



# **Fall Challenge Cup 2016 Team Information Package**

**November 3-6  
Waterloo, Ontario  
Canada**

OWHA Sanction #  
1617007



# WATERLOO RAVENS FALL CHALLENGE CUP 2016

OWHA Sanctioned Tournament



All standings, schedules and game scores are available on our website which is located at [www.waterlooravens.com](http://www.waterlooravens.com)

The headquarters for the tournament is at RIM PARK which is located at:  
2001 University Avenue East in Waterloo.

The tournament office phone number is: (519) 886-3934. You can also email us during the tournament at [ravensregistration@rogers.com](mailto:ravensregistration@rogers.com).

Arena directions are located here: [www.waterlooravens.com](http://www.waterlooravens.com) – select “Arena Directions”

Columbia Ice Fields at the University of Waterloo has pay parking. When dropping off at the door, please pick up **one parking pass PER CAR at the Ravens Tournament Desk and display it on your dashboard when parking. This pass is valid ONLY FOR FRIDAY NOVEMBER 4 (8:00am – 4:30pm) for Lot W ONLY.** Not having a pass may result in your car being ticketed so please let everyone on your team know.

Dressing room keys will be available at the registration desk at each arena, and your keys are required as collateral. The lost and found will be located at each arena.

Please note that **Highways 401 and 8 coming into Waterloo on Friday mornings between approximately 8:00am and 9:00am and Friday afternoons between 4:00pm and 6:00pm are backed up on a regular basis.** This is usually due to congestion and not an accident. We suggest you allow for this so you can get to the rink on time.

## Registration

**ALL TEAMS MUST REGISTER AT THE RINK WHERE YOUR  
FIRST GAME TAKES PLACE!**

Only the Manager or Head Coach is required to register the team. Please bring your OWHA official roster form, and provide required documentation for pick-up players at that time. At registration please indicate if any players or coaches are currently serving suspensions and the length of time that they will be ineligible for participation.

Please fill in the Contact Information form and leave it with the Convenor, so that you can be reached during the tournament.

**\*ALL TEAMS ARE REQUIRED TO BRING THEIR OWN GAME LABELS for Quarter Final/Semi Final/Championship Games\***



## **Registration (continued)**

### **ALL ONTARIO TEAMS**

We are required by the OWHA to see your copy of your original OWHA Official Roster. Please ensure you have read this year's 2016-17 OWHA Handbook Constitution, Bylaws, Rules and Regulations regarding pick-up players. Players may only compete with 1 team in 1 tournament this weekend.

**Please Ensure All OWHA Call up & Pickup Players Paperwork is In Order.** It is your responsibility as a manager – coach to have a very clear understanding of this rule. **OWHA Change of Participant Form** – For any OWHA player new to your roster who has been added, we will require a copy of this as well and please **BE SURE** this paperwork is filled in correctly with dates and signatures and that you have chosen the correct OWHA Form: **“For Sanctioned Tournaments”**.

### **ALL USA REGISTERED TEAMS:**

All USA TEAMS will be required to produce a copy of your Official USA Hockey Roster complete with player and team staff signatures. All USA Teams must have their Travel Permits available to hand in at time of registration.

### **REMINDERS:**

**ALL USA TEAMS** – Mandatory mouth guards required as per your USA Hockey Insurance  
**ALL CANADIAN TEAMS** – Mandatory neck guards. Mouth guards are recommended but not mandatory.

### **STAFF AND PLAYER SUSPENSIONS:**

Any player or staff currently serving suspensions must be indicated on the game sheets in the usual manner – This information is to be placed in the area where the player's signature would normally would go.

### **REFUND POLICY**

If you are unable to attend the tournament, for reasons including, but not limited to, inclement weather, flight cancellations, or automobile mechanical failures, or, if the tournament is interrupted or completely cancelled, through no fault of ours, no refunds will be given.



