



Fall Challenge Cup 2010
November 4, 5, 6, & 7
Waterloo, Ontario
Canada



Waterloo Ravens

9th Annual

Fall Challenge Cup

Girls Hockey Tournament

OWHA Sanctioned

November 4-7, 2010

at

**RIM Park, Waterloo Recreational Complex and
Albert McCormick, Moses Springer Arenas**

Register online at

www.waterlooravens.com

Waterloo Girls Minor Hockey Association

9th Annual Fall Challenge Cup Girls Hockey Tournament
OWHA Sanctioned

November 4-7, 2010

Please Note: Games Thursday start at 6pm and will be for local teams only

Please accept our Invitation for this annual fall event!!!

- **All Games played in outstanding facilities; RIM Park, Waterloo Recreational Centre, Albert McCormick, and Moses Springer; four of the best hockey facilities in Ontario.**
- **Three game minimum guaranteed, maximum 5 games**
- **Longer game lengths, three, twelve minute stop time periods**
- **All games announced with upbeat music at warm up and between stoppages**
- Awards: Gold, Silver and Bronze medals to be awarded
 - Championship Banner to division winners
 - MVP Awards for gold medal games
- Heated viewing galleries overlooking playing surfaces in all rinks
 - **For the Parents "Shop till you drop"**
 - **Minutes away from the Waterloo Farmers Market and The Village of St. Jacobs**
 - **A very short drive to Conestoga Mall and The Galaxy Movieplex**
 - **Bring a towel and take dip after the game at the Recreational Complex**
- Prize tables like no others you have seen and Official Tournament product vendors
- Free admission to rinks for all spectators
- Hotels booked and ready for you only 5-10mins from all Complexes

Divisions

Novice A
Atom AA, BB, C
Peewee AA, BB, C
Bantam AA, BB, C
Midget BB, B
Intermediate A

Entry Fee: \$850.00...US Teams \$775.00us

(Full entry fee must accompany your entry form and team roster - NO REFUNDS)

(Please Note: when your cheque is received by our registrar then your spot is confirmed in the tournament)

Make cheques payable to WGMHA. – PLEASE NO POST DATED CHEQUES! We sell out every year so register early!

Deadline For Entries: October 15th, 2010

Mail Cheque to the attention of:

V. Hennig
Tournament Registrar
395 Hagen court.
Waterloo, Ont. N2K 4A8
Telephone # (519) 886-7903 (Please leave a message and we will return your call)
(E-mail: ravenregistrat@rogers.com)

Fax (519) 746-3754

Please Note: Registration will be On-Line only, www.waterlooravens.com

Schedules will be out minimum 2 weeks prior to tournament start date

Game times: Thursday 6PM start time (local teams only) Friday, Saturday, Sunday - games may start as early as 7:30am



