



HURRICANES HOCKEY CLUB

Fun, Fairness & Friendship

44th ANNUAL MEN'S & WOMEN'S HOCKEY TOURNAMENT

NON-CONTACT

April 2026

FORMAT

1. 4 team divisions play a 3-game round robin. The top 2 teams will advance to the finals on Sunday. 6 team divisions play a 3-game round robin, top 4 teams will advance to an A or B final on Sunday.
2. The Hurricanes reserve the option to seed teams after the first two games or realign (cross over) divisions to obtain more balanced and competitive play. This however will be the exception and not the Rule.

RULES

- The tournament adheres to the CARHA Rule Book for Non-Contact recreational hockey with the following deviations/clarifications.
- Each game will consist of two 16-minute stop periods. If there is a 5-goal or greater differential in the last 5 minutes of a game, the clock will run straight time.
- If a team does not have a goalie and at least 6 skaters to start the game, the game will be forfeited, and a 1-0 score will be recorded.
- Between periods in games 1 and 2, there is a 5-shot shootout. Goals are awarded 1 point and a save 1.5 points. Shootout points have no bearing on game score or final game seeding. If a team does not want to participate in the shootout, it will be recorded as a 1-0 shootout score for the opposing team.
- There will be no overtime during the first round of games. Tie games will be recorded as such. Only Championship Games will have overtime.
- The Home team has the first choice of sweater colours if both teams have home & away jerseys. The tournament has a set of neutral sweaters for the "Away" team in the event of a conflict.
- There is a two (2) minute warmup period before each game.
- To be eligible for Game 3 & Championship Games, Players must have played in at least one of the first 2 games. After Game 2, rosters are locked.
- All games are non-contact. The referees will penalize any intentional contact at their discretion.
- A slapshot or attempted slapshot will result in a 2-minute minor penalty
- The red line is removed for two line passes and icing calls. (No-Touch Icing)
- To start EACH game, each goalie will start at the end farthest from their bench.
- Standard high-sticking rules will be enforced. (Face off, no penalty unless stick endangers another player)



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- Three minor penalties in 1 game will result in automatic ejection for that game, plus a review by the Tournament Committee for possible suspension from the tournament.
- The penalty box door must be closed by the player exiting the box – no exceptions. If not closed, an additional two-minute penalty will be served by the player, but the team will not play short-handed during this two-minute misconduct, nor will it impact player penalty minutes or divisional tiebreakers.
- A Major Penalty will result in automatic ejection for the balance of that game. A Major Penalty is 5 minutes or greater, including Misconducts, Game Misconducts, Gross Misconducts and Match Misconducts. Further Game Suspensions or Tournament Ejections will be reviewed by the tournament committee.
- All Players must sign a game sheet and identify their sweater number before playing in any game. If a Player has not signed a game sheet, they will be ejected from the game.
- No alcohol is permitted in the dressing rooms.
- Players cannot play for two different teams without the expressed permission of the tournament committee.

TIE-BREAKING FORMULA & DIVISIONAL RANKING

Teams tied in the standings after Round-Robin play will be broken by way of the following order of determination:

1. If either team has greater than 12 penalty minutes over 3 games. The least amount of team penalty minutes!
2. Head-to-head results
3. Least number of goals against
4. Plus/Minus goal differential
5. Coin toss or subject to Tournament Review subject to Scheduling/Ranking

CHAMPIONSHIP GAMES' SUDDEN DEATH OVERTIME FORMAT

- The first overtime period will be 4 minutes, straight time, 4 on 4. Player changes may only occur on the fly. No time outs during overtime periods.
- If still tied, the second overtime period will be 3 minutes, straight time, 3 on 3. Player changes may only occur on the fly. No time outs during overtime periods.
- If a minor penalty occurs during O/T, it will be one minute in length. If necessary, the penalty will be carried forward to the next period. A penalty during the 3 on 3 results in the penalized team defending 4 on 3.
- Teams with a Power Play cannot substitute their goalie for an extra player.
- If still tied, then a 3-shot shoot-out will occur followed by individual shots (sudden death) until a winner is determined.