Windsor Pink Stick Classic

***Tournament Rules***

Windsor Pink Stick Classic is an OLA sanctioned tournament.

This Tournament has a ZERO TOLERANCE POLICY for abuse of tournament officials including but not limited to Referees, Timekeepers, Tournament Directors, Arena Staff or Volunteers. Obscene or objectionable language or actions in the stands, on the floor or on the player's bench will result in your removal from the arena. OLA Maintenance of Order, MR8.04(b), MR8.04(c), MR8.04(d), MR8.05,

1. To be eligible to play, all players and bench personnel must present their OLA approved registration certificates (cards) to the tournament director or arena convener before the start of their first game. DIGITAL COPIES WILL NOT BE ACCEPTED. Upon completion of roster verification, rosters will be LOCKED in Gamesheet Inc. Any additions or changes to a roster will require the presentation of a registration card of the individual prior to them being permitted on the floor. Tournaments that permit players or non-playing bench personnel to participate without proper registration will be subject to a non-compliance fine.
2. Cards must always be available if additional verification is required. Cards stamped "HOUSE LEAGUE ONLY" will not be accepted. MR2.08(a)
3. Teams are to register 1 hour before the start of each game.
4. Each team’s bench personnel must sign the iPad at the tournament registration desk prior to the game. NO EXCEPTIONS! Failure to sign will result in the team being assessed a 2 min delay of game penalty.
5. A team will consist of a maximum of 19 players (18 + 1) if only 1 goaltender is dressed or 20 players (18 + 2) if 2 goaltenders are dressed. No more than 2 goaltenders may be dressed per team at any one time.
6. All players and goalies must have helmets on while on the bench during game play.
7. The maximum number of personnel allowed on the bench for any tournament game is limited to five (5). A team may have only one (1) trainer present on the bench at any one time.
8. On-Floor decisions rendered by the referees are final and cannot be protested. MR10.07
9. It is the responsibility of the coaching staff to note any errors in the reporting of the score and to make the referee aware of these errors as soon as possible so they can be rectified before the conclusion of the game. Changes cannot be made to a game sheet after it has been signed by the referees.
10. In the event a game must be called due to floor conditions or unforeseen circumstances the game score shall be considered ‘final’ if two (2) complete periods of play have transpired. If two (2) periods have not been completed the remainder of the game must be rescheduled and played. MR7.07(b)
11. Any game misconduct, gross misconduct, match penalty, will adhere to OLA Automatic Discipline Policy (ADP). All notifications of suspensions and fines will be sent to a team representative using the OLA’s fine summary JotForm. Fines will not be collected at the tournament but will be invoiced to the club by the OLA office.
12. A hearing will be held for all match penalties or gross misconducts as per the 2025 OLA Automatic Discipline Policy. These hearings will be conducted at the main tournament office at Forest Glade Arena.
13. Fighting will result in an immediate expulsion for the remainder of the tournament.
14. Teams that exceed the maximum penalty accumulations set by the OLA will result in the suspension of the Head Coach for 1 game and a fine. 36 minutes and above for U13-U22.

 Game Format and Times:

The OLA guidelines for game format will be followed.

Warmup may be shortened at the discretion of the Tournament Director or Convenor should games be running behind. Teams should be available and ready to play at least 5 minutes ahead of their designated start time.

* 3 Minute Warm-Up
* 3 Periods x 15-minutes (running time)
* 3 Minute Rest between Periods
* Stop time in the last 5 minutes of the game (if 5 goals or less difference)

No Time outs in round robin play - Players may not approach the bench during goalie water breaks.

No Overtime in round robin play – Tied games will stand.

Points Break down

* 2 points for win
* 1 point for tie
* 0 points for a loss

Tie Breaker for 2 Teams

In the event of a tie in points between two teams in the Round Robin, final standings shall be determined as follows:

1. The team that won the greater number of points in games played, during the competition, between the teams tied shall be declared the winner of the higher position. (HEAD TO HEAD)

2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in all games during the Round Robin shall be used in the goal average computation. (See Goal Average Formula below).

3. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.

4. If a tie still exists, then a coin toss will decide the winner.

14. Tie Breaker for Three or more Teams

1. The team(s) that won the greater number of points in games played, during the Round Robin, between the team(s) tied shall be declared the winner of the higher position. (HEAD TO HEAD TO HEAD)

2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in all games during the Round Robin shall be used in the goal average computation. (See Goal Average Formula Below)

3. If a tie still exists, the team with the least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.

4. If a tie still exists, then a coin toss will decide the winner.



Playoff Games Format:

Each team will receive 1 60 second time-out in semi-final and championship games.

If teams are tied at the end of regulation time, there will be a three-minute rest and teams will not change ends. Then 10-minute periods of running time with victory being declared upon the scoring of the first goal (sudden victory). This format will continue until a winner is declared. One 60 second time-out will be allowed per team in all Semi-Final and Championship Games.

HAVE FUN - GOOD LUCK - HAVE A GREAT TOURNAMENT