

OAKVILLE HORNETS 2026 SURVIVE THE HIVE TOURNAMENT RULES

OWHA SANCTION # 2526044

February 20 – 22, 2026

HOCKEY CANADA and OWHA rules shall apply in addition to those listed below.



GENERAL

1. 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.
2. The Pickup Player Request process is available electronically through the RAMP Games Portal.
3. All teams must be ready to play 15 minutes prior to the scheduled start time.
4. **Should you have two sets of jerseys please bring them both to all games.** Home teams shall wear their DARK JERSEYS; the visiting team will wear their LIGHTER 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. **Teams should check with each other as soon as they arrive at the arena to ensure there is no colour conflict** and if so, there is time to resolve it.
5. All games (round robin, consolation and playoff games) will consist of 3 periods (10-10-12 minutes) stop time, unless the Mercy Rule is invoked.
6. Tournament schedule, results, standings and rules can be found at www.oakvillehornets.com Survive The Hive

7. All teams **should bring their own dressing room locks**. Tournament is not responsible for lost/stolen property.
8. What is the procedure to schedule our 4th game (if applicable) playoffs and consolation games. See explanation of the format at the end of this Document.
9. Some Divisions have 4 Games scheduled others have 3. Should you have 3 when will you find out (time/venue) about your 4th Game and/or Playoff Game? Once all the Round Robin Games have been completed in your division the teams need to be seeded. Once done the schedule will be posted on the Oakville Hornets Survive The Hive page of the Oakville Hornets website. (www.oakvillehornets.com) This is typically done within an hour to an hour and a half from the completion of **ALL** the games in the Division. Keep checking the website
10. Ice re-surfacing. During all games in this tournament floods will occur at the end of the 3rd period.
11. Decisions made by the Oakville Hornets Tournament Officials are final.

ROUND ROBIN GAMES

Warm Up:

1. There will be a timed two minute warm up for each game.

Mercy Rule:

2. 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 five (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 timekeepers may only show a 5-goal differential on the score clock.

Timeout:

3. There are no timeouts in round robin games.

Overtime/Penalties:

4. **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.
5. Do not switch ends.
6. 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.
7. If still tied at the end of the 3-minute overtime period the game is recorded as a tie. (both teams will receive 1 .5 points – 1 plus .5 bonus)

SCORING SYSTEM

1. 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 3 points, (2 plus 1 bonus).
 - Standings after the round robin play will be calculated based on the points awarded.

TIE-BREAKING RULES

- 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.
1. Winner between the tied teams when they played Head-to-Head (does not apply if more than two teams tied)
 2. The number of WINS (regulation time win or overtime win) in all round robin games.
 3. 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.
 4. If still tied ... least goals against in all round robin games.
 5. If still tied ... most goals for in all round robin games.
 6. If still tied ... fewest penalty minutes Includes Majors (5 Minutes) and Misconducts (10) (Players and Coaches to be included) in all round robin games.
 7. If still tied ... Coin toss performed by Tournament Officials.

CONSOLATION GAMES

Warm Up:

1. There will be a timed two minute warm up for each game.

Mercy Rule:

2. 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 five (5) goals the clock will resume on a stop time basis.

Timeout, Overtime, Shootout:

3. Consolation games will not have a timeout, overtime, or shootout.

4. Attempts will be made in Consolation Games to schedule games between teams in a pool who have not played each other in round robin games.

PLAY OFF GAMES

Play In, Sweet Sixteen, Quarterfinals, Semi-Finals, and Championship games **are played to a winner**.

In Championship games, home team will be the team with the higher seeding after round robin play.

Warm Up:

1. There will be a timed two minute warm up for each game.

Mercy Rule:

2. 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 five (5) goals the clock will resume on a stop time basis.

Timeout:

3. One 30 second timeout will be allowed for each team during Play In, Sweet Sixteen, Quarterfinals, Semi-Finals, and Championship games.

Overtime/Penalties:

4. 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.
5. Do not switch ends.

6. 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.
7. If still tied at the end of the 3-minute overtime period, a shootout will occur.

Shootout:

8. 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.
9. If one team completes its player rotation before the other because it has fewer players, without a winner, both teams will be allowed to revert to their starting sequence and to repeat that sequence.
10. The goalies must be the ones who were in net at the completion of the overtime period.

PLAYOFFS/CONSOLATION GAMES FORMAT

10 team Division: 2 Pools (5 Teams in each Pool)

4 round robin games are scheduled and played within your Pool. Winner of each pool is seeded (1st 2nd) Remaining 8 teams are seeded (3rd 4th 5th 6th 7th 8th 9th 10th) Seeds 3rd 4th 5th 6th advance to a play-in game. (3rd vs 6th 4th vs 5th). Winners of play-in games play in semi-finals, (1st plays Lowest Seed Remaining, 2nd plays Second Lowest Seed Remaining).

Winners of Semi-Finals advance to Championship. (In Championship game, Home team will be the team with the higher seeding after round robin play).

13 team Division: 3 Pools (4 Teams, 4 Teams, 5 Teams)

4 round robin games are scheduled. The 2 Pools with 4 Teams will play 3 games within their Pool plus 1 crossover game. The Pool with 5 Teams will play 4 games within their Pool. Winner of each Pool is seeded (1st 2nd 3rd) Remaining 10 teams are seeded (4th 5th 6th 7th 8th 9th 10th 11th 12th 13th). The top 8 Teams will play in the quarterfinals (1st vs 8th 2nd vs 7th 3rd vs 6th 4th vs 5th). Winners of Quarterfinals play Semi-Finals (Highest Seed Remaining Plays Lowest Seed Remaining, Second Highest Seed Remaining Plays Second Lowest Seed Remaining). Winners of Semi-Finals advance to Championship. (In Championship game, Home team will be the team with the higher seeding after round robin play).

