



OWHA Provincial Championships – 2025-2026

Playing Rules and Regulations - Playdowns

Playing Rules and Regulations for Regional Playdowns

- 1) Teams, local associations, or groups of associations may submit bids to host a “tournament-style” Regional Playdown in one or more categories. Bids should be submitted to the OWHA Office by February 1st of the playing season. The OWHA designate will either approve a bid or announce that Regional Playdowns for a specific category and region will be determined per the rules. Regional Playdowns may be held as part of a sanctioned tournament but must follow all rules governing Regional Playdowns.
- 2) Regional Playdown game(s) will be allowed to be played during regularly scheduled and playoff league association games(s) if mutually agreed upon by both participating teams and the OWHA designate and all playing Rules and Regulations for Regional Playdowns are followed.
- 3) The OWHA office is responsible for coordinating Regional Playdowns, held for the purpose of determining a Regional Champion in each division and category. Period lengths in each series will be of the same duration for ALL games. If unanimous agreement on period length cannot be reached, the final and binding decision for period lengths will be determined by the OWHA designate. The minimum period/game length is 10/10/10, with no overtime except for RULE THREE (B)(9)(b). **There will be no curfew.**
- 4) It is mandatory to use minimum Level II HCOP currently registered referees.
- 5) Gate fees shall not be charged for OWHA Regional Playdown games.
- 6) Commencing at Bantam, all categories A and higher (Bantam A, Bantam AA, Midget A, Midget AA, Intermediate A, Intermediate AA, Senior A, Senior AA,) must use the three-official system in Regional Playdowns. Referees in a three official system must be a minimum Level III. Under exceptional circumstances and with the approval of the OWHA designate(s), other arrangements may be made.
- 7) One 30 second timeout will be permitted per team/per game in all categories of OWHA Regional Playdowns.
- 8) Games that must be ended due to a serious injury that requires an ambulance to be called or due to a serious mechanical equipment failure in the arena that makes playing dangerous or impossible are permitted to be ended despite there being no curfew. Any Playdown games ended after the start of the third period due to the previously noted reasons will be considered a complete game at the point of curfew. Games ended prior to the end of the Second Period will be null and void and must be rescheduled and replayed in their entirety.
- 9) **FOR TWO TEAMS:** Upon mutual agreement, two teams involved in a regional playdown may select either a three game format with the first team to reach 4 points advancing or a five game format with the first team to reach 6 points advancing.

If agreement cannot be reached then the three game format will be used. Prior to the series beginning, the home ice advantage for the third game may be determined by a coin toss or ice availability.

Win - 2 points

Tie - 1 point

Loss - 0 points

Prior to the series starting, the decision will be made by the OWhA designate and the teams involved whether they will follow RULE THREE (B)(9)(a) or RULE THREE (B)(9)(b) format. If the teams cannot agree with the format, RULE THREE (B) (9) (a) will be used.

- a) If the series is tied in points after three (or five) games, the following tie-breakers will be used:
 - i. Goals scored minus goals against in three (or five) games;
 - ii. Fewest goals allowed in three (or five) games;
 - iii. Most periods won in three (or five) games; 9
 - iv. Fewest penalty minutes in three (or five) games;
 - v. First goal scored in series; vi. Flip of a coin.

OR

Prior to the series starting, teams will pick either (i) or (ii) below

- b) i) If the series is tied in points after three (or five) games, there is a provision of two 10 minute stop time sudden victory overtime periods. If still tied in points, after regulation time and overtime, then a shoot out will take place using three shooters on each team, alternating with the home team having the option to shoot first. If still tied, the remaining players will shoot until the same numbered shooter has scored and the other has not.

OR

- ii) There is a provision for a fourth (or sixth) game may be played, with provision of two 10 minute stop time sudden victory periods. If still tied in points, after regulation time and overtime, then a shoot-out will take place using three shooters on each team, alternating with the home team having the option to shoot first. If still tied, the remaining players will shoot until the same numbered shooter has scored and the other has not.

(10) FOR THREE, FOUR AND FIVE TEAMS:

- a) Prior to start of round-robin series, a decision will be made by the and the teams involved whether they will follow RULE THREE (B)(10)(b) or RULE THREE (B)(10)(c) and must be approved by the OWhA designate.
- b) A single round robin will be completed. The winner will be the team with the most points. If tied in points, the following tie-breakers will be followed:
 - i. Number of wins;
 - ii. Record against other tied teams;
 - iii. Goals scored minus the goals against in round robin games;
 - iv. Fewest goals allowed in round robin play;
 - v. Most periods won in round robin play;
 - vi. Fewest penalty minutes in round robin play;
 - vii. First goal scored in series;
 - viii. Flip of a coin.

- c) A double (home and home) round robin will be completed, if all participating teams have the required ice and agree to this format unanimously. If tied in points, the tie-breakers in RULE THREE (B)(10)(b) will be followed.

In case of more than two teams, tie-breakers will follow the numerical order until all ties are broken.

(11) FOR SIX OR MORE TEAMS:

- a) The OWHA designate will approve the Playdown format to be used.
- b) If tied in points, the following tie-breakers will be used:
 - i. Number of wins;
 - ii. Record against other tied teams;
 - iii. Goals scored minus the goals against in round robin games;
 - iv. Fewest goals allowed in round robin play;
 - v. Most periods won in round robin play;
 - vi. Fewest penalty minutes in round robin play;
 - vii. First goal scored in series;
 - viii. Flip of a coin.

In case of more than two teams, tie-breakers will follow the numerical order until all ties are broken.

(12) In all divisions, Regional Playdowns must be completed by the 2nd Sunday in March, using the current criteria, otherwise the OWHA designate shall have the authority to declare a Regional Champion. The Provincial Championship shall be a competition among the declared representatives of each region.

(13) Home team must submit the score to the OWHA within 24 hours of the game. Game sheet must be emailed within 48 hours of the game to the OWHA office.

(14) Teams are required to bring two sets of sweaters (light and dark) to Regional Playdown games. The home team will wear their light-coloured sweaters. Goalies must dress in the same colour sweater as the team is wearing. Any conflict in sweater colour will result in the home team having to change.

(15) All players of each team must wear the same identically coloured hockey socks on both legs, goalies excepted.

(16) A team wishing to lodge a protest must have the protest lodged by a registered team official of that team to the referee before the teams leave the ice after the game in question. A \$200.00 fee must be issued to a member of the protest committee immediately following the game. The protest will be dealt with by OWHA. The fee will be returned if the protest is upheld.

(17) Protests dealing with judgments or dealing with calls that do not deal directly with the outcome of the game will not be heard.

(18) Any violation of (12), (13), and (14) above will result in a \$200.00 fine per occurrence.