



## FALL CHALLENGE CUP TOURNAMENT PLAYING RULES 2024

November 1 -3rd, 2024

### DIVISIONS: U11 to U18

- 1) Hockey Canada and OWHA rules will apply, except for the added conditions as detailed below.
- 2) All teams are guaranteed 4 games. Round robin games will consist of 3 twelve-minute periods (12-12-12) for all teams except for U13 AA, U15 A, and U18 A, BB (12-15-15). There will be no overtime in the round robin. Any playoff or championship round game length will be the same for each division as was listed above for round robin. The Championship round will consist of a championship game (Gold/Silver).
- 3) **Points:** 2 points for a win, 1 point each team for a tie and 0 points for a loss.
- 4) A maximum of 20 players are allowed per team. A player can only play for 1 team during the tournament.
- 5) To be eligible to play in the tournament, a player must appear on the roster submitted with the application form. Players on Ontario teams must be registered with the OWHA and their respective team. The OWHA pick-up forms will be honored.
- 6) All teams must be prepared to go on the ice 15 minutes before scheduled game time. Starting a game early is at the sole discretion of the Head Tournament Official and or Tournament Rink Supervisor.
- 7) Home teams will wear their light jerseys and away teams will wear their dark jerseys.
- 8) All players of each team must wear the same identically coloured hockey socks on both legs, goalies excepted.
- 9) **Rink Resurfacing for Round Robin Games:** The ice will be resurfaced as per the flood schedule available at the Tournament Office in each arena.  
**Overtime for all Quarter Final, Semi Final and Championship Games (All Divisions):** The ice will not be resurfaced prior to overtime, as overtime will be considered a part of the preceding period.  
**Right to Alter Resurfacing Schedule:** The Tournament Chair/Committee retains the right to alter the resurfacing/flood schedule if the need arises. Teams will be notified before their games if any change to the resurfacing/flood schedule is to be made.
- 10) The **2-minute** warm up clock will commence when the Olympia/Zamboni gates are closed.
- 11) If the **goal differential in any game**, excluding the championship games, is 5 or greater, at any time in the third period, the clock will run until the spread is reduced to 3 goals, then stop time shall resume.
- 12) **Minor penalties** will be 2 minutes. **Major penalties** will be 5 minutes (overtime included).
- 13) The **OWHA minimum suspension guideline** will be strictly enforced. Additional suspensions may be imposed at the discretion of the committee.
- 14) In the event that the **TOTAL** number of penalty infractions assessed to **BOTH** teams during any one game reaches a **COMBINED TOTAL OF 26**, (Infractions-Not Minutes) the clock will operate on run time for the remainder of that game.



- 15) **Penalties assessed during running time** will be 3 minutes for a minor penalty, 7 minutes for a match/major penalty, and 12 minutes for misconduct. If a player is assessed a penalty during stop time and during the duration of the penalty the clock goes to running time the length of that penalty will remain the same.
- 16) **Time outs** are only permitted in quarter final, semifinal and championship games. Only one time out per team per game. Time outs are 30 seconds in length.
- 17) **Pool Standings:** Team with greatest number of points is first, second highest points are second etc. If teams are tied for play-off positions at the end of round-robin play, the final pool standing will be determined by applying these rules in the following order:
- The winner of the round robin game involving the same two teams (head-to-head) is awarded the higher position. (Rule only applies for two-way ties. If there is a 3-way tie, proceed to 17 b).
  - Team with the most wins in round robin play gains the higher position.
  - The team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:  
Total number of goals for divided by the total number of goals (for and against).  
ALL games are included. Example: For = 10 goals Against = 4 goals, Percentage:  $10/10+4 = .714$   
The higher percentage (1.0 being the highest attainable) gains the higher position
  - The team with the most goals for gains the higher position.
  - The team with the fewest goals against gains the higher position.
  - The team having the “fewest penalty minutes” gains the higher position. Game Misconducts will be counted as ten (10) minutes for this purpose.
  - If a tie still exists after all of the above, a coin toss by a tournament official will determine standing.
- 18) For the Quarter Final, Semi-Final and the Championship games the home team is determined by the team ranking after the Round Robin games.
- 19) In case of a **tie in the Quarter Final, Semi Final or Championship game** (Gold Medal Game), the following overtime procedure will be followed:
- One (1) sudden victory overtime period of five (5) minutes stop time will be played. Teams will play 4 on 4. First goal scored shall determine the winner.
  - If the score remains tied at the end of the second overtime period, the teams will participate in a shootout as per rule 19 c) to j). Teams do not change ends for the overtime or the shootout.  
If a penalty occurs during the overtime periods, the teams play 4 on 3. If a second penalty is called on the same team, and the first penalty has not expired, the teams play 5 on 3. If the first penalty expires during play, the player will go back on the ice. At the next stoppage in play, if the second penalty has not expired, the teams resume play 4 on 3.  
If the score remains tied at the end of the overtime period(s), the following shootout procedure will be used to determine the winner:
  - Each team will select six (6) players and their names and numbers will be inscribed on the electronic game sheet as S1 through S6 before the start of the game.
  - Home team will have the choice if they wish to shoot first or second.
  - The teams will alternate shots. S1, S2 and S3 will shoot on a rotating basis. After all 3 players have taken their shots on each team, a winner is declared when one team has scored more goals than the other team. If both



teams have scored the same number of goals after 3 shooters, the teams will proceed to a sudden victory shootout procedure. A winner is then declared if one team scores and the other team does not. This shootout procedure will continue until a winner is determined.

