**Peterborough Girls’ Hockey Association**

December 3-5, 2021

**2021 HL Tournament Rules (4 game guarantee)**

1. All current Hockey Canada and OWHA Rules shall govern tournament play except as amended below for Atom, Peewee, Bantam and Midget
2. All games will consist of a 3-minute warm up and 10-10-12 minute stop time periods
3. Tournament official reserve the right to start any game up to 30 minutes prior to its scheduled start time.
4. Tournament officials reserve the right to waive the flood between games if the tournament is running behind and the ice is deemed safe to play by the tournament officials in consultation with the referees.
5. In the case of a sweater conflict, the home team will be supplied pinnies at the tournament sign in table.
6. All players and team bench personnel must sign the game sheet prior to each games’ commencement.
7. All teams must register with the tournament at their first game. Each team is permitted a maximum of 20 players including goaltenders. Players must be rostered with the registered team on the teams OWHA approved roster or have an approved pickup consent form for the tournament. A player is only eligible to play for one team in the tournament\there will be no exceptions to this rule regardless of injuries, suspensions, and or for goaltenders. In order to qualify for post round-robin play, a player must have played a minimum of on round robin game.
8. In round-robin play, teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss
9. If there is a goal spread in the third period of 5 goals or more, there shall be running time until the goal spread is reduced to less than 3.
10. There will be no time-outs permitted int round robin play, elimination games or quarter-final games. There will be one, 30 second time-out per team permitted in semi-final; and championship games.
11. Standings after the round-robin play will be based on each team’s points total. In the event of a tie, the following tie-breaker will be applied;
	1. Head to head result(only applicable for a two-team tie)
	2. Most wins in round-robin play
	3. Highest goal differential (goals for minus goals against) mas. Goal differential will be 5 goals spread. This will avoid running up scores
	4. Least goals against
	5. Most goals for 5 max (5 goals per game)
	6. Least penalty minutes
	7. Coin toss
12. All post round-robin games shall be played to a winner. Any post round-robin game tied after regulation time shall be played to a winner in the following format, with goaltenders:
	1. minutes, 4 on 4, stop time, sudden victory overtime period
	2. 2 player shoot-out, simultaneous shots form centre ice line, on each goal
	3. Sudden victory shoot-out simultaneous shots from centre ice line, on each goal

Notes to Overtime rules:

1. At the start of overtime period (i), and any time during overtime periods (i) to(iii), any team that has a player serving a minor penalty shall not play short-handed, however, the non-offending team shall be entitled to play with an extra player, up to the maximum of two additional players for the duration of the minor penalty(s). the penalized player(s)shall return to the ice at the expiration of their minor penalty. At the next stoppage in play, the teams shall return to the number of players corresponding with the overtime period designation. (Note: this does not apply to offsetting minor penalties.)
2. Goaltenders may be removed for an extra attacker at any time in the overtime period (i)
3. Coaches must designate their 3 shooters for overtime (ii) prior to the game. If overtime (iii) shoot-out is necessary, no player can shoot a second time until all players have shot a least once.
4. Suspensions: all OWHA rules apply for the levying of suspensions
5. The head convenor’s decisions shall be final and biding

Festival

2021 HL tournament rules (U7 and U9 ? games guaranteed)

1. Our jamboree is designed to bring kids together to have fun on the ice. All teams will play an equal # of games and there will be no playoffs or championship.
2. Current Hockey Canada and OWHA rules shall govern Jamboree play except as amended below. 4 ox blue pucks will be used. The decisions of the Tournament Officials are final with no appeals
3. All Festivals games will be half ice and consist of 3 minute warm-up and two 20 minute periods 2 minutes will be allowed between periods. Every 2 minutes a buzzer will indicate a line change. The timed busser will make sure every player gets an equal amount of time on ice.
4. All games begin immediately up completion of the 3 minute warm up. The clock will not stop at the 20 minute mark but will continue until the first 2 minute buzzer.
5. The ideal size for festival teams is 18 players. In games teams will be split into two squads of nine players encouraging coaches to group players according to skill level. Eight players and one goaltender. Splits will e determined by the number of players rostered for each game.
6. Goalies are only entitled to play one game per Jamboree to promote as many players as possible in the chance to be a goaltender.
7. There will be a face-off to start the game and to start the 2nd half. For the kids to get the most out of their time on the ice, there will be no face-offs throughout the game.
8. In the event the goaltender freezes the puck, the attacking team will back away and possession will move to the goaltender’s team without stopping play.
9. If the puck goes out of play, the official will place another puck on the ice new where the puck was last in play and the non-offending team take possession
10. When a goal is scored, possession is turned over to the opposing team and play will continue
11. Penalties will still be called. However, instead of stopping the play, the non-offending team will take possession of the puck and the official will inform the coach what penalty was called on what player. Play will continue 4-on-4, but the offending player will sit out their following shift. Coaches are strongly encouraged to explain the penalty to the offending player.
12. All player will receive awards following their final game in the team dressing room
13. Tournament officials reserve the right to start any game up to 30 minutes prior to its scheduled start time.
14. All tournament rules about 4 thru 8, 14 and 15 apply to the fundamentals division jamboree