



Barrie Sharkfest 2024

Tournament Rules

Sanction #2425052

1. **Playing rules.** Hockey Canada and OWHA rules shall apply.
2. **Player eligibility.** Teams will follow all Hockey Canada and OWHA regulations for player eligibility. This will include, but not be limited to:
 - a. A maximum of 19 players, including 2 goaltenders may be registered with each team.
 - b. A player may only participate with one designated team in a tournament and may only participate in one tournament on any date.
 - c. To be eligible to participate in the tournament, the player's name must properly appear on the team roster.
 - d. Where a player does not appear on the team's roster, call-up, pick-up, or "AP" players may only be utilized in accordance with OWHA regulations and procedures.
 - e. All players and team officials must sign the game sheet prior to each game, digitally or as otherwise provided by the OWHA.
3. **Suspensions.** The OWHA minimum suspension guidelines will be enforced. All suspensions will be enforced according to the current OWHA Constitution, By-laws, and Regulations & Rules. It is the sole responsibility of teams to follow all such rules and procedures related to suspensions, and to ensure player eligibility - no tournament official will have the authority to vary or deviate from these rules and procedures.
4. **Tournament format.** The tournament format (i.e number of preliminary round games, playoff format, preliminary pool structure and assignment) will be determined by Tournament Officials and clearly communicated to all teams prior to the commencement of the tournament.
 - a. Generally speaking, all teams will play a round-robin format facing all other teams in their pool (wherever possible), progressing to a win-to-proceed elimination style playoff.
 - b. Tournament Officials reserve the right to vary the tournament format for any level or division where required by extenuating circumstances (such as but not limited to the unavailability of any team, officials, or facilities).
5. **Game Lengths.** The following game lengths will be used for ALL games in the identified divisions (including preliminary, elimination, quarter final, semifinals, and finals):

Game Length: 10-10-12	Game Length: 15-15-15
U11 – AA, A, BB, B	U13 – AA
U13 – A, BB, B	U15 – AA, A
U15 – BB, B	U18 – AA, A, BB
U18 – B	U22 – A
Senior A, BB, B, C	

6. **Rink resurfacing.** Floods will take place at the end of all games only for those games 10-10-12 in length. For games 15-15-15 in length floods will take place after every 2nd period played on the ice surface, with teams notified before their game commences when the flood is scheduled for. The ice will not be resurfaced prior to overtime or shootout, if necessary. The Tournament Committee retains the right to alter the resurfacing schedule if the need arises.
7. **Early start.** All teams MUST be available to play 30 minutes prior to the scheduled start time, where ice and Game officials are available – except for the first game of the tournament for each team, which may not start early.
8. **Warm-up.** A 3 minute on-ice warm-up period will be provided prior to each game. 3 minutes will be added to the first period time, and the Game Officials will order the clock to start as soon as the game is ready to proceed (i.e. ice resurfacing is complete and both nets are pegged and available for the teams to begin, or where the previous teams have completely vacated the ice where there will be no flood between games). Game Officials will begin the fair play initiative with 2 minutes remaining in the warmup. With 1 minute remaining in the warm-up, a game official will blow the whistle to call the starting line-up to centre ice and all other players should move to the benches. Any team not prepared to start the game on time following the 3-minute warmup period will be assessed a bench minor for delay of game.
9. **Score display.** The maximum goal spread to be displayed on the scoreboard at any time will be 5 goals. The timekeeper will keep track of the actual score and all scoring on the official game sheet and will adjust the scoreboard appropriately should the team with fewer goals score while there is a 5-goal differential. The actual final score will be entered in the game record for the purposes of determining standings.
10. **Run time.** If the goal spread at any time of the third period reaches 5 goals, the clock will run until the spread is reduced to 4 goals, then stop- time will resume. Where a time penalty is to be served by either team during a run-time situation, regular stop-time will resume for the duration of the penalty.
11. **Timeouts.** No timeouts will be permitted in preliminary round games. For playoffs and final games (elimination, quarter final, semifinal and final games) one timeout 30 seconds in length will be allowed for each team to use at any time during regular time or overtime.
12. **Overtime.** Preliminary round games will be recorded as a tie where the teams have scored the same number of goals following the end of the 3rd period. For all playoffs and finals games (i.e. elimination, quarterfinal, semifinal, and medal games) which are tied at the end of the 3rd period, an overtime period will proceed as follows:
 - a. Overtime will commence immediately, with no ice resurfacing. Goalies will defend the same net as the 3rd period.
 - b. The overtime period will be 5 minutes in length, played stop-time. Overtime will be sudden victory, ending immediately upon the scoring of the 1st goal.
 - c. Overtime will be played 4-on-4 plus goalies, with players permitted to change at any time and teams permitted to substitute (“pull”) their goalie for another skater in accordance with standard playing rules.