15 team Division: 3 Pools (5 Teams per Pool)

4 round robin games are scheduled and are played within your Pool. Winner of each pool is seeded (1st 2nd 3rd) Remaining 12 teams are seeded (4th 5th 6th 7th 8th 9th 10th 11th 12th 13th 14th 15th) The top 8 Teams will play in the quarterfinals (1st vs 8th 2nd vs 7th 3rd vs 6th 4th vs 5th). Winners of Quarterfinals play Semi-Finals (Highest Seed Remaining Plays Lowest Seed Remaining, Second Highest Seed Remaining Plays Second Lowest Seed Remaining). Winners of Semi-Finals advance to Championship. (In Championship game, Home team will be the team with the higher seeding after round robin play).

16 team Division: 4 Pools (4 Teams per Pool)

3 round robin games within your Pool are scheduled. Game 4: Top team in each pool is seeded (1st 2nd 3rd 4th) The remaining 12 teams are seeded (5th 6th 7th 8th 9th 10th 11th 12th 13th 14th 15th 16th) The top 8 Teams will play in the quarterfinals (1st vs 8th 2nd vs 7th 3rd vs 6th 4th vs 5th). Remaining 8 teams (9th 10th 11th 12th 13th 14th 15th 16th) play a consolation game. Winners of quarterfinals, play semi-finals (Highest Seed Remaining vs Lowest Seed Remaining; Second Highest Seed Remaining vs Second Lowest Seed Remaining). Winners of Semi-Finals

advance to Championship. (In Championship game, Home team will be the team with the higher seeding after round robin play).

17 team Division: 3 Pools (6 Teams, 6 Teams, 5 Teams)

4 round robin games are scheduled and played within your Pool. Winner of each pool is seeded (1st 2nd 3rd) Remaining 14 teams are seeded (4th 5th 6th 7th 8th 9th 10th 11th 12th 13th 14th 15th 16th 17th) The top 8 Teams will play in the quarterfinals (1st vs 8th 2nd vs 7th 3rd vs 6th 4th vs 5th). Winners of Quarterfinals play Semi-Finals (Highest Seed Remaining Plays Lowest Seed Remaining, Second Highest Seed Remaining Plays Second Lowest Seed Remaining). Winners of Semi-Finals advance to Championship. (In Championship game, (Home team will be the team with the higher seeding in round robin play).

24 team Division: 6 Pools (4 Teams per Pool)

3 round robin games within your Pool are scheduled. Game 4: Winner of each Pool is seeded (1st 2nd 3rd 4th 5th 6th). Remaining 18 teams are seeded (7th 8th 9th 10th 11th 12th 13th 14th 15th 16th 17th 18th 19th 20th 21st 22nd 23rd 24th) (1st – 4th advance to quarter finals). Seeds 5th 6th 7th 8th 9th 10th 11th 12th advance to a play-in game. (5th vs 12th 6th vs 11th 7th vs 10th 8th vs 9th). Remaining 12 teams (13th 14th 15th 16th 17th 18th 19th 20th 21st 22nd 23rd 24th) 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 Third Lowest Seed Remaining, 4th vs Fourth Lowest Seed Remaining). Winners of quarterfinals play semi-finals, (Highest Seed Remaining Plays Lowest Seed Remaining, Second Highest Seed Remaining Plays Second Lowest Seed Remaining). Winners of Semi-Finals advance to Championship. (In Championship game, Home team will be the team with the higher seeding after round robin play).

30 team Division: 7 Pools (5 Pools with 4 Teams in each plus 2 Pools with 5 Teams in each)

3 round robin games scheduled. The 5 Pools with 4 Teams in them will play 3 games within their Pool. The 2 Pools with 5 Teams each will have 2 games within their Pool and 1 crossover game with the other Pool of 5. Winner of each Pool is seeded (1st 2nd 3rd 4th 5th 6th 7th). Remaining 23 teams are seeded (8th 9th 10th 11th 12th 13th 14th 15th 16th 17th 18th 19th 20th 21st 22nd 23rd 24th 25th 26th 27th 28th 29th 30th) First Place to Sixteenth Place will play in the Sweet Sixteen Round (1st vs 16th 2nd vs 15th 3rd vs 14th 4th vs 13th 5th vs 12th 6th vs 11th 7th vs 10th 8th vs 9th) The remaining 14 teams (17th 18th 19th 20th 21st 22nd 23rd 24th 25th 26th 27th 28th 29th 30th) will play a consolation game. Winners of the Sweet Sixteen games will play in quarterfinals (Highest Seed Remaining vs Lowest Seed Remaining, Second Highest Seed Remaining vs Second Lowest Seed Remaining, Third Highest Seed Remaining vs Third Lowest Seed Remaining, Fourth Highest Seed Remaining vs Fourth Lowest Seed Remaining). Winners of quarterfinals play semi-finals, (Highest Seed Remaining Plays Lowest Seed Remaining, Second Highest Seed Remaining Plays Second Lowest Seed Remaining). Winners of Semi-Finals advance to Championship. (In Championship game, Home team will be the team with the higher seeding after round robin play).