



**International Silver Stick
Aurora Girls Finals – Jan 31- Feb 2, 2020**

Tournament Rules

1. OWHA and Hockey Canada rules will apply, except where listed below.
2. The Tournament Committee reserves the right to make decisions regarding the interpretation of these rules. All such decisions are final. No protests will be accepted. Referee decisions are final and not subject to appeal or grievance.
3. **Teams must be available to play their first game at any point on Friday morning.**
4. **Teams must register at the rink of their first game.** Official rosters and applicable additional documents (i.e. pick-up forms, travel permits, etc.) must be provided at registration. Pick-up players cannot be added after the beginning of a team's first game. Teams may not dress more players than listed on their official roster for any given game. Suspended players may not be replaced.
5. All equipment requirements are determined by the team's home organization. For OWHA/Hockey Canada teams, neck guards are mandatory. US teams must wear the equipment required by their sanctioning body.
6. Suspensions: The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the OWHA Constitution, By-laws, and Regulations & Rules. Match penalties will result in the player being expelled from the game and the remainder of the tournament.
7. Home team will wear their light-coloured jerseys. In the event of colour conflict, the home team will change. Teams must notify the opposing team at sign-in if a conflict is present.
8. Teams are to be ready to go on the ice up to twenty (20) minutes prior to the start of their scheduled game time.
9. There will be a three (3) minute warm up time at the start of each game.
10. Each team is guaranteed three (3) games; all games are stop time
 - Atom AA – 10, 10, 12 periods – 2 officials
 - Atom A – 10, 10, 12 periods – 2 officials
 - Atom BB – 10, 10, 12 periods – 2 officials
 - Bantam AA – 12, 15, 15 periods – 3 officials
 - Bantam A – 12, 15, 15 periods – 3 officials
 - Bantam BB – 10, 10, 12 periods – 2 officials

NOTE: The tournament committee reserves the right to use two officials for Bantam AA and Bantam A games where necessary due to availability.

11. Bantam AA / Bantam A games played back to back will have floods every 2 periods. This will mean that some games will start without a flood, but flood between the 1st and 2nd period.

NOTE: Floods (addition or deletion) will be at the discretion of the Tournament Convenor and/or the referee on the ice if the need arises. (e.g. overtime, weather, injury, etc.)
12. 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 favour. 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.
13. No overtime will be played except in elimination, quarter-final, semi-final and final games.
14. Game scores will be recorded with a **5 goal** maximum differential. (i.e. 7-0 will be recorded as 5-0, 9-1 will be recorded as 6-1, 8-2 will be recorded as 7-2, etc.). 'Goals For' and 'Goals Allowed' for tiebreaking purposes will use the adjusted score recorded, as described above.
15. In the third period of any game, if there is a five (5) goal differential, the clock will run. If a penalty occurs during run time, the clock will be stopped to enter the penalty, then run time will resume at the next puck drop. Minor penalties will be 2 minutes in length during run time. 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.
16. Tournament division formats:

Atom AA (8 teams)

- 2 pools of 4 teams
- Each pool plays a round robin (3 games per team).
- Top two teams in each pool move on to Semi-Finals.
- Semi-Final winners play in the Final.

Atom A (6 teams)

- 1 pool of 6 teams
- Teams play a crossover round robin (3 games per team)
- Teams are seeded 1-6 after round robin (see tie-breaking rules), with top 4 teams moving on to Semi-Finals.
- Semi-Final games will be 1 seed vs. 4 seed, 2 seed vs. 3 seed.
- Semi-Final winners play in the Final.

Atom BB (4 teams)

- 1 pool of 4 teams
- The pool of 4 plays a round robin (3 games per team).
- Teams are seeded 1-4 after round robin (see tie-breaking rules).
- Semi-Final games will be 1 seed vs. 4 seed, 2 seed vs. 3 seed.
- Semi-Final winners play in the Final.

Bantam AA (14 teams)

- 2 pools of 4 teams, 1 pool of 6 teams.
- Each pool of 4 teams plays a round robin (3 games per team)
- The pool of 6 teams plays a crossover round robin (3 games per team)
- Top two teams in each pool of 4 move on to Quarter-Finals.
- Top three teams in the pool of 6 move on to Quarter-Finals.
- One wildcard team from all remaining teams moves to Quarter-Finals. (see tie-breaking rules)
- Teams are seeded 1-8 to determine Quarter-Final opponents (no re-seeding once Quarter-Finals begin). Seed 1 vs. Seed 8, Seed 2 vs. Seed 7, etc.
- Quarter-Final Winners play in Semi-Final. (Seed 1-8 Winner vs. Seed 4-5 Winner - Seed 2-7 Winner vs. Seed 3-6 Winner)
- Semi-Final winners play in the Final.

