



Sixth Annual Lakeshore Lightning Tournament

Sanction #:

Rules and information

- 1 O.W.H.A. rules shall apply except where listed below. BNQ neck guards 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). Guest players may be added after registration.
- 3 No teams outside Canada will be allowed entry into the House League Divisions. Teams outside Canada will however be allowed to play in the Travel divisions (if hosted) if teams are of the appropriate age for the divisions that they are registering for. 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. "pickup clause," notification of "pick-up" players must be received 7 days prior to the start of the tournament for those players to be eligible for tournament play. Please refer to the OWHA 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 the tournament.
- 5 Team representatives must check in at the Tournament Registration Office located at the Atlas Tube Center 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 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:
 - Atom House League - three (3) periods of 10 -10- 12 stop time
 - Pee Wee House League - three (3) periods of 10 -10-12 stop time
 - Bantam House League - three (3) periods of 10-10-12 stop time
 - Intermediate House League - three (3) periods of 12-12-15 stop time
- 8 Intent to injure and fighting penalties will result in the player being expelled from the game and the remainder of the tournament.

- 9 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.
- 10 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. If a player is serving a penalty during a running clock and their penalty expires during a stoppage in play, the player may not leave the penalty box until the puck is back in play. The clock will be stopped to add the penalty and will commence on the next puck drop.
- 11 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.
- 12 In the event of a tie in group placing after completion of the round robin series, the following tiebreakers will be used:
 - (A) Number of wins
 - (B) Record against other tied teams – Head to Head
 - (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
- 13 Overtime will be played in quarter-final, 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 it is still tied after the second overtime there will be a three-player simultaneous shoot-out. If the game is still tied after all three players have shot 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). The team with the larger number of shooters may lower the number of shooters to equal that of the other team. 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; any penalties incurred during regular time will carry over into overtime. Teams will NOT play with less than 3 skaters. If penalties are called during three on three play, then the non-penalized team will add one skater for the duration of the penalty. The penalized player will then return to the ice upon the conclusion of the penalty. Then, at the next stoppage in play, three on three play will resume. If a 2nd penalty is called during three on three play then a second skater will be added to the non-penalized team. Please note: Teams may play up to two players short at any point during the overtime.

- 14 Some teams may be starting as early as 9:00 AM Friday and 7:00 AM Saturday and Sunday.
- 15 In the event of a forfeit, all forfeits will be handled in accordance to the OWHA "Forfeiture Procedure".
- 16 The winning team and finalist in each division will receive awards.
- 17 Teams are asked to be ready to play 15 min ahead of your scheduled game time. No games will start more than 5 minutes early UNLESS both teams AND REFEREES are ready and in agreeance.
- 18 One thirty (30) second time out is allowed for quarter-final, semi-final and championship games only.
- 19 In case of jersey conflict – visiting team will change jersey.
- 20 In all ¼ final, Semi-final and Championship games, the highest ranked team (using the tie breaker rule) shall be seen as the home team regardless of how listed on the tournament schedule.
- 21 Any issue not covered in these rules shall first be decided first by the OWHA Manual of Operations and then by the Lakeshore Tournament Committee. Decisions of the Tournament Committee shall be final.