- d. Teams may use their assigned timeout in overtime if it remains – but will not be provided with an additional timeout.
 - e. If a timed penalty occurs during Overtime resulting in a player advantage for one team, the teams will play 4-on-3. If an additional timed penalty is called which result in a 2-player advantage, the non-offending team will add a player and the teams will play 5-on-3 until the first stoppage following the expiration of the first penalty, at which time the teams will return to 4-on-3 or 4-on-4 as appropriate for the situation.
13. **Shootout.** Playoffs and finals games (i.e. elimination, quarterfinal, semifinal, and medal games) which remain tied at the end of a 5-minute overtime period as described above will proceed immediately to a shoot-out, which will be conducted as follows:
- a. For each playoff and finals game, both teams will designate 3 shooters (S1, S2, S3) on the game sheet or through other means directed by the Game Officials prior to the start of the game.
 - b. Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shootout and shall remain in the penalty box until the outcome of the shootout is determined. In such cases where a designated shooter is in the penalty box, the coach must designate a replacement shooter prior to the commencement of the shootout.
 - c. Goalies will defend the same net as overtime.
 - d. One shooter from each team will take a simultaneous penalty shot against the opposing team's goalie. Penalty shots will begin with the puck on the centre line, at the intersection with the centre ice circle, and players will only proceed as clearly directed by the Game Officials whistle.
 - e. Shoot out will be best-of-3 shooters, followed by sudden victory rounds. All 3 designated shooters from each team will shoot in their designated order. Following the designated 3 shooters from each team, the winning team will be declared as the team with the most goals. If the teams remain tied, or no goals are scored, the shootout will continue in sudden victory format until one team scores and the other does not.
 - f. All players will begin on the team bench at the start of the shootout – with the exception of goalies on the ice and any players in the penalty box at the end of the 3rd period. Once a player has taken a penalty shot, they will proceed to their team's penalty box.
 - g. The shootout will proceed with every available player (except goalies) taking a shot until all players from the team with the smallest number of available players have all taken a shot. At this time, players will return to the team bench (except for goalies and any players in the penalty box at the end of the 3rd period). Players will proceed to take another shot following the same procedure as the first round.
14. **Post-game handshake.** Players will shake hands after each game, with gloves on. Coach and team staff will shake hands from the benches and shall not go on the ice.
15. **Tournament scoring.** For preliminary round games, teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.

16. **Standings and tiebreakers.** Standings after the preliminary round will be calculated on the basis of the points awarded as per rule #12. In the event of a tie in the standings between one or more teams, the following criteria will be used to break the tie:
- a. Winner between the tied teams when they played head-to-head. (Applies to 2-way ties only – where 3 or more teams are ties, start with tiebreaker b.)
 - b. Most wins.
 - c. Goals for as a percentage of total goals: $GF / (GF + GA) = \%$. (Calculated as the team's total GOALS FOR in all preliminary games, divided by the sum total of the teams GOALS FOR and GOALS AGAINST in all preliminary games. (See chart at the end of these rules.)
 - d. Fewest Goals Against.
 - e. Most Goals For.
 - f. Fewest Penalty Minutes.
 - g. Coin Toss.
 - h. In case of a tie between more than two teams, tiebreakers will follow the numerical order presented until all ties are broken.
17. **Jersey conflicts.** Teams are encouraged to bring alternate jerseys. 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 game time. Alternate jerseys may be used as required. Note: when a conflict involves a Barrie Shark team, the Barrie team will change jerseys.
18. **Dressing rooms.** Dressing rooms will be provided to teams a minimum of 30 minutes prior to the start of each game. Teams are asked to vacate dressing rooms as quickly as possible, and no more than 20 minutes following the end of each game.
19. **Team conduct.** Teams will ensure that all players, team officials, and parents will conduct themselves in a respectful manner at all times, including but not limited to:
- a. Ensuring dressing rooms are left in a clean state, ready for use by the next team in accordance with the timelines provided.
 - b. Music played in the dressing room and/or any public areas is maintained at a respectful volume that does not interfere with games or the normal conversation of those in the arena or other public areas. Music must be free of obscenities and/or offensive lyrics.
 - c. Ensuring that any direction provided by tournament officials is followed and acknowledging such direction as final and inarguable.
 - d. Ensuring that only players and team trainers are permitted on the ice at any time. Coaches, parents, and others are not permitted on the ice under any circumstances unless expressly invited by a Game Official or Tournament Official.

20. **Medal presentations.** Medals will be presented after each final, with ceremonies taking place on-ice at the discretion of Tournament Officials. In such cases, coaches and bench staff **ONLY** may be permitted onto the ice to participate – with no other individuals permitted on the ice. Parents and other fans are encouraged to take pictures and support the players from the team bench during medal ceremonies but may not go on the ice. Where the game schedule or ice availability, or some other circumstances does not allow for an on-ice ceremony, Tournament Officials will designate an off-ice location for the ceremony.
21. **Tournament Officials.** Representatives of the tournament (tournament officials) will be readily available within all tournament facilities. Any violation of these rules, any issues which could negatively impact the enjoyment of the tournament for any participants, or any questions related to rules and procedures should be brought to the Tournament Officials as soon as possible.