Bantam A (12 teams)

- 3 pools of 4 teams.
- Each pool plays a round robin (3 games per team).
- Top two teams in each pool of 4 move on to Quarter-Finals.
- Two wildcard teams from all remaining teams move to Quarter-Finals. (see tie-breaking rules)
- Teams are seeded 1-8 to determine Quarter-Final opponents (no re-seeding once Quarter-Finals begin). Seed 1 vs. Seed 8, Seed 2 vs. Seed 7, etc.
- Quarter-Final Winners play in Semi-Final. (Seed 1-8 Winner vs. Seed 4-5 Winner - Seed 2-7 Winner vs. Seed 3-6 Winner)
- Semi-Final winners play in the Final.

Bantam BB (10 teams)

- 1 pool of 4 teams, 1 pool of 6 teams.
- Each pool of 4 teams plays a round robin (3 games per team)
- The pool of 6 teams plays a crossover round robin (3 games per team)
- Top two teams in pool of 4 move on to Elimination round.
- Top three teams in pool of 6 move on to Elimination round.
- One wildcard team from all remaining teams moves on to Elimination round. (see tie-breaking rules)
- Teams are seeded 1-6 to determine Elimination round opponents (no re-seeding once Elimination round begins).
- Teams seeded 1 and 2 a get bye to Semi-Finals.
- Elimination games to determine other Semi-Final teams (Seed 3 vs. Seed 6, Seed 4 vs. Seed 5)
- Semi-Finals games will be Seed 1 vs. Winner of Seed 4 vs. Seed 5 and Seed 2 vs. Winner of Seed 3 vs. Seed 6.
- Semi-Final winners play in the Final.

17. 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 to the quarter finals, semi-finals or finals AND the seedings to determine elimination game opponents. Tiebreakers are used in order and once a tie-breaking rule has been used or is not applicable, it cannot be used again. All tiebreakers involving Goals For and Goals Allowed use a maximum differential of five goals per game as per rule 14.
- (a) Number of wins;
 - (b) Head-to-Head Record (2 teams only – does not apply to 3 or more tied teams);
 - (c) Goals For Percentage (GF%) in round robin play;
$$GF \% = \text{Goals For} / (\text{Goals For} + \text{Goals Allowed})$$
 - (d) Fewest Goals Allowed in round robin play;
 - (e) Most Goals For in round robin play;
 - (f) If only two teams remain, and they played each other, the winning team advances. If they tied, the first goal of the game advances. If they tied 0-0, the team with the lowest penalty minutes advances;
 - (g) Most periods won in round robin play;
 - (h) Lowest total penalty minutes in round robin play;
 - (i) Time of first goal in round robin play;
 - (j) If still tied, best 3-of-5 Rock/Paper/Scissors between team managers (or coin toss);
18. Elimination, Quarter-Final, Semi-Final and Final Games:
- a) Elimination games will proceed as per the tournament division formats above. No re-seeding once elimination rounds begin.
 - b) **The highest seeded team is the HOME team in all elimination, QF, SF and Final games.**
 - c) There will be one (1) thirty (30) second time out allowed to each team in elimination, quarter final, semi-final and final games only.
 - d) In the event of a tie after regulation time in the elimination, quarter finals, semi-finals or final games, one five (5) minute, 3-on-3 sudden victory overtime period will be played. Teams will not switch ends for the overtime and shootouts. Any regulation penalties will carry over to the overtime period.
 - e) If a penalty occurs during 3-on-3 play in overtime or a penalty carries over from regulation time, the penalized team will remain at 3 skaters and the unpenalized team will play with 4 skaters. When the penalty expires the teams will play 4-on-4 until the next whistle. If a team is assessed a second penalty, play will go to 5-on-3. If there is no whistle, play goes to 5-on-4 when the first player comes out, then goes to 5-on-5 when the second player comes out. Play returns to 3-on-3 at the next whistle.
 - f) If still tied after the overtime, a best-of-three shoot-out will take place where teams will shoot alternately. **The home team will decide who shoots first.** If tied after three (3) shots by each team, the shoot-out continues until one team scores and the other team does not. All players (not including goalies) must have had a shot prior to a player taking a second shot. Any player serving a penalty that has not expired at the end of overtime is ineligible to participate in the entire shoot-out. Three shooters (S1/S2/S3) must be declared on the game sheet by each team before the start of the game. Otherwise, shooters will be as shown in order of the game sheet.