

**2024 Pink the Rink XIII October 18-20**  
**Etobicoke Girls Hockey League**  
**Tournament Rules**  
OWHA Sanction  
2425011



1. In the case of any discrepancy, the tournament rules posted on the tournament web site on Friday, October 18<sup>th</sup> 2024 will supersede any other copy of the rules.
2. The schedule posted in TeamSnap Tournaments as of Friday, October 18<sup>th</sup> 2024 will be the final schedule. Teams should check the tournament web site in the case of any late schedule adjustments prior to their first game. Please note that the Tournament Committee reserves the right to make adjustments as necessary throughout the weekend. Therefore, please ensure that you check the website regularly.
3. Hockey Canada and OWHA rules shall apply at this event
4. Please ensure that your team profile in the RAMP gamesheet portal is accurate and verified as this tournament will be using the RAMP system for gamesheets and scoring.
5. In the case of any discrepancy in the schedule between TeamSnap & RAMP - TeamSnap will be considered as the source of the truth. In the case of any discrepancy in game scores/stats between TeamSnap & RAMP - RAMP will be considered the source of the truth.
6. All games will consist of 3 periods (10-10-12 minutes) stop time except for 12-12-15 minutes stop time for U13 AA, U15 AA, U15 A, U18 A, U18 BB
7. There will be a **3 minute** warm-up prior to each game. The Clock **will stop** for the start of every game. Teams may receive a delay of game penalty if they are not ready to start the game on time. All teams must be available to play up to 30 minutes prior to the scheduled start time.
8. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to the most recent OWHA Constitution, By-laws, and Regulations & Rules.
9. Players will tap gloves after each game.
10. One 30 second timeout will be allowed for each team during all elimination, quarter-final, semi-final & final games only. For any games that go into Overtime, another timeout **will not** be granted. This means that if a team has already used their timeout during regulation time of the game, they will not be allowed another timeout during Overtime.
11. Teams may not register more players for the tournament than they have listed on their approved/sanctioned roster by their governing body.
12. A player may only participate with one designated team in a tournament and may only participate in one tournament on any day.
13. To be eligible to participate in the tournament, the participant's name must appear on the official OWHA team roster in RAMP for Ontario teams, and for all other teams it must appear on their organizations official team roster. Changes to the roster must be made in writing and will not be permitted after registration prior to the first game. Players on Ontario teams must be registered with the OWHA. The OWHA "Pickup Consent" forms will be honoured and must be included where necessary based on OWHA Rules.

14. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
15. If there is a spread of 5 goals or more at any time in the third period, the clock shall be operated on a run-time basis. Once the differential is less than 5 goals, the clock will resume on a stop-time basis.
16. Standings after the round robin will be calculated on the basis of the points awarded as per rule #14. In the event of a tie in the standings, the following criteria will be used to break the tie:
- a) Number of Wins
  - b) Record against other tied teams if two teams tied (head-to-head). If more than 2 teams are tied this criteria does not apply
  - b) Goals scored minus goals against in round robin play
  - c) Fewest goals allowed in round robin play
  - d) Fewest penalty minutes in round robin play
  - e) Flip of a coin

Tie breaking rules are followed in order. Once a tie breaking rule has been used, or is not applicable, it cannot be used again

17. **In 4 Team Divisions:** There will be 1 pool of 4 teams; each team will play a 3-game round robin. All 4 teams will advance to semi-finals. The 1<sup>st</sup> place team will play the 4<sup>th</sup> place team; and, 2<sup>nd</sup> place will play the 3<sup>rd</sup> place team. The winner of each semi-final game will advance to the final.
18. **In 6 Team Divisions:** There will be 1 pool of 6 teams; each team will play a 3-game round robin. At the end of the round robin teams will be ranked in the division from 1<sup>st</sup> to 6<sup>th</sup> with the top 4 teams advancing to semi-finals. The 1<sup>st</sup> place team will play the 4<sup>th</sup> place team; and, 2<sup>nd</sup> place will play the 3<sup>rd</sup> place team. The winner of each semi-final game will advance to the final. Teams finishing 5<sup>th</sup> and 6<sup>th</sup> will play a consolation game.
19. **In 7 Team Divisions:** There will be 1 pool of 7 teams; each team will play a 4-game round robin. At the end of the round robin teams will be ranked in the division from 1<sup>st</sup> to 7<sup>th</sup> with the top 4 teams advancing to semi-finals. The 1<sup>st</sup> place team will play the 4<sup>th</sup> place team; and 2<sup>nd</sup> place will play the 3<sup>rd</sup> place team. The winner of each semi-final game will advance to the final.
20. **In 8 Team Divisions:** There will be 2 pools of 4 teams; each pool will play a 3-game round robin within their own pool. Teams finishing 1<sup>st</sup> and 2<sup>nd</sup> in their pools will advance to the semi-finals. The winner of each semi-final game will advance to the finals. Teams finishing 3<sup>rd</sup> and 4<sup>th</sup> will play a consolation game.