- f) If the shootout proceeds to a sudden-victory format, each team will start the shoot-out with their designated S4 followed by S5 and S6 if necessary. If the shootout continues past S6, each team must use new players until all players for a team have shot. Teams may only go to a past shooter if the team with the smaller roster needs to start repeating players.
  - g) Any player on the shootout list serving a penalty at the end of overtime will not be eligible to participate in the shootout. If a player(s) serving a penalty at the end of overtime was designated as S1, S2, S3, S4, S5 or S6 on the game sheet, a substitute player may be designated to take her place in the shooting position she was assigned on the game sheet. If the shootout goes beyond 6 players for each team, the player serving the penalty may shoot as S15.
  - h) If a player designated S1, S2, S3, S4, S5 or S6 becomes sick or injured prior to the shootout, the team may designate a replacement, in which case the sick or injured player becomes ineligible to participate in the shootout and the replacement player is inserted in S6, with other designated players moving up as required. For example, if the sick or injured player was S2 on the game sheet, S3 becomes S2, S4 becomes S3, S5 becomes S4, S6 becomes S5 and the replacement is slotted into S6.
  - i) Shoot out procedure: One shooter at a time from center ice. The goalie not being shot on must leave their crease area so as not to pose a distraction to the goalie being shot on.
  - j) In a three-man officiated game, a linesman and referee will stand at each goal line and signal if there is a goal or no goal. The referee will travel back and forth so that two people see if a goal is scored.
- 20) The WGHA and Tournament Committee will not be responsible for any injuries incurred during the duration of the tournament.
- 21) Each coach will select his or her own team's MVP for the gold medal game.
- 22) In the event of forfeiture, the OWHA rules apply. If the OWHA rules do not apply under the circumstances, rule 24 applies.
- 23) Any of the rules and regulations may be altered or changed at the discretion of the Head Tournament Official. The decisions of the Tournament Official(s) are final with no appeal.
- 24) In the case of inclement weather, road closures, traffic delays or any other force majeure – Any team unable to start a game by the scheduled start time with a minimum of six (6) rostered players in uniform (i.e. must have 6 skaters but a designated goaltender is not mandatory) will forfeit that game. A score of 1 – 0 will be awarded to the other team. If in the case that both teams are unable to start the game with six (6) rostered players a 0-0 tie will be recorded for that game. Any rostered players arriving late for a game will be able to participate once they have signed the official game sheet.



## DIVISION: U9

- 1) Hockey Canada and OWHA rules will apply, except for the added conditions as detailed below.
- 2) See OWHA Rules for Half Ice for things not covered here (e.g. penalties).
- 3) Two 20-minute periods to allow time for set up.
- 4) Three-minute warm up and a two-minute break between periods.
- 5) Shift length - **90-second** in duration with an automatic buzzer or whistle sounding to indicate players change.  
The clock continues to run throughout the 20-minute half.
  - a. If there are fewer than four players on the bench, the active player designated to stay out for the following shift must return to the bench area prior to continuing play.
  - b. Once the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice immediately.
  - c. Failure to immediately relinquish control of the puck or new players entering the ice surface prematurely may result in a penalty.
- 6) Rink set-up: One set of barriers
- 7) Use regular nets or intermediate nets.
- 8) Use black pucks.
- 9) The games must be played on half ice.
- 10) Games will be played in a 4-on-4 format with goaltenders.
- 11) Teams are required to have two goaltenders.
- 12) A maximum of 18 players are allowed per team.
- 13) Teams will split and half will play on one end of the ice, while the other half plays on the other end of the ice.
- 14) The visiting team(s) must defend the net at the center ice circle and the home team defends the two nets at the ends of the rink.
- 15) When the buzzer sounds to end the first half, the visiting team is to change ends as to play the other teams "half".
- 16) Games are both synchronized, and officials work together to keep the games synchronized.
- 17) There will be only two face-offs during the game: the first face-off to start the game and the second face-off to start the second half.
- 18) RAMP App to be used to record attendance for insurance purposes only; team staff and HCOP officials required to sign (as per OWHA). Scores are not to be recorded.
- 19) Penalties are to be recorded.