



Mississauga Hurricanes AA Winter Showcase Rules

OWHA Sanction #2223013

1. Hockey Canada and OWHA rules shall apply.
2. U13AA will be 12-12-15, no flood.
U15AA and U18AA game lengths will be 12-15-15 with a flood after the 2nd period and end of game.
U22AA game lengths will be 15-15-15 with a flood after 2nd period and end of game

If game is tied at end of regulation time for U13AA in preliminary games, a 3-minute OT period will occur. Teams will play 4 on 4 for OT.

If game is tied at end of regulation time for U15AA, U18AA and U22AA in preliminary games, a 5-minute OT period will occur. Teams will play 4 on 4 for OT.
3. There will be a 3-minute warm-up prior to each U13AA game, which will start following the exit of the Zamboni.

There will be a 5-minute warm-up prior to each U15AA, U18AA and U22AA game, which will start following the exit of the Zamboni.
4. All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
5. All teams must register/sign-in at Tournament Headquarters (MGHL Clubhouse located upstairs opposite Pad #2 at Iceland).
6. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
7. If the goal differential in any game is five (5) or greater **at any time**, the clock will continue to run until the spread is reduced to three (3) then stop time shall resume.
8. **One - 30 second timeout** will be allowed for each team **ONLY** during Semi-Final and Final games. Overtime is not a new game. There is **NO TIMEOUT** in Preliminary games.
9. A player may only participate with **one** designated team in a tournament and may only participate in **one** tournament on any day of the same weekend.
10. To be eligible to participate in the tournament, the participant's name must appear on the OWHA team roster. The OWHA "Pickup Player for Tournament" form must be utilized for any pick up players. The form must be completed in full and provided at the Tournament Registration Desk prior to the team's first game of tournament. No new/additional 'pick up' players will be permitted after the team's first game of the tournament.
11. For any misconducts, game misconducts or match penalties received in the preliminary games, ten (10) minutes will be applied to the team's penalty minutes for the particular game wherein the penalty occurred.

12. Teams will be awarded 3 points for a win, 2 points for OT win, 1 point for OT loss, 1 point for OT tie and 0 (zero) points for a regulation loss.
13. Standings after the preliminary robin play will be calculated on the basis of the points awarded as per **rule # 12**.

In the **event of a tie**, the following criteria will be used to break the tie:

- a) Number of wins
- b) Winner between the tied teams when they played head to head (does not apply if more than two teams tied)
- c) Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals For and Goals Against". $TGF / (GF+GA) = \%$ (Chart available on www.ggts.ca)
- d) Fewest Goals Against.
- e) Fewest Penalty Minutes.
- f) First goal scored in preliminary/round robin.
- g) Coin Toss.

Follow Tie breaking rules in Order.

Once a Tie Breaking Rule has been used or is not applicable it cannot be used again.

14. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys.
15. It is the team's responsibility to ensure a clean dressing room is left upon completion of their game. All teams are requested to vacate the dressing room 20 minutes or less after their game is completed.
16. On-ice officials decisions are final and not subject to appeal or grievance. **The decisions of the Tournament Officials are final. No appeals will be allowed.**
17. If a team withdraws from the tournament following the team's confirmation in the tournament (after payment is made by the team), a \$100 administrative fee will apply. The OWHHA Tournament Withdrawal Rules apply for teams withdrawing within 30 days of the tournament start date.

**The Tournament Committee reserves itself the final word
on the interpretation of the rules.**

GOOD LUCK TO ALL TEAMS !!





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OVERTIME RULES

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PRELIMINARY GAMES

- Preliminary games can end in a tie following the 3-minute or 5-minute overtime. Teams will play **4 on 4 plus goalies**. Players can be changed at any time. Goalies may be “pulled” at any time and a substitute player from the bench may be used. If a team is assessed a penalty, then play will be 4 on 3. If a team is assessed a 2nd penalty while 1st penalty has not expired then play will be 5 on 3. If there is no whistle, it will be 5 on 4 when the first penalty expires, and then 5 on 5 when the second penalty expires. Play reverts back to 4 on 4 after the next whistle.

SEMI-FINAL & CHAMPIONSHIP GAMES

- Games are played to a winner. In the event of a tie at the end of regulation time, a SUDDEN VICTORY FIVE (5) MINUTE OVERTIME (stop time) period will commence.
- Teams will play **4 on 4 plus goalies**. Players can be changed at any time. Goalies may be “pulled” at any time and a substitute player from the bench may be used. If a team is assessed a penalty, then play will be 4 on 3. If a team is assessed a 2nd penalty while 1st penalty has not expired then play will be 5 on 3. If there is no whistle, it will be 5 on 4 when the first penalty expires, and then 5 on 5 when the second penalty expires. Play reverts back to 4 on 4 after the next whistle.
- If still tied at the end of overtime, a shoot out will occur. Team do not change ends.
- Each team **MUST** designate 3 shooters (S1, S2, S3) **prior to the start of the game.**
- Any player(s) serving a penalty at the end of overtime will not be eligible to participate in the shoot out. The coach must designate a shooter(s) to take her place(s) immediately at the end of regulation time.
- All players except shooter and goalies will be on the bench to start.
- All 3 designated shooters from each team will shoot. Shooters will shoot at different times with the visiting team noted on the game sheet shooting first.
- Once a player has shot, **they will go directly to the penalty box.**
- If still tied, each team will designate one shooter at a time until there is a winner. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.