### 8 TEAM DIVISIONS

<b>Semi 1</b>	1 <sup>st</sup> in Pool A	2 <sup>nd</sup> in Pool B
<b>Semi 2</b>	1 <sup>st</sup> in Pool B	2 <sup>nd</sup> in Pool A
<b>Consolation 1</b>	3 <sup>rd</sup> in Pool A	3 <sup>rd</sup> in Pool B
<b>Consolation 2</b>	4 <sup>th</sup> in Pool A	4 <sup>th</sup> in Pool B
<b>Final</b>	Winner of Semi 1	Winner of Semi 2

21. **In 12 Team Divisions:** There will be 4 pools of 3 teams; each pool will play a 3-game round robin against teams in another pool. At the end of the round robin teams will be ranked 1<sup>st</sup> to 12<sup>th</sup> within the division. The top 8 teams will advance to play quarterfinals. Winner of each quarter-final game will advance to play semi-finals. The winner of each semi-final will advance to play in the finals. The 9<sup>th</sup> to 12<sup>th</sup> place teams will play in a consolation game.

### 12 TEAM DIVISIONS

Consolation 1	9 <sup>th</sup> in Division	10 <sup>th</sup> in Division
Consolation 2	11 <sup>th</sup> in Division	12 <sup>th</sup> in Division
Quarter 1	1 <sup>st</sup> in Division	8 <sup>th</sup> in Division
Quarter 2	4 <sup>th</sup> in Division	5 <sup>th</sup> in Division
Quarter 3	2 <sup>nd</sup> in Division	7 <sup>th</sup> Division
Quarter 4	3 <sup>rd</sup> in Division	6 <sup>th</sup> in Division
Semi 1	Winner of Quarter 1	Winner of Quarter 2
Semi 2	Winner of Quarter 3	Winner of Quarter 4
Final	Winner of Semi 1	Winner of Semi 2

22. **In 13 Team Divisions:** There will be 2 pools – 1 pool of 7 teams and 1 pool of 6 teams; each pool will play a 4-game round robin against teams within their pool. At the end of the round robin teams will be ranked 1<sup>st</sup> to 13<sup>th</sup> within the division with the top 4 teams advancing to semi-finals. The 1<sup>st</sup> place team will play the 4<sup>th</sup> place team; and 2<sup>nd</sup> place will play the 3<sup>rd</sup> place team. The winner of each semi-final game will advance to the final.

### 13 TEAM DIVISIONS

Semi 1	1 <sup>st</sup> in Division	4 <sup>th</sup> in Division
Semi 2	2 <sup>nd</sup> in Division	3 <sup>rd</sup> in Division
Final	Winner of Semi 1	Winner of Semi 2

23. **In 16 Team Divisions:** There will be 4 pools of 4 teams; each pool will play a 3-game round robin against teams within their pool. At the end of the round robin teams will be ranked within their pool – top 2 teams from each pool will advance to quarterfinals. Winners of quarter finals will advance to the semi-finals. The winner of each semi-final game will advance to the finals. Teams finishing 3<sup>rd</sup> and 4<sup>th</sup> in each pool will play a consolation game.

### 16 TEAM DIVISIONS

Consolation 1	3 <sup>rd</sup> in Pool A	3 <sup>rd</sup> in Pool D
Consolation 2	4 <sup>th</sup> in Pool D	4 <sup>th</sup> in Pool A
Consolation 3	3 <sup>rd</sup> in Pool B	3 <sup>rd</sup> in Pool C
Consolation 4	4 <sup>th</sup> in Pool C	4 <sup>th</sup> in Pool B
Quarter 1	1 <sup>st</sup> in Pool A	2 <sup>nd</sup> in Pool D
Quarter 2	1 <sup>st</sup> in Pool B	2 <sup>nd</sup> in Pool C
Quarter 3	1 <sup>st</sup> in Pool D	2 <sup>nd</sup> in Pool A
Quarter 4	1 <sup>st</sup> in Pool C	2 <sup>nd</sup> in Pool B
Semi 1	Winner of Quarter 1	Winner of Quarter 2
Semi 2	Winner of Quarter 3	Winner of Quarter 4
Final	Winner of Semi 1	Winner of Semi 2

24. **In 18 Team Divisions:** There will be 3 pools of 6 teams; each pool will play a 3-game round robin against teams within their pool. At the end of the round robin teams will be ranked 1<sup>st</sup> – 18<sup>th</sup> within the division – top 4 teams will advance to quarterfinals. Teams ranked 5<sup>th</sup>-12<sup>th</sup> will play an elimination round with the winners advancing to quarterfinals. Winners of quarter finals will advance to the semi-finals. The winner of each semi-final game will advance to the finals. Teams finishing 13<sup>th</sup> through 18<sup>th</sup> will play a consolation game.

