview, Mitchell Field and Goulding and they will expect keys in exchange. **Teams are advised to bring their own locks since Etobicoke Ice Sports Dressing Rooms can only be locked with your own lock.** Teams noting damage when they first take possession of the dressing room should report same to the registration desk and appropriate measures will be taken.

The tournament committee reserves the right to make decisions regarding the interpretation of these rules; to make decisions regarding objections or protests involving any conduct of the tournament and as such, all decisions will be final.