



# 2026 Mississauga Hurricanes AA Winter Showcase Rules

OWHA Sanction #2526013

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 has been uploaded into RAMP and teams game codes will be found in their teams RAMP login.

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 OWHA 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. A 3-minute warmup will commence as soon as the Zamboni doors are closed.
7. 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 2<sup>nd</sup> period and end of game.
8. Teams are **NOT** permitted on the ice until at least one (1) on-ice official is present on the ice.
9. The fast-start approach to games will be utilized. Timekeepers will set the clock at 15-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.

Officials are encouraged to call a delay of game penalty to team(s) who do not report to centre ice for puck drop.

10. If the goal differential in any game is five (5) or greater **at anytime**, the clock will continue to run until the spread is reduced to three (3) then stop time shall resume.

**U15AA & U18AA** -- Should the five (5) goal differential be reached during the 2nd period, the flood between the 2nd and 3rd periods will be cancelled, unless otherwise directed by the tournament committee.

## NOTES:

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

Two-minute penalties remain as two minute (not 3-minute) penalties during run time. Penalty clock commences following the puck drop.

11. For any misconducts, game misconducts, gross 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 2 points for a win, 1 point for tie, and zero (0) points for a loss.
13. Standings after the preliminary/round 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".  **$TGF / (GF+GA) = \%$**  (See Chart)
- d) Fewest Goals Against.
- e) First goal scored in preliminary/round robin.
- f) Fewest Penalty Minutes.
- 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. **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 or Consolation games.
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. Home teams must wear dark coloured jerseys. In the event of a conflict, the home team must change their jerseys.
18. Consolation games can end in a tie. No overtime.
19. 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
20. 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 OWSA Tournament Withdrawal Rules apply for teams withdrawing within 28 days of the tournament start date.
21. The timekeeper is the only individual permitted to play music prior to the game and during stoppages. Parents, siblings and spectators are NOT permitted to utilize Bluetooth devices. No team introductions are permitted.

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





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### OVERTIME RULES

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#### **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 **3 on 3 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 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 player gets out, and then 5 on 5 when the second player 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 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.