### 18 TEAM DIVISIONS

<b>Consolation 1</b>	13 <sup>th</sup> in Division	14 <sup>th</sup> in Division
<b>Consolation 2</b>	15 <sup>th</sup> in Division	16 <sup>th</sup> in Division
<b>Consolation 3</b>	17 <sup>th</sup> in Division	18 <sup>th</sup> in Division
<b>Elimination 1</b>	5 <sup>th</sup> in Division	12 <sup>th</sup> in Division
<b>Elimination 2</b>	6 <sup>th</sup> in Division	11 <sup>th</sup> in Division
<b>Elimination 3</b>	7 <sup>th</sup> in Division	10 <sup>th</sup> in Division
<b>Elimination 4</b>	8 <sup>th</sup> in Division	9 <sup>th</sup> in Division
<b>Quarter 1</b>	1 <sup>st</sup> in Division	Winner of E1
<b>Quarter 2</b>	2 <sup>nd</sup> in Division	Winner of E2
<b>Quarter 3</b>	3 <sup>rd</sup> in Division	Winner of E3
<b>Quarter 4</b>	4 <sup>th</sup> in Division	Winner of E4
<b>Semi 1</b>	Winner of Quarter 1	Winner of Quarter 2
<b>Semi 2</b>	Winner of Quarter 3	Winner of Quarter 4
<b>Final</b>	Winner of Semi 1	Winner of Semi 2

25. **Match-up Adjustments – Any Quarter Final Play and/or Consolation Play in any Divisions:** Adjustments will be made where possible so that teams do not play round robin opponents again. This rule is at the discretion of the tournament committee and will only be applied to the extent that it can be accommodated with a single place movement up or down.
26. **Eliminations, Quarter Finals, Semi-Finals & Championship games are played to a winner.** In the event of a tie at the end of regulation time teams will play 1 5-minute period of Sudden Victory overtime consisting of 4 on 4 play (plus goaltenders). 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 still tied, a shoot-out will occur. Any penalties incurred at the end of regulation will carry into overtime and shoot-outs.
27. **Penalties:** If a team is penalized in 4 on 4 OT then the offending team will play with 3 skaters. If a two-man advantage is called for, the offending team will remain at 3 skaters while the non-offending team will add a player to create a 5 on 3 situation. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either 4 on 4 or a 4 on 3 situation as appropriate.
28. **Home and Visitor:** For all Play-off and Consolation games, the home team will be determined by the best round robin record.
29. **Shoot-Outs:** Teams do not change ends for Overtime or Shoot Outs. Each team will designate 3 shooters at the time of the shootout. Any player serving a penalty at the end of overtime will not be eligible to participate in the shootout and MUST remain in the penalty box. The coach must designate a shooter(s) to take her place(s) immediately at the end of overtime. All players except the shooter and goalies will be on the bench. Shooters from each team will shoot simultaneously (that is at the same time), starting from centre ice.  
This is a BEST OF 3 Shootout. If still tied, each team will designate one shooter at a time until there is a winner. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot. Players who are injured during a game may be excused from participating in the shootout at the discretion of the referee.

30. **Jerseys:** Home teams must wear light colored jerseys. 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 game time. Pinnies may be used as required or visiting teams may be asked to change to accommodate.
31. **Flooding** of the ice will occur at the end of each game or as required and may be deferred at the Tournament Committee's discretion. For U13AA, U15AA, U15A, U18A and U18BB there may be a flood between the second and third period or every 2 periods where multiple long games are played in succession.
32. It is the team's responsibility to ensure a clean dressing room is left upon completion of their game. All teams are requested to vacate the dressing room 30 minutes or less after their game is completed.
33. The decisions of the Tournament Committee are final with no appeals!!
34. Neither the Etobicoke Dolphins Girls Hockey League nor any tournament organizers or official is liable or responsible for acts of God and unforeseen events causing the cancellation of any part or whole of this event.
35. Neither the Etobicoke Dolphins Girls Hockey League nor any tournament organizers or official is responsible for lost or stolen items. It is highly recommended that each team bring a dressing room lock to all arenas.

\*\*Championship Awards and Medals MAY be Presented Off-ice if deemed by Tournament Officials due to time constraints and will be presented at a determined location as required. We thank you for your support in this matter.