

Willowdale RedWings

The Girls Hockey Division of the Willowdale Sports Club



2011 Tournament Rules

TOURNAMENT FORMAT

The tournament is sanctioned by OWSHA and includes the following categories: Pee wee "AA"; Pee wee "BB"; Bantam "AA"; Bantam "A"; Bantam "BB"; Midget "AA" Midget "A" and Midget "BB". The number of games guaranteed is a function of the number of entrants in each category. With the exception of Pee wee BB and Bantam A who are guaranteed four games, the balance of the entrants will play three games before quarters, semis, or finals.

Positions in the playoffs and finals will be determined as follows:

PW AA top two teams after the round robin round will play in the final game.

PW BB top two teams after the round robin of all 5 teams will play in the final game.

B AA will play a round robin with a crossing game to the other group with the top two teams in each group playing in the semi finals (cross 1 vs 2 and 2 vs 1) with the winners proceeding to the finals.

B A top team in each group after the round robin of all 5 teams will play in the final game.

B BB the two groups will play a round robin between 4 teams with the top two teams in each group playing in the semi finals (cross 1 vs 2 and 2 vs 1) with the winners proceeding to the finals.

M AA the three groups will play a round robin between 4 teams with the top team in each group and the best ranked 2nd place team meeting in the semi finals with the winners going to the final.

M A where 16 teams are entered, the division will be split into four flights of four teams each. Each flight will play a round robin and the top two teams in each flight will proceed to the quarter-finals with the winners going to the semi-finals and then the winners of that to the championship game.

M BB the two groups will play a round robin between 4 teams with the top two teams in each group playing in the semi finals (cross 1 vs 2 and 2 vs 1) with the winners proceeding to the finals.

All teams must have submitted their OWSHA registration forms prior to attending the tournament. A copy of the approved roster should be brought to the tournament should there be questions about eligibility. Teams are to provide roster labels for their game sheets. For LLFHL teams these can be printed by your team statistician once your registration with the OWSHA has been completed. Our understanding is that complete registration included payment of all fees.

Round Robin divisional play will start on Friday September 16, 2011 after 8:15 a.m. and continue on Saturday Sept. 17, 2011. The M A division quarter finals will be early Sunday morning as they lead off the semis and finals will take place on Sunday Sept. 18, 2011. Teams in the 5 team divisions should expect to play two round robin games either Friday or Saturday and possibly their last game on Sunday morning early in the day.

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 M AA division, 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 PW AA; Bantam A; Midget AA; Midget A; and Midget BB will be 12/15/15 minutes with stop time play. No time outs or overtime will be used in round robin play. For the other divisions length will be 10/10/12 minutes.

For scheduling purposes each game has been allocated a standard amount of ice. Short games are allocated 60 minutes; long games 90 minutes to allow for floods. Every attempt will be made to flood pads every two periods for long games that are back to back. That is after the 2nd period and then after the 1st period of the next game and after that game. This should put floods about 50 minutes apart on most pads. Teams playing in the second long game should be prepared to take the ice with minimal time lost between games.

For all games where a winner must be declared, quarter finals, 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 the 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 OWSHA 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 the City arenas, Mitchell and Goulding in exchange for keys. Please see the rink attendant with keys to exchange for dressing room keys. Teams are expected to lock dressing rooms after the last player leaves the room. **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.