

2009 Whitby Wolf Fest Tournament Rules

1. CHA and OWHA rules shall apply.
2. All round robin games will consist of 3 periods of 10-10-12 Stop Time. All championship finals will consist of 3 periods of 10-12-12 Stop Time.
3. There will be a 3-minute warm-up period prior to each game. All games begin immediately upon completion of the 3 minute warm up. Both teams are required to be ready waiting at CENTRE ICE at the 10-minute mark as the clock will NOT stop until the first stoppage of the game.
4. All teams MUST be available to play 15 minutes prior to the schedule start time of any game.
5. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA 2009-2010 Handbook; Constitution, By-laws and Regulations & Rules.
6. Players are to keep their hockey gloves on for the Post Game Handshake and tap gloves.
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 during **Championship Finals only. (Overtime is not a new game)**. There are **NO TIMEOUTS** in Semi Finals, Quarter Finals or round robin games.
9. A maximum of 17 skaters and a maximum of 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 honored and must be included where necessary.
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 (not applicable in three way tie).
 - 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)=%**
 - 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. 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 5 minute overtime will commence. Teams will play 4 on 4. Players may be changed at any time. Goalies may be "pulled" at any time and a substitute player from the bench may be used. **Teams do not change ends for Overtime or Shoot Out.** If still tied, a shoot out will occur.
15. Games that cannot end in a tie, with the exception of Semi-final and Championship games (for Semi-final and Championship games see Rule #14) are marked on the schedule with an "*" in the Game number column. In the event of a tie game there will be NO Overtime. Follow Rule #16.
16. **SHOOTOUT:** Each team must designate 3 shooters (S1, S2, S3) on the game sheet prior to the start of the game. Any player serving a penalty at the end of the game (or overtime if overtime was played) will not be eligible to participate in the shoot out. All players except the shooters 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 at the same time starting a 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.
17. Home teams must wear light colored jerseys where applicable. 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.
18. All players and team officials must sign the game sheet prior to each game.
19. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committee's discretion and any other adjustments deemed required for the efficient running of the tournament.
20. It is the Teams 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.
21. The decisions of the Tournament Officials are final with no appeals!

Good Luck to ALL teams!

www.whitbyjrwolves.com

On-line Scores provided at: www.leaguelineup.com/whitbywolffest2009