## Tournament Playing Rules 2016

- 1) HC and OWSA rules will apply, except for the added conditions as detailed below.
- 2) Minor penalties will be 2 minutes. Major penalties will be 5 minutes (overtime included).
- 3) The OWSA minimum suspension guideline will be strictly enforced. Additional suspensions may be imposed at the discretion of the committee.
- 4) All teams are guaranteed 4 games. Round robin games will consist of 3 twelve-minute periods (12-12-12) except for Peewee AA, Bantam A, and Midget A, (12-15-15). There will be no overtime in the round robin. Championship round game length is 12-15-15 except for Novice (12-12-12). The Championship round will consist of a championship game (Gold/Silver). There will be a flood of the ice at the end of each game.
- 5) Rink Resurfacing for Round Robin Games: The ice will be resurfaced at the end of each game. 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.
- 6) The 2-minute warm up clock will commence when the Olympia/Zamboni gates are closed.
- 7) A maximum of 20 players are allowed per team. A player can only play for 1 team during the tournament.
- 8) 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 OWSA and their respective team. The OWSA pick-up forms will be honored. All changes must be in writing.
- 9) Home teams will wear their light jerseys and away teams will wear their dark jerseys.
- 10) All players of each team must wear the same identically coloured hockey socks on both legs, goalies excepted.
- 11) 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.
- 12) 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.
- 13) 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:
  - a) The winner of the round robin game involving the same two teams (head-to-head) is awarded the higher standing. (Rule only applies for two-way ties).
  - b) Team with the best record (most wins counts first) gains higher position.
  - c) The team with the fewest goals against.
  - d) The team having the "fewest penalty minutes" will be awarded the higher standing. Game Misconducts will be counted as ten (10) minutes for this purpose.
  - e) The team scoring the first goal in head-to-head competition will be awarded the higher standing. (Rule only applies for two-way ties).
  - f) If a tie still exists after all of the above, a coin toss by a tournament official will determine standing.
- 14) For the Quarter Final, Semi-Final and the Championship games the home team is determined by the team ranking after the Round Robin games.
- 15) In case of a tie in Quarter Final or Semi Final games, one (1) sudden victory overtime period of five (5) minutes stop time will be played. Teams will play 4 on 4, with player changes on the fly, not on a stoppage of play for the overtime period. First goal scored shall determine the winner. If the score remains tied at the end of the five minute overtime period, the teams will participate in a NHL-style shoot out as per rule 16. Teams do not change ends for the overtime or the shootout.

If a penalty occurs during the 5 Minute overtime period, the teams play 4 on 3. If a second penalty is called on the same team, and the first penalty has not expired, then it will be treated as a delayed penalty and will commence when the first penalty expires. The maximum a team may be at a disadvantage is four (4) on three (3). For delayed penalty situations, when the first penalty expires, the player may only go back on the ice during a stoppage of play.



## Tournament Playing Rules 2016 (Continued)



- 16) In case of a tie in the Championship game (Gold Medal Game), the following overtime procedure will be followed:
- One (1) sudden victory overtime period of ten (10) minutes stop time will be played. Teams will play 4 on 4, with player changes on the fly, not on a stoppage of play. First goal scored shall determine the winner.
  - If a goal is not scored during the first overtime period, a second sudden victory overtime period of five (5) minutes stop time will be played. Teams will play 3 on 3, with player changes on the fly, not on a stoppage of play. 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 16. 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, then it will be treated as a delayed penalty and will commence when the first penalty expires. The maximum a team may be at a disadvantage is four (4) on three (3).
- 17) 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 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.
  - 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.
  - 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.
  - 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.
  - 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.
  - In a three man officiated game, a linesman will stand at each goal line and signal if there is a goal or no goal.
- 18) The WGMHA and Tournament Committee will not be responsible for any injuries incurred during the duration of the tournament.
- 19) 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.
- 20) 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.



## Tournament Playing Rules 2016 (Continued)



- 21) 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.
- 22) Please note: Teams are required to bring game sheet approved labels for all quarterfinal, semifinal and championship games played.
- 23) Each coach will select his or her own team's MVP for the gold medal game.
- 24) In the event of forfeiture, the OWHA rules apply. If the OWHA rules do not apply under the circumstances, rule 24 applies
- 25) 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.
- 26) 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 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.

### 27) Play Off Format

4 Team Division (1 division/4 teams)	6 Team Division (1 Division of 6 Teams)	8 Team Division (2 Divisions of 4 Teams (Div. A and Div. B))
<ul style="list-style-type: none"> <li>• After 3 game Round Robin</li> <li>• Teams seeded #1 to #4</li> <li>• 4th game is Semi-final</li> <li>• #1 vs #4 and #2 vs #3</li> <li>• Two Semi-Final Winners advance to Championship Game</li> <li>• The highest seeded team remaining after the Semi Finals will be the Home team for the Championship game</li> </ul>	<ul style="list-style-type: none"> <li>• 3 game Round Robin is a seeding Round Robin</li> <li>• Teams seeded #1 to #6</li> <li>• 4th game is Playoff Game #1 vs #6, #2 vs #5, #3 vs #4</li> <li>• the 3 winners will then be seeded #1, #2 and #3 by their Round Robin Standings</li> </ul> <p><i>Example:</i> If Seed #1, #2 and #4 win their Playoff games. Teams will be seeded as follows: 1st: #1, 2nd: #2 and 3rd #4</p> <ul style="list-style-type: none"> <li>• 1st Seed: receives a bye to the Championship Game</li> <li>• 2nd and 3rd Seeds will advance to a Semi-Final Game</li> <li>• Semi-Final Winner advances to Championship Game</li> <li>• The highest seeded team remaining after the Semi Finals will be the Home team for the Championship game</li> </ul>	<ul style="list-style-type: none"> <li>• Each team will play 3 Round Robin Games within their Divisions</li> <li>• Teams will be seeded #1 to #4 within their division after Round Robin</li> <li>• Playoffs: #1 Div A vs #4 Div. B #1 Div B vs #4 Div. A #2 Div A vs #3 Div. B #2 Div B vs #3 Div. A</li> <li>• 4 winners will advance to a Semi-Final Game</li> <li>• 2 winners will advance to Championship Game</li> <li>• The highest seeded team remaining after the Semi Finals will be the Home team for the Championship game</li> </ul>



