

**London Devilettes Girls Hockey Association**  
**20th Annual Hockey Tournament 2010 - Sanction # 0910074**  
**Rules and Information**

1. C.A.H.A. and O.W.H.A. rules shall apply except where listed below. BNQ neckguards are required for all players.
2. Teams must be registered with their official governing body and **present their official roster at registration as well as any additional documentation such as Pickup consent form(s) and Change of Participant Form(s)** .
3. All teams outside Canada must have a travel permit, certified roster and medical insurance.
4. Ontario players must be currently registered as a member of your team. To be eligible according to the O.W.H.A. "pick-up clause," notification of "pick-up" players must be received by **February 5, 2010** in order for those players to be eligible for tournament play. Please refer to the OWHHA Handbook for rules governing pick-ups. In House League divisions only we will accept a lateral movement for skaters and goaltenders, however all other pick-up rules apply. Under no circumstances can you pick up a player to replace a player under suspension. If in doubt, please check with tournament organizers before bringing player to London.
5. Team representatives must check in at the **Tournament Registration Office located at the Western Fair Sports Centre** one (1) hour prior to the team's first game. Teams must be available to play twenty (20) minutes prior to all of their scheduled games.
6. There will be a maximum of seventeen (17) skaters plus two (2) goaltenders allowed per team, as well as five (5) coaches, managers or trainers.
- 7 (a). There will be a timed three (3) minute warm-up beginning when ice surface is ready and the referees have come onto the ice . Game times are as follows:
  - All Novice and Atom – three (3) periods of 10 -10- 12 stop time
  - All PeeWee (except Peewee AA) – three (3) periods of 10 -10-12 stop time
  - Peewee AA – three (3) periods of 10-12-12 stop time
  - Bantam House League – three (3) periods of 10-10-12 stop time
  - Bantam A, BB - three (3) periods of 10-12-12 stop time
  - All Midget and Intermediate (except Midget AA, Intermediate A) – three (3) periods of 10-12-12 stop time
  - Bantam AA, Midget AA, Intermediate A – three (3) periods of 12 -12-15 stop time
- . (b) **In all divisions during the third period**, running time will commence when there is a differential of **five (5) goals**. Stop time will resume when the goal margin is reduced to **three (3)**. The clock may be stopped at the referee's discretion for injury or for intentional delay of the game.
8. Intent to injure and fighting penalties will result in the player being expelled from the game and the remainder of the tournament.
9. Round robin play will determine group placing. Two (2) points will be awarded for a win, and one (1) for a tie. There will be no overtime during round robin games.
10. In the event of a tie in group placing after completion of the round robin series, the following tie-breakers will be used.
  - (A) Number of wins
  - (B) Record against other tied teams
  - (C) Goals scored minus goals against in round robin play
  - (D) Fewest goals allowed in round robin play
  - (E) Most periods won in round robin play
  - (F) Fewest penalty minutes in round robin play
  - (G) First goal scored in tournament
  - (H) Most goals scored
  - (I) Flip of a coin
11. Overtime will be played semi-final & championship games only. Overtime will be sudden victory. It will consist of two stop time sudden death periods. The first period, three (3) minutes in length, will be four on four skaters. If still tied at the end of the first overtime period, a second overtime period of three (3) minutes with three on three skaters will follow. If still tied, the tie will be broken by a **sudden death shoot-out** (i.e., the first team to score when the other team doesn't score wins the game). Shooters will shoot simultaneously. Players may only be used once in an overtime shoot out until the entire bench is used, alternate goalie not included. Any player serving a penalty that has not expired by the end of the sudden death overtime may not participate in the shoot-out. Teams do not change ends after the third period. Shooters do not need to be identified before the game starts. Penalties in overtime will be served as called. Teams may play up to two players short at any point during the overtime.
12. Some teams may be starting as early as 10:00 AM Friday and 7:00 AM Saturday and Sunday.
13. The winning team and finalist in each division will receive awards.
14. Referees, coaches and players please note that timing is critical.
15. One thirty (30) second time out is allowed for semi-final and championship games only.
16. The home team will wear white sweaters. (Exception: Teams with only one set of sweaters.)
17. The decisions of the London Devilettes Tournament Officials are final.