



Mississauga Hurricanes AA Winter Showcase Rules

OWHA Sanction #2324009

1. Hockey Canada and OWHA rules shall apply.
2. The tournament schedule will be uploaded into RAMP and teams game codes will be found in their teams RAMP login. If you are unsure how to locate/access same, please ask your association registrar or administrator for assistance. Do not call the OWHA requesting access. Your association has been provided with access information for all teams.

Teams are responsible for ensuring they indicate players and bench staff participating in every game within RAMP as well as ensuring jersey numbers are noted (if not showing). Teams are also responsible for reporting any major penalties to stats@owha.on.ca within 24 hours following the game OR before your next scheduled game, whichever comes first. You must include the team's name and OWHA number, player's or bench staff name, infraction assessed, game date and time, and name of tournament.

Non OWHA teams will submit rosters for entry into RAMP. Game codes and instructions will be sent to these teams.

3. All players participating in the tournament must be properly registered through the OWHA to play on the team with which they are listed, or qualified to play by properly completing the Pick Up Player/AP Section within RAMP. No paper "OWHA Pick Up Player" forms will be accepted.
4. Injured players are **NOT** permitted on the players bench nor are they permitted on the ice for medal and banner presentations.
5. All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
6. U13AA game lengths 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 every game.

U22AA game lengths will be 15-15-15- with a flood after the 2nd period and end of every game.

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

If U15AA, U18AA or U22AA preliminary game is tied at end of regulation, a 5-minute OT period will occur. Teams will play 4 on 4 plus goalie for OT.

7. All teams must register/sign in at Iceland Arena in the MGH Clubhouse (2nd floor across from Pad #2)
8. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
9. 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.

10. **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 Round Games, Elimination or Consolation games.
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. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys.
13. Consolation games on Sunday can end in a tie.
14. Teams will be awarded 3 points for a win, 1 point for OT loss, 1 point for OT tie, and zero (0) points for a loss.
15. Standings after the preliminary/round robin play will be calculated on the basis of the points awarded as per **rule # 14**.

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) = %** (See Chart)
- 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.

16. 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.
17. 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.**
18. If a team withdraws from the tournament following the team's confirmation in the tournament (after payment is made by the team), a \$150 administrative fee will apply. The OWHA 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.

CONSOLATION GAMES

Consolation games can end in a tie. No overtime in consolation games.

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) will occur.

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 players gets out, and then 5 on 5 when the second girl gets out. It reverts back to 4 on 4 once a whistle occurs.

If still tied, a shoot out will occur. Teams do not change ends.

Each team **MUST** designate 3 shooters (S1, S2, S3) **prior to the start of the game** to the arena convenor and the players will shoot as listed as S1, S2, S3.

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 electronic 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.

