



## 2026 Mississauga Hurricanes Spring Surge HL Tournament

March 20-22, 2026

OWHA Sanction #2526016



1. Hockey Canada and OWHA rules shall apply.
2. The OWHA minimum suspension guidelines will be strictly enforced. All suspensions will be enforced according to OWHA Constitution, By-Laws, Regulations & Rules.
3. The tournament schedule will be uploaded into RAMP and teams game codes will be found in their RAMP portals.

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](mailto: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.

4. 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.
5. All teams **MUST** be available to play 20 minutes prior to the scheduled start time.
6. All games will consist of 3 periods (10-12-12), stop time, except U7 (22 ½ and 22 ½ periods)  
  
U9 games will be full-ice and tournament style.  
  
U7 will be festival style, cross-ice (See separate Rules attached)
7. Teams are **NOT** permitted on the ice until at least one (1) on-ice official is present on the ice.
8. A 3-minute warmup will begin as soon as the Zamboni doors are closed.
9. The fast-start approach to games will be utilized. Timekeepers will set the clock at 13-minutes following the exit of the Zamboni. Officials will blow their whistles to indicate 1-minute remaining in warmup to notify teams to clear warm up pucks and report to centre ice. The clock will not stop following the warm up.

**The fast-start approach does not apply to U7 division.**

10. As soon as there is a 5-goal differential in any game, the clock will continue to run until the spread is reduced to three (3) then stop time shall resume.

### NOTES

Run time commences following the puck drop after the goal that creates the 5-goal difference.

Two-minute penalties remain as two minute (note 3-minute) penalties during run time. Penalty clock commences following the puck drop.

11. If a team wins by more than a 7-goal spread, the official score will not be recorded with more than a 7-goal difference. (Examples: A 10-0 victory will be recorded as 7-0; a 10-1 victory will be recorded as 8-1).
12. For any misconducts, game misconducts or match penalties received in any games, ten (10) minutes will be applied to the team's penalty minutes for the particular game wherein the penalty occurred.
13. Teams will be awarded 2 points for a win, 1 point for a tie and zero (0) points for a loss.
14. Standings after the preliminary 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".  $TGF / (GF + GA) = \%$  (See Chart )
- d) Goal Differential (GF-GA)
- e) Fewest Goals Against.
- f) First goal scored in preliminary/round robin.
- g) Fewest Penalty Minutes.
- h) 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.

15. **One - 30 second timeout** will be allowed for each team **ONLY** during Final games. Overtime is not a new game. There is **NO TIMEOUT** in Preliminary, Elimination or Semi-Final games.
16. **Elimination, Semi-Final & Championship games** are played to a winner. In the event of a tie at the end of regulation time, a Sudden Victory 5-minute overtime (stop time) will commence. Teams will play **3 on 3 PLUS Goalies** (See format for rules). Goalies may be "pulled" at any time and a substitute player from the bench may be used. **If still tied, a shoot out will occur.**
17. **Shoot Outs:** *Teams do not change ends for Overtime or Shoot Outs.*  
Each team must designate 3 shooters (S1, S2, S3) prior to the start of the game to the tournament arena convenor and the players will shoot as listed S1, S2, S3. Any player serving a penalty at the end of overtime will not be eligible to participate in the shoot out. If the player is listed as S1, S2 or S3, 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. Once a player has shot, they will go to the penalty box. **Shooters from both teams will shoot at the same time starting at centre ice.** All 3 designated shooters from each team will shoot. 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.
18. 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.
19. 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.**
20. Home teams must wear dark coloured jerseys. In the event of a conflict, the home team must change their jerseys. **Teams are required to bring a set of pinnies or a second set of jerseys.**
21. Flooding of the ice will occur at the end of each game and may be deferred at the Tournament Committees discretion.

22. In the event of a game cancellation due to inclement weather where both teams are unable to ice a team **OR** due to facilities breakdown or malfunction, we will first attempt to reschedule the game(s) within tournament time lines. If unable to reschedule the game(s), a score of 0-0 will be recorded. Tournament organizers are NOT responsible for unforeseen events resulting in cancellation of games.
23. If a team withdraws from the tournament following the team's confirmation in the tournament (after payment is made by the team), an administrative fee will apply. Please see the Tournament Withdrawal/Removal Policy and Credit Card Payments document posted at [www.ggts.ca](http://www.ggts.ca). The OWHA Tournament Withdrawal Rules apply for teams withdrawing within 28 days of the tournament start date.
24. Only the timekeeper is permitted to play music prior to games and during stoppages. No Bluetooth devices are permitted to be used by parents, siblings, spectators.

**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 for Elimination, Semi-Final  
and Championship Games**

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- Elimination, Semi-final and Championship 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 commence.
- Teams will play **4 on 4 plus goalies**. 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 2<sup>nd</sup> penalty while 1<sup>st</sup> 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 3 on 3 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 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 the same time starting at centre ice.
- 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.

**\*\* Championship Awards and Medals MAY be Presented Off-ice if deemed by  
Tournament Officials due to time constraints and will be presented at a determined  
location as required. \*\***

**We thank you for your anticipated support in this matter.**





## 2026 Mississauga Hurricanes Spring Surge HL Tournament Rules

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### Rules for U7 Division - Festival Style

#### Game Play Guidelines, Rules & Penalties

**Hockey Canada Playing Rules are followed except as stated below:**

- \*4 vs 4 (plus a player defending the goal) – a player may play goal, but full goaltender equipment is NOT required. If there are fewer than four players on the bench, the active player designated to stay out for the following shift must return to the bench area prior to continuing play.
- \*on the buzzer/whistle, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice immediately. Failure to immediately relinquish control of the puck or new players entering the ice surface prematurely may result in a penalty.
  - \*Game does not stop, players change on the fly at buzzer/whistle.
  - \*two cross ice games played simultaneously
  - \*3-minute warmup prior to first game
  - \*Game length is 22 ½ minutes with 90 second buzzer.
  - \*1-minute rest between the two 22 ½ minute games.
  - \*Incidental contact may happen, but body-checking is not permitted.
  - \*Teams will share player benches.
  - \*Main score clock will be utilized to keep time for both games simultaneously.
    - \*No score is kept.
    - \*Black or blue puck will be utilized.
  - \*No stop time on clock. It will continue to run for each 22 ½ minute game.
  - \*Two face-offs during game only – beginning of each 22 ½ minute game.
- \*When whistles lead to a change in puck possession, the official (or coach) will signal the attacking players to back off three metres. Once the attackers have moved back, play may resume as soon as the possession team has control of the puck.
- \*Goaltender freezes the puck – the official (or coach) blows the whistle to indicate the attacking team backs off three metres and the defending team gets possession.
- \*Puck shot out of play – the offending team backs off three metres and the official (or coach) gives the non-offending team a new puck.
  - \*Net size – 2x3, 3x4, 4x6 (all are acceptable)
- \*Minor penalties will be noted, with the official (or coach) briefly raising their arm to indicate a penalty will be assessed. At the conclusion of the shift, the official (or coach) notifies the team of the infraction and the number of the offending player.
  - \*If the offending team controls the puck, the official (or coach) blows the whistle and calls for a change of possession; the non-offending team is given a three-metre cushion.
  - \*The offending players will sit out the next shift, but team does NOT play shorthanded.
  - \*Should infraction occur which would normally require a player to be ejected from the game (game misconduct, match penalty, gross misconduct), the player will be removed from the remainder of the game, but team does NOT play shorthanded and NO incident report will be required.

