

Nov 6 / 2021



2021 Panther Pride TOURNAMENT RULES

All Covid 19 government mandates will be followed without exception
Please review Covid 19 rules for the Town of Newmarket relating to access to
town facilities in a separate document.

Any failure to follow government safety protocols by coaches, players, parents,
guardians or spectators will result in forfeit of that game and possible removal
of the team from the tournament.

1. OWH and CHA rules will apply, except where listed below

Hat trick rule: Max 3 goals will count for any one player per game.

3 penalties of any type will result in the removal of that player from the rest of the game. If the 3rd penalty occurs in the 3rd period the suspension will include the next game of the tournament as well. Double minors are considered 2 penalties.

There will be no slap shots allowed in the Women's division. Raising the players stick above the waist on any shot will result in a 2 minute minor penalty being assessed.

2. The Tournament Committee reserves the right to make decisions regarding the interpretation of these rules. All such decisions are final. No protests are allowed.
3. U9 division will be run according to OWH guidelines. See 2021 Panther Pride U9 Jamboree Rules.pdf for details.

OWHA SANCTION #2122002

4. Each team is guaranteed three (3) games; all games are 10/ 10/ 10 minutes stop time.
5. Floods (addition or deletion) are at the direction of the tournament officials and or the referees on the ice if the need arises. E.g. weather, injuries etc. Game curfews at discretion of tournament officials.
6. No overtime will be played except in quarter-final, semi-final and final games.
7. Two (2) points for a win; One (1) point for a tie; Zero (0) points for a loss. In the event of a default, the team which is not in default receives two (2) points and a 1-0 win, recorded in their favor. In the event of a game cancellation due to inclement weather, we will attempt to reschedule the game. If unable to reschedule the game, a score of 0 – 0 will be recorded.
8. The Town of Newmarket allows access to the facility dressing rooms no sooner than 30 minutes before game time. We cannot start games sooner and cannot start them later than the scheduled start time. Therefore, reluctantly we have to go with a curfew in every game. Games WILL be curfewed, 10 minutes before the scheduled start of the next game.
9. There will be a three (3) minute timed warm up time at the start of each game.
10. In the third period of any game, if there is a five (5) goal differential, the clock will run. Stop time will only resume if a three (3) goal differential is reached. At the sole discretion of the referee, the clock may be stopped due to an injury or intentional delay of the game by one of the teams.
11. In the event of a tie at the end of the round robin, the following format will be used to determine which teams will advance.
 - Number of wins
 - Record against other tied team (2 tied teams only)
 - Goals for, minus goals against (subject to a maximum spread of 5 goals in any one game)
 - Fewest goals allowed in round robin play (total GA subject to a maximum spread of 5 goals in any one game)
 - Most periods won in round robin play
 - Fewest penalty minutes in round robin play
 - First goal in the tournament (game time of team's 1st goal in team's 1st game)
 - Flip of a coin
12. Maximum nineteen (19) players (including two (2) goaltenders) will be registered for the tournament. A player's name must appear on the team list submitted with the application form. Official rosters and applicable additional documents (Pick-Up, Change of Participant, Coaching Certificates, Travel Permits, Insurance, etc.) Must be available for inspection.

13. Tournament is open only to OWHA sanctioned teams or teams registered with USA Hockey. All players must be registered with the OWHA or USA Hockey.
14. Referee's decision is final and not subject to appeal or grievance.
15. Suspensions – OWHA rules will apply, except that intent to injure and fighting penalties will result in the player being expelled from the game and the remainder of the tournament.
16. In the case of sweater colour conflict, teams with an alternate set of jerseys will be asked to change. If no team has an alternate set, the home team will change to light or dark jerseys or pinnies provided by the tournament organization.

17. Quarter Finals, Semi-Finals and Finals

- (a) Advancement;

U 11

All teams will play 2 games. A first place team will be determined.

They get a bye to the semis.

The other 4 teams will play a third game to determine the rankings 2nd to 5th.

The 2nd, 3rd and 4th place teams will advance to the semis. In the semis, if possible, teams will not play teams they have already played.

U13

The top team in each pool will advance to the semifinals.

The top team from the remaining 9 teams will advance to the semis as a wildcard team. We will arrange that the wild card team will not play a team they have already played in round robin play.

U15

The top team in each pool will advance to the semifinals.

The top team from the remaining 9 teams will advance to the semis as a wildcard team. We will arrange that the wild card team will not play a team they have already played in round robin play.

U18

The top team in each pool will advance to the semifinals.

The top team from the remaining 9 teams will advance to the semis as a wildcard team. We will arrange that the wild card team will not play a team they have already played in round robin play.

U90

**The top 4 teams after 3 games each will advance to the semi's
If possible, no team will play a team they have already played in the semis.**

- (b) There will be one (1) thirty (30) second time out allowed to each team in each, quarter-final, semi-final and final game.
- (c) In the event of a tie in quarter finals, semi-finals or finals, one (1) five (5) minute, 4 on 4 sudden victory overtime period will be played. If a penalty occurs during 4 on 4 play in overtime the penalized team will go to 3 skaters and the unpenalized team will play with 4 skaters. If a second penalty occurs to the same team, they will remain at 3 skaters and the unpenalized team will go to 5 skaters. Play will resume at 4 on 4 at the first stoppage of play after all penalties have expired.
- (d) If still tied after the overtime, a shoot-out will take place. Three (3) shooters, plus an alternate, on each team must be declared in order on the game sheet before the players go on the ice, or shooters will be in the order shown on the game sheet, goalies not included. Any player serving a penalty that has not expired at the game's end (regulation plus overtime) is ineligible to participate in the entire shoot-out. Teams will shoot alternatively unless otherwise determined by the officials. Home team will decide who shoots first. If tied after three (3) shots by each team, the shoot-out continues one round at a time until one team scores, while the other team does not. All players must have had a shot prior to a player taking a second shot.