

Ice Wolves Cup – January 2-4, 2026
Official Tournament Rules
Sanction #2526122

1. This tournament is run under the sanction of the OWHHA; OWHHA and Hockey Canada rules shall apply.
2. All U11, U13, U15, U18 games will consist of 3 periods (10 minute -10 minute-12 minutes) and stop time:
 - a. If the goal spread at any time of the third period reaches 5 goals, the clock will run until the spread is reduced to 3 goals, then stop time will resume; and
 - b. There will be a warm-up prior to each game. The game clock is set at 13 minutes and then at 10 the puck is dropped. Teams are to be ready for the puck drop.
3. U9 Games will consist of 22 minute half ice games with a 3 minute warm up. They will be run consistent with the Hockey Canada U9 Program resource Guide for the 2024-25 Season
4. All teams **MUST** be available to play 30 minutes prior to their scheduled start time. U9 Teams must be ready to take the ice immediately upon the completion of the previous game as there will not be a flood between each game.
5. The OWHHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHHA Constitution, Bylaws, and Regulations & Rules.
6. Girls will shake hands after each game **WITH GLOVES ON**. The handshake may be waived at the discretion of the officials or tournament convenor.
7. **Teams are responsible for filling out the electronic game sheets prior to starting the game:**
 - a. A maximum 17 skaters and 2 goaltenders may be registered with each team;
 - b. A player may only participate with one designated team in a tournament and may only participate in one tournament on any date; and
 - c. To be eligible to participate in the tournament, the participant's name must appear on electronic game sheet. "Pickup Players" must use the electronic forms in order to appear on the game sheet. This is required under OWHHA Rules. Pick up players can only be used to replace players rostered to the team unable to play due to absence or injury. Pick-up players may not replace a suspended player, and you may not play with a number of player greater than the number appearing on the OWHHA roster.
8. One 30 second timeout will be allowed for each team **ONLY** during Quarterfinal, Semi- final & Final games. There are **NO TIMEOUTS** in Round Robin Games or in U9 Games.
9. Pick-up Players must play a minimum of two round robin games to be allowed in elimination games.
10. Teams will be awarded two points for a win, one point for a tie and no points for a loss.
11. Goal differentials will be capped at 5 goals. ie a game ending 10-3 will only be scored as 8-3. This score will be used to calculate the goals for and against in case of a tie.
12. Advancement format:

U9 Division

- Teams will play 4 games minimum against other teams registered for the tournament
- No Statistics or scores will be tracked

- There is no playoff or medal games in the U9 division

U11, U13 and U18

- Teams will play a round robin of 3 games
- Top 8 records will advance to the Quarter finals

U15 Division

- 13 teams
- Top 2 records will move semi finals
- Teams 3-6 will play in the quarter-Finals

13. In the event of a tie, the following criteria will be used to break the tie:

- Winner between the tied teams when they played head to head. (Applies to 2 way ties only, 3 or more teams tied start with tie breaker b);
- Number of wins;
- Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against". ($GF / (GF+GA)$). If $GF + GA = 0$, the % shall be set at 0.5;
- Fewest Goals Against;
- Most Goals For;
- Fewest Penalty Minutes; and
- Coin Toss.

Tie breaking rules will be followed in order. Once a Tie Breaking Rule has been used or is not applicable, it cannot be used again. Where more than 2 teams are tied the rules will be applied from b to g until the order of finish is determined.

11. U11, U13, U15, U18 playoff games are played to a winner.

- In the event of a tie at the end of regulation time there will be a 3 minute 4-on-4 sudden-death overtime:
 - Any penalties from regulation time carry over into overtime;
 - Where a team receives a penalty or starts overtime with a penalty, the play shall continue as 4-on-3;
 - If a team is down 2 players due to penalties, it shall be played as a 5-on-3. Upon expiry of the first penalty and time remains running, the penalized player returns to the ice and the teams play 5-on-4. If, while playing 5-on-4, a stoppage in play occurs, the teams shall return to 4-on-3 as per rule 11a-ii. If time remains running during 5-on-4 play and the second penalty expires with time running, that player returns to the ice and the teams play 5-on-5 until the first stoppage in play, at which point the play returns to 4-on-4 as per rule 11a; and
 - At no time shall a team play with 2 skaters.
- In the event of a tie at the end of overtime, a shootout shall occur.
 - Each team must designate 3 shooters (S1, S2 and S3) prior to the start of the game and identify them to the time keeper;
 - All players except shooter 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 3 designated shooters from each team will shoot first in order S1, S2, S3;
 - If still tied, each team will designate one new shooter at a time until there is a winner (Shooters from both teams will shoot simultaneously). A player may not shoot for a second time until all eligible players on the game sheet (except goalies) have shot; and
 - Any player serving a penalty at the end of overtime will not be eligible to participate in the shootout. If they are one of the 3 identified shooters, their position shall be skipped and the coach shall identify another player to shoot in the S3 slot.
- Teams do not change ends for Overtime or Shoot Outs

14. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise opposing team of any conflict 30 minutes prior to game time. Pinnies may be used as required. Teams are requested to bring 2nd set of jerseys.
15. Flooding of the ice will occur at the end of each game or as required and may be deferred at the Tournament Committee's discretion.
16. It is the team's responsibility to ensure a clean dressing room is left upon completion of their game. All teams are requested to vacate the dressing room 20 minutes or less after their game is completed.
17. The decisions of the Tournament Officials are final with no appeals!

**Please be advised of the following OWH rule regarding tournament withdrawal:
OWHA Rule Two (P) - Tournament Withdrawal**

1. Written notice of withdrawal from a tournament must be received by the Tournament Host four (4) weeks prior to the tournament (December 3th, 2024). Failure to comply will result in a fine of \$200.00 payable to the OWH within 30 days.
2. If a team withdraws from a tournament other than as specified in RULE TWO (I)(10), the following fines will be levied by the OWH, to be divided 60% to the OWH and 40% to the tournament host. All fines are in addition to the fine levied in #1 above.
 - 7-10 days prior to tournament \$100.00
 - 2-6 days prior to tournament \$150.00
 - A day prior to tournament \$200.00 No show \$300.00
3. Penalized teams may appeal these penalties on the grounds of unavoidable accident or unforeseen circumstances as per Appeal Procedures.
4. The Tournament Host is entitled to retain the tournament entry fee of any team which withdraws 4 weeks or less prior to the tournament.