Tournament Playing Rules 2010

- 1) CHA and OWSHA rules will apply, except for the added conditions as detailed below.
- 2) Minor penalties will be 2 minutes. Major penalties will be 5 minutes (overtime included).
- 3) The OWSHA minimum suspension guideline will be strictly enforced. Additional suspensions may be imposed at the discretion of the committee.
- 4) All games will consist of 3 twelve (12) minute periods with no overtime in the round robin. All teams are guaranteed 3 games. There will be one championship per division with the champions and runners up receiving awards. There will be a flood of the ice at the end of each game.
- 5) The 2 minute warm up clock will commence when the Zamboni gates are closed.
- 6) A maximum of 20 players are allowed per team. A player can only play for 1 team during the tournament.
- 7) To be eligible to play in the tournament a player must appear on the roster submitted with the application form. Players on Ontario teams must be registered with the OWSHA and the respective team. The OWSHA pick-up forms will be honored. All changes must be in writing. No changes will be allowed after October 26, 2010.
- 8) Home teams will wear their light jerseys and away teams will wear their dark jerseys.
- 9) All players of each team must wear the same identically colored hockey socks on both legs, goalies excepted.
- 10) Time outs are only permitted in semi-final, and championship games. Only one time out per team. Time outs are 30 seconds in length.
- 11) All teams must be prepared to go on the ice 15 minutes before scheduled game time.
- 12) If two teams are tied for play-off positions at the end of round-robin play, the final pool standing will be determined in the following manner:
 - (a) If two teams are tied then the tie will be broken using the results of the round robin game involving the same two teams-----the winner of the game to be awarded the higher standing.
 - (i) If the head to head game was tied then the teams will be ranked in order of "goals for" minus "goals against". Eg. 10-4=6
 - (ii) If the teams are still tied then the standing will be determined by the teams' goals percentage in pool play. The goal percentage of a team is determined by adding the goals for and against together (total goals) and then dividing goals for by the total goals, with the team having the highest percentage winning the higher position
Eg. goals for / (goals for + goals against) or 10 goals for / 10 goals for + 4 goals against,
 $10/14 = .714$ percentage
 - (iii) If the teams are still tied, they will be ranked in order of "fewest penalty minutes". Game Misconducts will be counted as ten (10) minutes for this purpose.
 - (iv) If the teams are still tied, then the first goal scored in head to head competition will determine the higher standing.
 - (v) If all the above fail, a coin toss will determine ranking.
 - (b) If two or more teams are tied then the tie will be broken by utilizing (i) through (iii) and/or (v) as necessary.
- 13) In case of a tie in the semi-final and championship games three (3) sudden death overtime periods of five (5) minutes stop time will be played. Teams will play 3 on 3, with player changes on the fly, not on a stoppage of play for all overtime periods. First goal scored shall determine the winner. Teams do not change ends for the overtime or the shootout.
If a penalty occurs during the 5 Minute overtimes, the teams play 4on 3. If a second penalty is called on the same team, and the first penalty has not expired, then it will be treated as a delayed penalty and will commence when the first penalty expires. The maximum a team may be at a disadvantage is four (4) on three (3).
- 14) If the score remains tied at the end of the five (5) minute overtime periods, the following **NHL-style** penalty shot procedure will be used to determine the winner:
 - a) Each team will select three (3) players who will shoot on a rotating basis.
 - b) After all 3 players have taken their shots on each team, a winner is declared at when one team has scored more goals than the other team. If both teams have scored the same number of goals after 3 shooters, the teams will proceed to a sudden death penalty shot procedure. A winner is then declared if one team scores and the other team does not. This penalty shot procedure will continue until a winner is determined.
 - c) The selected players' names and numbers will be inscribed on the game sheet as S1 through S3. If the shootout proceeds to a sudden-death format, each team must use new players until all players for a team have shot. Teams may only go to a past shooter if the team with the smaller roster needs to start repeating players.



Tournament Playing Rules (cont'd)

- d) One selected player at a time for each team will line up at centre ice facing the opposing team goalkeeper. On signal from the referee, both players will simultaneously proceed to take a penalty shot on the opposing team's goal.
 - e) Any player on the shootout list serving a penalty at the end of overtime will not be eligible to participate in the shoot out. A substitute shooter may be designated to take her place on the shoot out list.
 - f) **In a three man officiated game, a linesman will stand at each goal line and signal if there is a goal or no goal.**
- 15) The WGMHA and Tournament Committee will not be responsible for any injuries incurred during the duration of the tournament. All precautions will be taken to protect participants.
- 16) If the goal differential in any game, excluding the championship games, is 5 or greater, at any time in the third period, the clock will run until the spread is reduced to 3 goals, then stop time shall resume.
- 17) In the event that the TOTAL number of penalty infractions assessed to BOTH teams during any one game reaches a **COMBINED TOTAL OF 26** (Infractions-Not Minutes) the clock will operate on run time for the remainder of that game.
- 18) Penalties assessed during running time will be 3 minutes for a minor penalty, 7 minutes for a match/major penalty, and 12 minutes for a misconduct. If a player is assessed a penalty during stop time and during the duration of the penalty the clock goes to running time the length of that penalty will remain the same.
- 19) Any of the rules and regulations may be altered or changed at the discretion of the Head Tournament Official. The decisions of the Tournament Official(s) are final with no appeal.



Available Nesting Grounds

WATERLOO RAVENS 9th ANNUAL Fall Challenge Cup GIRL'S HOCKEY TOURNAMENT November 4-7, 2010

Hudson Travel Group is pleased to be partnered with the Waterloo Ravens and their annual tournament! Hudson Travel Group has negotiated preferred rates and reserved rooms at local hotels for all teams participating in this year's event. Our rates are GUARANTEED to be the lowest available!

In an effort to keep a record of where teams are staying, the event committee requests that all teams book through Hudson Travel Group.

For hotel information and rates, please call the following toll free number and ask for:

Kelly Dooley

1-800-668-5596

or email: kdooley@htgsports.com

Upon confirmation of your group's reservation, we will forward hotel brochures, maps of the area, and additional tourist information.

We wish you the best of luck in the event and look forward to speaking with you soon!



Challenge your team early
for the 2010/2011 season!

**Please Note: Last years Fall Challenge
was **red** **out** by the end of September
So don't delay...**

**Register your team now!
In one of the most exciting
“Early Bird”
Tournaments in Canada**