

## RULES

All playing rules of the ALLIANCE, OHF and Hockey Canada will apply.

## AFFILIATED PLAYERS AND ELIGIBILITY

Players are only permitted to participate in games with their WMHA rostered team.

*Some exceptions can be made:*

1. **FOR U9:** *If a team has less than ten (10) players in uniform for a scheduled game, a registered player (or players) from another WMHA U9 team (other than the opponent) can be used to fill in for that game. Please ensure these players are designated as an Affiliated Player (AP) on the roster for that game.*
2. **FOR U10-U18:** *If a team has less than ten (10) players in uniform for a scheduled game, a registered player (or players) from the age group below may be used to fill in for that game, for a maximum of ten (10) players total per game. Please ensure these players are designated as an Affiliated Player (AP) on the roster for that game.*
3. **FOR U10-U18:** *If a team is missing their goaltender for a game, they may use another registered goaltender from another team in their age group or the age group below. Please ensure this goaltender is designated as an Affiliated Player (AP) on the roster for that game.*

**\*\*\*Note that Affiliated Players ARE NOT permitted at the ALLIANCE Championships\*\*\***

## GAME TIMES

All teams must be ready to start playing at least 15 minutes prior to their scheduled game time.

- This does not mean that every game will start 15 minutes early, but in the event the previous game ends later than scheduled, this will allow us to get back on schedule.

## FORFEIT

Any team failing to play or failing to ice a team consisting of at least six (6) players and a goaltender at any scheduled game will lose by default. The score will be recorded as 3-0.

## 3 GAME GUARANTEE

All teams will play a minimum of three games.

## GAME LENGTHS

Please see the set game lengths divided by age groups below:

<b>DIVISION</b>	<b>ROUND ROBIN</b>	<b>SEM-FINALS &amp; FINALS</b>
U9-U10	10-10-10	10-10-15
U11-U15	10-10-15	10-10-15
U16-U18	10-15-15	10-15-15

## OVERTIME

No overtime will be played during the round robin.

If the score is tied at the end of regulation time in any Semi-Final or Final games, there will be one (1) five-minute stop time sudden victory overtime period played at 3-on-3. Unexpired penalties at the end of regulation will continue into overtime.

If teams remain tied at the end of overtime, an NHL-style three (3) player shootout will be used to determine the winner.

- See “Shootouts” below.

## **SHOOTOUTS**

In the event that any Semi-Final or Final game remain tied at the end of overtime, an NHL-style three (3) player shootout will be used to determine the winner in accordance with the following procedure/rules:

1. Coaches will list the first three (3) players to participate in the shootout by alerting the on-ice official at the end of the overtime period.
2. Any player serving an unexpired penalty at the end of the overtime period will not be eligible to participate in the shootout.
3. Shootouts will begin from centre ice with teams alternating shots.
4. In each round, the away team will shoot first and the home team will shoot last.
5. Goaltenders cannot be changed during the shootout unless due to injury.
6. Should the score remain tied after the first three (3) players from each team have shot, the shootout will continue in a sudden-victory format (i.e., if one shoot scores and the other does not, the scoring team wins)
7. Coaches will choose shooters from the remaining players on their list. All players on each team must shoot once before any player can shoot a second time.
  - a. *Exception: If a team with fewer players exhausts their roster, returning to the first shooter, the opposing coach has the option of returning to their first shooter at the same time.*

## **TIEBREAKERS**

In the event of a tie in points after the Round Robin games, the following procedure will be followed until a winner is declared:

1. The winner of the head-to-head game between the teams (two-way ties only) will advance.
  - a. *If there is a 3-way tie, see below (3-Way Ties).*
2. The team(s) with the most wins will advance.
3. The team with the highest ratio of “Goals For/ (Goals For + Goals Against)” will advance.
4. The team with the least goals against will advance.
5. The team with the most goals scored will advance.
6. The team with the lowest number of penalty minutes will advance.
7. A toss of a coin by a WMHA Board member.

### **3-Way Ties**

*Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes the position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.*

8. The point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
9. The team with the most wins (among tied teams) would gain the highest position.
10. If teams are still tied after “9” above has been applied, the team with the highest ratio of “Goals For/ (Goals For + Goals Against)” will gain the higher position (all round robin games played).
11. If teams are still tied after “10” above, the team with the fewest goals against (all round robin games played) will gain the higher seed.

12. If teams are still tied after “11” above, the team with the most goals scored (all round robin games) will gain the higher seed.
13. If still tied, the team with the lowest number of penalty minutes (from all round robin games) will gain the higher seed.
14. If still tied, a toss of a coin by a WMHA Board Member will determine the higher seed.

## **TOURNAMENT STRUCTURE**

### ***3 Team Divisions (U15/U16)***

Teams competing in three-team (3) divisions will follow this structure:

- Will play two (2) Round Robin games.
- Will play other teams within division once during Round Robin.
- Will be seeded 1<sup>st</sup> through 3<sup>rd</sup> based on points after the Round Robin.
- 1<sup>st</sup> seed will get a bye to the Finals.
- 2<sup>nd</sup> seed will host 3<sup>rd</sup> seed in Semi-Final.
- 1<sup>st</sup> seed will host winner of Semi-Final in Final.

### ***4 Team Divisions (U9/U10/U11/U14)***

Teams competing in four-team (4) divisions will follow this structure:

- Will play three (3) Round Robin games.
- Will play other teams within division once during Round Robin.
- Will be seeded 1<sup>st</sup> through 4<sup>th</sup> based on points after the Round Robin.
- 1<sup>st</sup> seed will host 4<sup>th</sup> seed in Semi-Final 1 (SF1).
- 2<sup>nd</sup> seed will host 3<sup>rd</sup> seed in Semi-Final 2 (SF2).
- Winners of Semi-Finals will meet in Final.
- Winner of SF1 will be home team.

### ***5 Team Divisions (U12/U13/U18)***

Teams competing in five-team (5) divisions will follow this structure:

- Will play four (4) Round Robin games.
- Will play other teams within division once during Round Robin.
- Will be seeded 1<sup>st</sup> through 5<sup>th</sup> after Round Robin.
- 1<sup>st</sup> seed will host 4<sup>th</sup> seed in Semi-Final 1 (SF1).
- 2<sup>nd</sup> seed will host 3<sup>rd</sup> seed in Semi-Final 2 (SF2).
- 5<sup>th</sup> will not continue into playoff round.
- Winners of SF1 & SF2 will meet in Final.
- Winner of SF1 will be home team.

## **ALLIANCE CHAMPIONSHIPS**

The following teams will advance to the ALLIANCE Championships being held in London, ON from April 10-12, 2026.

U9 Champions  
U11 Champions  
U13 Champions  
U15 Champions  
U18 Champions

### **TIMEOUTS**

Each team will be permitted a single 30-second timeout in **all** games.

### **MERCY RULE**

Any game where the score differential reaches six (6) goals or more at any time during the 3<sup>rd</sup> period will result in running time until the score differential returns to three (3) or the game ends.

### **JERSEYS**

Home teams will wear **dark** jerseys and away teams will wear **light** jerseys.

### **SUSPENSIONS**

Any player or team official assessed a penalty carrying a suspension shall serve the suspension in their next scheduled tournament and/or ALLIANCE Championship game.

- *Any unserved suspension games will be carried over to the next season.*

### **FIGHTING**

Any player incurring a fighting penalty will be immediately ejected from the game in addition to any applicable suspension under OHF rules and regulations.

### **PROTESTS**

Waterloo Minor Hockey reserves the right to make decisions regarding interpretation of tournament rules and regulations and to make decisions regarding protests. **All decisions are final.**