

OAKVILLE HORNETS 2025 HARVEST CLASSIC TOURNAMENT RULES
OWHA SANCTION #2526043
HOCKEY CANADA and OWHA rules shall apply in addition to those listed below.



- All players participating in the tournament must be properly registered through the OWHA to play on the team with which they are listed, or qualified to play by OWHA Pickup Player Request available through RAMP. No player may play on more than one team in a tournament.
- The Pickup Player Request process is available electronically through the RAMP Games Portal.
- All teams must be ready to play 15 minutes prior to the scheduled start time.
- Home teams shall wear their lighter coloured jerseys, the visiting team will wear their darker coloured jerseys.
- All games will consist of 3 periods (**10-10-12 minutes**) stop time **except U13 AA, U15 A, U18 A, U18 BB** which will consist of 3 periods (**12-15-15 minutes**) stop time.
- There will be a timed **two minute** warm up for each game. For 12-15-15 games there will be a **flood every two periods** (flood will be noted on the game sheet).
- Floods may be adjusted at the discretion of tournament officials in the interests of scheduling.
- As soon as there is a **5-goal differential**, the clock shall be operated on a run-time basis in **ANY PERIOD**. Once the differential is less than 5 goals, the clock will resume on a stop time basis. For the purpose of breaking ties in the standings, the full game score will be recorded in the standings for the official game score, although time keepers may only show a 5-goal differential on the score clock.
- There are **no timeouts in round robin games**.
- In **round robin and playoff games (but not consolation games)**, in the event of a tie at the end of regulation time, **a sudden victory 3-minute overtime will commence**. Teams will play 3-on-3 with goalies. Players may be changed at any time. Goalies may be “pulled” at any time and a substitute from the bench may be used. If a team gets a penalty, one player is removed (3 on 2). If the same team gets a second penalty, another player is added to the other team (4 on 2). If the same team gets a third penalty, it will be delayed. If the other team gets a penalty, one player is removed from its side. Penalties will carry over from regulation play to the overtime period.
- The scoring system for the tournament will be the following:
 - 3 points for a win in regulation time
 - 2 points for a win in overtime
 - 1 point for a loss in overtime
 - 1.5 point for a tie in overtime
 - 0 points for a loss in regulation time.
- Standings after the round robin will be calculated on the basis of the points awarded. A default win, if necessary, shall be scored 5-0 for the winning team.
- In the event of a tie in points between teams at the end of the round robin games, the following criteria will be used to break the tie, in the following priority order:
 - Number of wins in round robin play
 - Winner between tied teams when playing head-to-head (not applicable in a three-way tie)
 - Percentage as calculated by dividing the team’s total “goals for” by the sum of the team’s “goals for and goals against”: $TGF / (GF+GA) = \%$.
 - Fewest goals against

- Most goals for
- Fewest penalty minutes
- Coin toss
- Playoffs: elimination, quarter-finals, semi-finals, and Championship games are played to a winner.
- One 30 second timeout will be allowed for each team during elimination, quarter-finals, semi-finals and Championship games.
- In the event of a tie at the end of regulation time, a sudden victory 3-minute overtime will commence. Teams will play 3-on-3 with goalies. Players may be changed at any time. Goalies may be “pulled” at any time and a substitute from the bench may be used.
- If a team gets a penalty, one player is removed (3 on 2). If the same team gets a second penalty, another player is added to the other team (4 on 2). If the same team gets a third penalty, it will be delayed. If the other team gets a penalty, one player is removed from its side. Penalties will carry over from regulation play to the overtime period. If still tied at the end of the 3-minute overtime period, a shootout will occur.
- Shootouts: Each team must designate 5 shooters on paper and give to the timekeeper prior to the start of the game. Any player serving a penalty at the end of the overtime will not be eligible to participate in the shootout. All players, except shooters 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 centre ice. All 5 designated shooters from each team will shoot. If still tied after the first 5 shooters, each team will designate one shooter at a time until there is a winner. A player may not shoot for a second tie until all players on the game sheet (except goalies) have shot.
- In Championship games, home team will be the team with the better record in round robin play.
- Consolation games will not have a timeout, overtime, or shootouts.
- Attempts will be made in consolation games to schedule games between teams in a division who have not played each other in the round robin.
- Decisions of the Oakville Hornets Tournament Officials are final.

PLAYOFFS/CONSOLATION GAMES FORMAT

5 team division: 1 Pool

- 4 round robin games. Top 2 advance to finals.

8 team division: 2 Pools

- 3 round robin games. Game 4: First Place in Pool A plays Second Place in Pool B, First Place in Pool B plays Second Place in Pool A. Remaining 4 teams (5, 6, 7, 8) teams play a consolation game. Winners of semi-finals advance to finals.

9 team division: 1 Pool

- 4 round robin games. Top 4 teams advance to play semi-finals (1 vs 4, 2 vs 3). Winners advance to finals.

10 team division: 1 Pool

- 3 round robin games. Game 4: Top 2 teams get a bye to the semi-finals (they are seeded 1 and 2). Remaining 8 teams are seeded 3-10. Seeds 3, 4, 5, 6 advance to an elimination game. (3 vs 6, 4 vs 5). Remaining 4 teams (7, 8, 9, 10) play a consolation game. Winners of the elimination

games play top 2 teams in semi-finals (1 vs Lowest Seed Remaining, 2 vs Second Lowest Seed Remaining). Winners advance to finals.

11 team division: 1 Pool

- 4 round robin games. Top 2 teams get a bye to the semi-finals (they are seeded 1 and 2). Remaining teams are seeded 3-11. Seeds 3, 4, 5, 6 advance to an elimination game (3 vs 6, 4 vs 5). Winners of the elimination games play top 2 teams in semi-finals (1 vs Lowest Seed Remaining, 2 vs Second Lowest Seed Remaining). Winners advance to finals.

14 team division: 1 Pool

- 3 round robin games. Game 4: Top eight teams (1, 2, 3, 4, 5, 6, 7, 8) advance to quarterfinals (1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5). Remaining 6 teams (9, 10, 11, 12, 13, 14) play a consolation game. Winners of quarterfinals, play semi-finals (Highest Seed Remaining plays Lowest Seed Remaining, Second Highest Seed Remaining plays Third Highest Seed Remaining). Winners advance to finals.

16 team division: 4 Pools:

- 3 round robin games. Game 4: Top team in each pool are seeded (1, 2, 3, 4) and advance to quarterfinals, The remaining 12 teams are seeded with top 4 advancing to quarterfinals (1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5). Remaining 8 teams (9, 10, 11, 12, 13, 14, 15, 16) play a consolation game. Winners of quarterfinals, play semi-finals (teams are reseeded- Highest Seed vs Lowest Seed; Second Highest Seed vs Third Highest Seed). Winners advance to finals.