

# Mitchell Meteors Girls Hockey Tournament

## Rules – 2025

1. CHA rules and OWHA rules shall apply except where listed below.
2. All teams must be registered with OWHA and CHA.
3. All teams from outside Canada require a travel permit, certified roster and medical insurance.
4. Team representatives must check in at the registration desk one (1) hour prior to the teams first game. Teams must be available to play thirty (30) minutes prior to their scheduled games.
5. There will be a maximum of seventeen (17) skaters plus two (2) goaltenders allowed per team, as well as a combined total of five (5) coaches, managers or trainers on the bench. A player may play for only one team during the tournament.
6. All teams are guaranteed 3 games.
7. There will be no handshake after games. Teams are encouraged to tap sticks as an alternative.
- 8. The following rules apply to all divisions:**
  - i) There will be a maximum of two championship games per division.
  - ii) Round robin play will determine group placing. Two (2) points will be awarded for a regulation time win, one (1) point awarded for a tie.
  - iii) In the U9 divisions, period lengths will be 10-10-10. In all other divisions, period lengths will be 10-10-12. There will be a 2-minute warm-up for all games.
  - iv) No timeouts during round robin games.
  - v) Any game with a 5-goal differential will be running time at the start of the third period (or anytime thereafter). A return to stop time will result once a goal difference of 3 is reached. Return to stop time during penalties taken by leading team.
  - vi) In the event of a tie in a pool or division after round robin play, the following tiebreakers will be used:
    - a) Record of most wins
    - b) Record against other tied team (not applicable in a 3 way tie or more)
    - c) Goals for percentage of all games played (formula to be used is:  
 $GF/(GF+GA) = GF\%$ )
    - d) Fewest goals against
    - e) Most goals for
    - f) Fewest penalty minutes
    - g) Toss of coin.

- vii) In elimination game play (quarter-final, semi-final and final), ties will be broken in the following manner:
- a) Overtime, 3-on-3, 5-minute stop time sudden victory. Players can be changed at any time, goalies may be pulled at any time and a substitute player may be used at any time. Teams do not change ends prior to overtime (or shootouts). Penalties will carry over into sudden death overtime from regular time. At no time will there be less than 3 players on the ice. If a penalty occurs, teams will play 4 on 3 with the offending team having 3.
  - b) If still tied after overtime, three player shootout. Each team must designate 3 shooters on the game sheet prior to the start of each game (S1, S2, S3). Players from each team will shoot at the same time. Any player serving a penalty at the end of overtime is not eligible to participate in the shootout. If player S1, S2 or S3 is serving a penalty when overtime ends then the team must select an alternate shooter.
  - c) If tied after 3 shooters a sudden death shootout will commence with each team designating 1 shooter at a time (other than S1, S2, S3) until all players on the team with the least number of players on the game sheet have shot. This process will be repeated until a winner is decided.
  - d) Shooters are placed in penalty box after shooting.

9. Referee decisions are final and not subject to appeal or grievance.

10. One thirty (30) second timeout for semi-final and final games only.

11. Intent to injure and fighting penalties will result in the player being ejected from the game and the remainder of the tournament.

12. No body checking is allowed in any division.

13. All players must wear BNQ approved neck protectors.

14. All decisions of the tournament organizing committee are final.

15. If a team is not able to arrive for a scheduled game due to inclement weather (road closures), they must contact the tournament convener at least 1 hour before the scheduled game time. The tournament committee will make all reasonable efforts to reschedule the game. If, however, it is not reasonable to reschedule the game, the game will be forfeited, and the score will be recorded as 1-0.