**CONTACT INFORMATION SHEET**

**Waterloo Fall Challenge Cup Tournament**

Team \_\_\_\_\_ (e.g. Waterloo Ravens)

Division & Category \_\_\_\_\_ (e.g. Peewee BB)

Name 1 \_\_\_\_\_

Phone 1 cell \_\_\_\_\_

Phone 1 home \_\_\_\_\_

Name 2 \_\_\_\_\_

Phone 2 cell \_\_\_\_\_

Phone 2 home \_\_\_\_\_

Hotel Name \_\_\_\_\_

Hotel Address \_\_\_\_\_

Hotel Phone \_\_\_\_\_



## Things to do and see in Waterloo and surrounding areas

- [www.stjacobs.com](http://www.stjacobs.com) - Quaint village within minutes of Waterloo
- [www.stjacobs.com/farmers-market](http://www.stjacobs.com/farmers-market) - Waterloo County Farmers Market
- [www.maxsgolf.ca](http://www.maxsgolf.ca) - Indoor golf
- [www.flagraiders.com](http://www.flagraiders.com) - Paint ball
- [www.laserquest.com](http://www.laserquest.com) - Paint ball
- [www.cineplex.com](http://www.cineplex.com) - Waterloo theatres
- [www.conestogamall.com](http://www.conestogamall.com) - Shopping
- [www.waterlootownsquare.com](http://www.waterlootownsquare.com) - Shopping
- [www.bingemans.com/funworx/index.php](http://www.bingemans.com/funworx/index.php) - Kids park
- [www.themuseum.ca](http://www.themuseum.ca) – Children’s museum
- [www.waterlooregionmuseum.com/doon-heritage-village](http://www.waterlooregionmuseum.com/doon-heritage-village) - Authentic old time village
- [www.visitor.on.ca](http://www.visitor.on.ca) [www.explorewaterlooregion.com](http://www.explorewaterlooregion.com)
- [www.fairviewpark.ca](http://www.fairviewpark.ca) - Shopping
- [www.kitchenerangers.com](http://www.kitchenerangers.com) -Jr A hockey at its best
- [www.horsebackadventures.ca](http://www.horsebackadventures.ca) - Horseback riding along the Grand River
  
- [www.laurierathletics.com/varsityathletics/createresults.php?sport=WHOCK](http://www.laurierathletics.com/varsityathletics/createresults.php?sport=WHOCK) - Laurier Women’s hockey
- <http://www.athletics.uwaterloo.ca/schedule.aspx?path=whockey> – University of Waterloo women’s hockey

### **Where to Eat (Hockey Team-Friendly restaurants - best to book ahead)**

Boston Pizza	597 King St North, Waterloo	519-880-1828
East Side Mario’s	170 University Avenue West	519-725-9310
Shoeless Joe’s	253 King Street North	519-208-2884
Jack’s Restaurant	20 Benjamin Road	519-746-4800
Mongolian Grill	170 University Avenue West	519-747-4400
Daily Grill	615 Davenport Road	519-886-4752

**Good Luck to All Teams**

## ARENAS & RESTAURANTS

### ARENAS

1. Albert McCormick (AMC)
2. Moses Springer (MS)
3. RIM Park (RIM)
4. Waterloo Memorial Rec (WRMC)
5. Columbia Ice Field (CIF)

### RESTAURANTS

6. Boston Pizza
7. Country Boy Restaurant
8. Crabby Joe's
9. Daily Grill
10. Dairy Queen
11. Domino's Pizza
12. Johnny Fresco
13. Panago Pizza
14. Shoeless Joe's

(this map is not to scale)