(The version updated June 5, 2024)

TIE BREAKER CHART

		TOTAL GOALS AGAINST																				
TOTAL GOALS AGAINST		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	1	0.500	0.333	0.250	0.200	0.167	0.143	0.125	0.111	0.100	0.091	0.083	0.077	0.071	0.067	0.063	0.059	0.056	0.053	0.050	0.048	0.045
	2	0.667	0.500	0.400	0.333	0.286	0.250	0.222	0.200	0.182	0.162	0.154	0.143	0.133	0.125	0.118	0.111	0.105	0.100	0.095	0.091	0.087
	3	0.750	0.600	0.500	0.429	0.375	0.333	0.300	0.275	0.250	0.231	0.214	0.200	0.188	0.176	0.167	0.158	0.150	0.143	0.136	0.130	0.125
	4	0.800	0.667	0.571	0.500	0.444	0.400	0.364	0.333	0.308	0.286	0.267	0.250	0.235	0.222	0.211	0.200	0.190	0.182	0.174	0.167	0.160
	5	0.833	0.714	0.625	0.556	0.500	0.455	0.417	0.385	0.357	0.333	0.313	0.294	0.278	0.263	0.250	0.238	0.227	0.217	0.208	0.200	0.192
	6	0.857	0.750	0.667	0.600	0.545	0.500	0.462	0.429	0.400	0.375	0.353	0.333	0.316	0.300	0.286	0.273	0.261	0.250	0.240	0.231	0.222
	7	0.875	0.778	0.700	0.636	0.583	0.538	0.500	0.467	0.438	0.412	0.389	0.368	0.350	0.333	0.318	0.304	0.292	0.280	0.269	0.259	0.250
	8	0.889	0.800	0.727	0.667	0.615	0.571	0.533	0.500	0.471	0.444	0.421	0.400	0.381	0.364	0.348	0.333	0.320	0.308	0.296	0.286	0.276
	9	0.900	0.818	0.750	0.692	0.643	0.600	0.563	0.529	0.500	0.474	0.450	0.429	0.409	0.391	0.375	0.360	0.346	0.333	0.321	0.310	0.300
	10	0.909	0.833	0.769	0.714	0.667	0.625	0.588	0.556	0.526	0.500	0.476	0.455	0.435	0.417	0.400	0.385	0.370	0.357	0.345	0.333	0.323
	11	0.917	0.846	0.786	0.733	0.688	0.647	0.611	0.579	0.550	0.524	0.500	0.478	0.458	0.440	0.423	0.407	0.393	0.379	0.367	0.355	0.344
	12	0.923	0.857	0.800	0.750	0.706	0.667	0.632	0.600	0.571	0.545	0.522	0.500	0.480	0.462	0.444	0.429	0.414	0.400	0.387	0.375	0.364
	13	0.929	0.867	0.813	0.764	0.722	0.684	0.650	0.619	0.591	0.565	0.542	0.520	0.500	0.481	0.464	0.448	0.433	0.419	0.406	0.394	0.382
	14	0.933	0.875	0.823	0.778	0.737	0.700	0.667	0.636	0.609	0.583	0.560	0.538	0.519	0.500	0.483	0.467	0.452	0.438	0.424	0.412	0.400
	15	0.938	0.882	0.833	0.789	0.750	0.714	0.681	0.652	0.625	0.600	0.577	0.556	0.536	0.517	0.500	0.484	0.469	0.455	0.441	0.429	0.417
	16	0.941	0.889	0.842	0.800	0.762	0.727	0.696	0.667	0.640	0.615	0.593	0.571	0.552	0.533	0.516	0.500	0.485	0.471	0.457	0.444	0.432
	17	0.944	0.895	0.850	0.810	0.773	0.739	0.708	0.680	0.654	0.630	0.607	0.586	0.567	0.548	0.531	0.515	0.500	0.486	0.472	0.459	0.447
	18	0.947	0.900	0.857	0.818	0.783	0.750	0.720	0.692	0.667	0.643	0.621	0.600	0.581	0.563	0.545	0.529	0.514	0.500	0.486	0.474	0.462
	19	0.950	0.905	0.864	0.826	0.792	0.760	0.730	0.704	0.679	0.656	0.633	0.613	0.594	0.576	0.559	0.543	0.528	0.514	0.500	0.487	0.475
	20	0.952	0.909	0.870	0.833	0.800	0.769	0.741	0.714	0.690	0.667	0.645	0.625	0.606	0.588	0.571	0.556	0.541	0.526	0.513	0.500	0.488
21	0.955	0.913	0.875	0.840	0.808	0.778	0.750	0.724	0.700	0.677	0.656	0.636	0.618	0.600	0.583	0.567	0.552	0.538	0.525	0.512	0.500	

GOALS FOR DIVIDED BY / (GOALS FOR + GOALS AGAINST)
HIGHER % TEAM ADVANCES