

OAKVILLE HORNETS 2026 SURVIVE THE HIVE TOURNAMENT RULES

OWHA SANCTION #2526044

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. In the event of a colour conflict, the home team must change jerseys or make use of pinnies which will be available to borrow.
- All games will consist of 3 periods (**10-10-12 minutes**) stop time.
- There will be a timed **two minute** warm up for each game.
- 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**.
- **FOR U9 HL, U9 A, U9 B, U11, U13, U15, U18, U22:** In **round robin play**, 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 following scoring system will be used when awarding points at the completion of a round robin game:
 - 3 points for a win in regulation time (2 plus 1 bonus)
 - 2 points for a win in overtime (2)
 - 1 point for a loss in overtime (1 bonus)
 - 1.5 points for a tie in overtime (1 plus .5 bonus)
 - 0 points for a loss in regulation time.
- A default win, if necessary, shall be scored 5-0 for the winning team, you will receive 2 points, no bonus.
- Standings will be determined as follows:
 1. Most points in all round robin games.
 - In the event of a tie, the following criteria will be used to break the tie for the standings and used when teams are being seeded.
 2. The number of WINS (regulation time win or overtime win) **in all round robin games**
 3. 2 Teams - Winner between the tied teams when they played Head-to-Head (does not apply if more than two teams tied)

4. Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals for and Goals Against" $TGF / (TGF + TGA) = \%$ **in all round robin games** ¹
 5. If still tied ... least goals against **in all round robin games**
 6. If still tied ... most goals for **in all round robin games**
 7. If still tied ... fewest penalty minutes **Includes Majors (5 Minutes) and Misconducts (10) (Players and Coaches to be included) in all round robin games**
 8. If still tied ... Coin toss
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- **Playoffs:** play in, quarterfinals, semi-finals, and Championship games are played to a winner.
 - One 30 second timeout will be allowed for each team during play in, quarterfinals, 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 time 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 Teams advance to Championship.

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 in Semi-Final Games. Remaining 4 Teams play in a Consolation Game. Winners of Semi-Finals advance to Championship.

9 team division: 1 Pool

- 4 round robin games. 1st Place vs 4th Place, 2nd Place vs. 3rd Place in Semi-Final Games. Winners of Semi-Finals advance to Championship.

13 team division: 2 Pools

- 4 round robin games. Winner of each division is seeded (1st, 2nd) Remaining 11 teams are seeded 3-13. Seeds 3rd, 4th, 5th, 6th advance to a Play-In game. (3rd vs 6th, 4th vs 5th) Winners of the Play-In Game play in the Semi-Finals. Highest Seed plays Lowest Seed, Second Highest Seed plays Third Highest Seed). Winners of Semi-Finals advance to Championship.

14 team division: 2 Pools

- 4 round robin games. Winner of each division is seeded (1st, 2nd) Remaining 12 teams are seeded 3-14. Seeds 3rd, 4th, 5th, 6th advance to a Play-In game. (3rd vs 6th, 4th vs 5th) Winners of the Play-In Game play in the Semi-Finals. Highest Seed plays Lowest Seed, Second Highest Seed plays Third Highest Seed). Winners of Semi-Finals advance to Championship.

18 team division: 3 Pools

- 3 round robin games. Game 4: Winner of each division is seeded (1st, 2nd, 3rd). Remaining 15 teams are seeded 4-18 (1-6 advance to Quarter-Finals Games). Seeds 7th, 8th, 9th, 10th advance to a Play-In game. (7th vs 10th, 8th vs 9th). Remaining 8 teams (11,12, 13, 14, 15, 16, 17, 18) play a Consolation Game. Winners of the Play-In games play in Quarterfinals (1st vs Lowest Seed remaining, 2nd vs Second Lowest Seed Remaining, 3rd vs 6th, 4th vs 5th). Winners of Quarterfinals play Semi-Finals Games, (Highest Seed plays Lowest Seed, Second Highest Seed plays Third Highest Seed). Winners of Semi-Finals advance to Championship.

20 team division: 5 Pools:

- 3 round robin games. Game 4: Winner of each division is seeded (1st, 2nd, 3rd, 4th, 5th). Remaining 15 teams are seeded 6-20 (1-6 advance to Quarterfinals). Seeds 7th, 8th, 9th, 10th advance to a Play-In game. (7th vs 10th, 8th vs 9th). Remaining 10 teams (11,12, 13, 14, 15, 16, 17, 18, 19, 20) play a Consolation Game. Winners of the Play-In games play in Quarterfinals (1st vs Lowest Seed remaining, 2nd vs Second Lowest Seed Remaining, 3rd vs 6th, 4th vs 5th). Winners of Quarterfinals play Semi-Final Games, (Highest Seed plays Lowest Seed, Second Highest Seed plays Third Highest Seed). Winners of Semi-Finals advance to Championship.