

OCVL TIME CAPS (version 4)

2006 - 2007 Season

GYM	1st match start time	1st match soft cap	2nd match start time	2nd match hard cap
31 Nadolny Sachs	7:20 PM	9:10 PM	9:10 PM	11:00 PM
Ashbury College	7:20 PM	Hard cap: 9pm	XXX	XXX
Carleton U.	7:20 PM	9:10 PM	9:10 PM	11:00 PM
Cite Collegiale	7:20 PM	9:10 PM	9:10 PM	11:00 PM
Ecole de Barrhaven	7:20 PM	9:10 PM	9:10 PM	10:55 PM
Gabriel Roy	6:50 AM	8:40 PM	8:40 PM	10:25 PM
Giselle Lalonde	7:20 PM	9:10 PM	9:10 PM	11:00 PM
Heritage College (Tuesday)	8:15 PM	9:55 PM	9:40 PM	12:00 AM
Heritage College (Thursday)	XXX	XXX	9:45 PM	12:00 AM
Nepean Sportsplex (Tuesday)	7:50 PM	9:40 PM	9:40 PM	11:25 PM
Nepean Sportsplex (Thursday)	8:10 PM	9:45 PM	9:40 PM	11:25 PM
Ottawa Montessori	6:50 PM	8:40 PM	8:40 PM	10:25 PM
Ottawa Tech HS - 440 Albert St.	7:20 PM	Hard Cap: 10:00 PM	XXX	XXX
Patro	7:20 PM	9:10 PM	9:10 PM	10:55 PM
Redeemer Christian HS	7:20 PM	9:10 PM	9:10 PM	11:10 PM
Woodroffe HS	7:10 PM	8:40 PM	8:30 PM	10:25 PM

You will notice that in many cases there is an overlap between the Match#2 start time and the Match#1 caps. The purpose of this is to ensure that teams playing the late matches are ready to start playing should the early matches finish early. If and when Match#1 goes to a Soft Cap, Match#2 SHOULD START NO LATER THAN 10 minutes after the end of Match#1.

Soft Time Cap

When a 'Soft Time Cap' is reached, 5 points are added to the score of the currently leading team (with a cap at 7 points), and the game is played to that mark and ends with the first team to reach that point, winning by two or until the cap is reached. This rule will not be used to extend a game past the standard 25 point win, but would be used to enforce an upper cap on point.

Example:

- *The Soft Time Cap is reached in game 4 with the score 11-8. The game is then played to 16 points (win by 2), with a cap at 18 points.*
- *The Soft Time Cap is reached in game 4 with the score 22-20. The game is still played to 25 points (win by 2), with a cap at 29 points.*
- *The Soft Time Cap is reached in game 5 with the score 1-1. The game is played to 6 points (win by 2), with a cap at 7 points.*
- *If the 'Soft Time Cap' occurs in the break between games, a game to 5 points, with a cap at 7 points is played.*

Hard Time Cap

When a 'Hard Time Cap' is reached, play continues to the end of the point in play. The team in the lead at the end of that point is declared the winner. Should the teams be tied at the end of that point, one more point is played to determine the winner. **Note: the official should announce the possibility of a hard cap at least 5 minutes before the hard cap time.**

4 GAME NIGHT TIE-BREAKER

Where only 4 games are played, and each team has won 2 games, the winner is determined by:

- (a) Greatest difference between points scored and points against for the 4 games. This will only be done IF THERE ARE 4 FULL GAMES PLAYED (if he 4th game ended with a time cap, it is still considered as a completed game and will be counted).
- (b) If still tied, the winner of 2 of the first 3 games played.