



HGHA 47th Annual Tournament
January 9th – 11th 2026
OWHA Sanction # 2526058

TOURNAMENT RULES

- 1) Hockey Canada and OWHA rules apply. All participants and spectators must comply with facility rules.
- 2) All games will consist of three periods (10-10-12 minute), stop time.
- 3) There will be a three minute warm up prior to each game. All games begin immediately upon completion of the 3 minute warm up. The clock will not stop at the 10 minute mark but will continue until the first stoppage of the game (13 minutes on the clock for 1st period to include 3min warmup).
- 4) All Teams **MUST** be available to play 30 minutes prior to the scheduled start time.
- 5) The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to most current OWHA Constitution, By-laws, and Regulations and Rules.
- 6) At conclusion of game teams will handshake at centre ice, gloves on.
- 7) If the goal spread at any time in the third period reaches 5 goals, the clock will run until the spread is reduced to 3 goals, then stop time will resume. **If a penalty is given during run time – a 3 minute penalty will be served until goal or completion of 3 minutes.**
- 8) **One – 30 second timeout** will be allowed for each team **only** during elimination (semi-final or championship) games. Overtime is not a new game. **There are no timeouts in round robin games.**
- 9) A Player may only participate with one designated team in a tournament and may only participate in one tournament on any date. Goalie exceptions apply as per OWHA rules.
- 10) To be eligible to participate in the tournament, the participant's name must appear on the team roster listen on RAMP. Players must be registered with the OWHA.
- 11) Teams will be awarded 2 points for a win, 1 point for a tie and (0) points for a loss.
- 12) 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.**
Follow tie breaking rules in order. Once a tie breaking rule has been used or is not applicable it cannot be used again.
 - a. Winner between the tied teams when they played head to head. (Applies to 2 way ties only, 3 or more teams tied start with tie breaker 13.b.)
 - b. MOST WINS
 - c. Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against". $TGF / (GF + GA) = \%$ (See Chart)
 - d. Fewest goals against
 - e. Most goals for
 - f. Fewest penalty minutes
 - g. First goal scored in tournament
 - h. Coin Toss
- 13) **In 4 team divisions:** Round robin play (guarantee 3 games) with 1st and 2nd place teams overall advancing to the finals.
- 14) **In a 6 team division:** Round robin play (guarantee 3 games), each team will be ranked 1st through 6th with 1st through 4th ranked teams advancing to semi finals. Winners of semi-finals advance to finals.

- 15) **In 8 team divisions:** teams divided into 2 pools of 4 teams with each pool playing a round robin. The 1st and 2nd place teams of each pool will advance to the semifinals. Winner of semis advance to finals.
- 16) **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.** In the event a penalty was being served when regulation game time ended, the penalty will continue to be served in overtime. Teams will **play 4 on 4 PLUS** goalies. Players may be changed at any time. Goalies may be “pulled” at any time and a substitute player from the bench may be used. If a penalty occurs during the 5 minute stop time overtime, the team’s play 4 on 3. If a second penalty is called on the same team and the first penalty has not expired, then the team play 5 on 3. The maximum a team may be at a disadvantage is 5 on 3. At the end of 5 minutes, if still tied, a shootout will occur.
- 17) **Shootouts:** Teams do not change ends for overtime or shootouts. **Each team must designate 3 shooters (S1, S2, S3) reported to the registration table/game officials prior to the start of the game.** Any **player serving a penalty at the end of overtime will not be eligible to participate in the shootout.** All players except shooter 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 simultaneously, starting at center 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 a second time until all players on the game sheet (except goalies) have shot.
- 18) Home teams must wear light coloured jerseys where possible. 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 the game time. Competitive level teams must have matching socks (light colours for home team, dark colours for visiting teams). There will be no pinnies available to loan, teams **MUST** bring 2 colour options.
- 19) Electronic games sheets will be used as per OWHA. **Players and staff may not enter the ice surface until the referees are present, failure to comply may result in a bench minor.**
- 20) Flooding of the ice will occur at the end of each game or as required and may be deferred at the Tournament Committee’s direction.
- 21) It is the team’s responsibility to ensure a clean dressing room is left upon completion of their game. All teams must vacate the dressing room 15 minutes or less after their game is completed.
- 22) It is the responsibility of each team to verify standings and placements. Any discrepancies should be reported immediately to Tournament Officials. Decisions of the Tournament Officials are final and may not be appealed.

GOOD LUCK TO ALL TEAMS!