



CANADA
BRAMPTON, ONTARIO
November 29 – DECEMBER 2, 2018
OWHA SANCTION # 1819006



REGISTRATION

1. All teams and players participating in the 2 Nations College Prep Series (College Prep Series or Series) must be properly registered through their OWHA, Hockey Canada, USA Hockey and/or their sanctioning or governing body.
2. Teams must provide player name and numbers along with the team's OWHA, Hockey Canada, USA Hockey or other sanctioning or governing body, at least 30 days prior to the start of their first game. All teams need to bring labels for game sheets listing players and coaching staff. Three labels will be required per game for a total of 18 labels.
3. Team officials must check in with Tournament Registrar located at South Fletcher or tournament headquarters at Century Gardens Arena or as otherwise directed by Registrar. This should be done before the start of team's second game. Copies of sanction/travel permits will be required (if not already sent in advance). Teams will need to show their team roster and any player pick up consent forms.
4. All players and coaching staff are required to sign game sheets prior to all games as per OWHA rules.

RULES

5. Hockey Canada and OWHA rules shall apply. Players and coaches may be subject to additional penalties by their governing body.
6. There will be no protests. All decisions made by on-ice officials or by the 2 Nations College Prep Series organizers are final.
7. Teams will be responsible for all damages to dressing rooms or other arena facilities. It is the individual teams' responsibility to ensure the dressing room doors are locked. The facility/Series officials are not responsible for any loss or theft from the dressing room.

GAME FORMAT

8. Tournament will be a 4-game guarantee.
 - a. All divisions will play a 3 Game round robin followed by a round of 16 or a consolation game.
 - b. All teams not making the quarterfinals can have an optional 5th game.

At the conclusion of the round of 16, teams not advancing to quarterfinals can elect to play an additional (optional) 5th exhibition showcase game. Your intention to play an optional 5th game must be communicated to the Tournament Registrar no later than October 31st, 2018. The optional 5th game will be played on the Saturday night or anytime on Sunday. ** Please note we cannot accommodate specific travel departure time requirements. Schedules will be posted on website. All optional game opponents will be determined by the 2 Nations Tournament Committee in an effort to give everyone a chance to play against a new team where ever possible.

9. All games consist of three (15-15-15) stop time periods. Ice will be resurfaced every second period and teams must be ready to play. Teams will be advised of flood schedule when coaches sign in for games. There will be no ice resurfacing before overtime and teams will not switch ends. The tournament committee reserves the right to change ice schedules if necessary.
10. Teams must be ready to play 30 minutes prior to scheduled game start time.
11. The 15 minute time clock will run immediately following the warm up to remain on time. Each team will receive a three minute warm-up prior to each game. Warm-up begins immediately following the ice resurfacing (if applicable) or at the completion of the previous game (once teams have left the ice). At conclusion of warm-up teams must line up to play immediately or risk penalty for delay of game.
12. If at any time after the second period, the goal difference is five or more, the game clock will convert to running time. If the goal differential becomes less than five, stop time will resume. The only stoppage allowed during running time is for on ice injuries, or, at referee's specific request.

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13. In the event of a game where there is a 5-goal differential and “running time” is enacted, if a penalty is called the game will become “stop-time” for the duration of the penalty. If the goal differential after the penalty has been served remains at 5 or more goals the game will revert back to “running time”.
 14. Designated home teams will wear light coloured jerseys and visiting teams will wear dark coloured jerseys.
 15. Time-outs are allowed in the round of 16, quarter-finals, semi-finals and championship games only. Each team will be allowed one 30 second time out.
 16. The overall standings will be determined by:
 - a. 3 points for a win in regulation time
 - b. 2 points for a win in overtime
 - c. 1 point for a tie game or an overtime loss
 - d. 0 points for a loss in regulation time
 17. Points tiebreakers in descending order are:
 - a. Number of wins
 - b. Best Record against other tied teams (points only)***
 - c. Goals for minus goals against (Plus / Minus) in round robin play
 - d. Goals for divided by goals for and goals against (GF) / (GF+GA) in round robin play
 - e. Fewest goals allowed in round robin play
 - f. Fewest penalty minutes in round robin play
 - g. First goal in round robin play
 - h. Flip of a Coin

*** In case of a multi-team tie in points (more than 2 teams), Tie-breaker rule B only applies if ALL teams in the tie have faced each other.

*** Tie-breakers will follow the numerical order until all ties are broken.

OVERTIME AND SHOOT OUTS

18. All round robin games will have an overtime period if necessary, but can still end in a tie. There will be no overtime in any consolation games. All round of 16, quarter-final, semi-final and final games must play to a winner, and will go to overtime and a shootout if necessary.
19. Overtime:
 - a. Will consist of three minutes of stop-time; 3 on 3 (plus goalie).
 - b. Penalties that do not expire prior to the end of the game will carry over. When penalties occur, non-penalized teams will add a player for each occurrence. Once there is a stoppage in play, 3 of 3 (plus goalie) play will resume. For example, you could have a 4 on 4; or 5 on 4; or 5 on 5; as penalties expire.
20. Shoot-Outs
 - a. Each coach will select a group of 3 players for Round One of shoot-out. Shooters must be identified on the game sheet prior to start of the game.
 - b. Players serving penalties that do not expire prior to end of the overtime period are not eligible for the shoot-out.
 - c. Shoot-outs are not concurrent. The visiting team will shoot first and then alternate with the home team.
 - d. If, at the end of Round One, the score is still tied, each coach will send single players alternating in a sudden death format until a winner is declared. Players can only shoot again once all players on their bench have taken a shot. This includes the initial 3 shooters.