



2026 MO CUP TOURNAMENT RULES

Official Tournament Rulebook

IMPORTANT

The official tournament rules published on the tournament website supersede any rules in print form.

1. Governing Rules

All games are played under the rules of the Ontario Hockey Federation (OHF), including provisions for two-line passes, offside, and slap shots. Any Mo Cup–specific rule in this document supersedes the corresponding OHF rule where the two differ.

2. Game Format & Timing

Period Lengths

All games are three periods. Lengths are as follows:

Game Type	Period Format
Round Robin	12 – 15 – 15 minutes stop time (all age groups)
Playoff Semi-Finals	12 – 15 – 15 minutes stop time (all age groups)
Playoff Finals	15 – 15 – 15 minutes stop time (all age groups)

Mercy Rule

If the goal spread reaches 5 or more in the third period of any game, the clock switches to run time. It returns to stop time once the spread is 3 or fewer.

Warm-Up

Each game begins with a 2-minute warm-up.

Game Readiness

Teams must be ready to play 15 minutes prior to their scheduled start time with no advance warning. If the tournament is running ahead of schedule, games may begin up to 15 minutes early.

Timeouts



No timeouts are permitted during round robin play. Each team is permitted one 30-second timeout per playoff game.

3. Roster, Eligibility & Equipment

Roster Size

Maximum 20 players, including 3 goaltenders.

Playoff Eligibility

Each player must appear in at least one round-robin game to be eligible for playoff games. Younger affiliate (AP) players may play at any time.

Required Equipment

Mouthpieces and neck guards must be worn if required by the player's governing body.

4. Physical Play & Discipline

Body Contact

No body contact is permitted, except in the 2010, 2011, 2012, and 2013 age groups.

Penalty Lengths

Minor penalties are 2 minutes. Major penalties are 5 minutes.

Coach Ejections & Match Penalties

Coach ejections are not subject to discussion. Any Match Penalty results in automatic expulsion from the tournament. The Tournament Director's decision is final.

5. Scoring & Tied Games

Defaulted Games

A defaulted game is recorded as 1–0 for the winning team and 0–6 for the losing team.

Goal-Differential Cap

For tiebreaker calculations, the maximum goal differential applied to any game is 6. Example: a 10–1 result is recorded as 7–1 when applying the best-differential formula.

Round Robin — Tied Games

There is no overtime during round robin play. A game tied at the end of regulation is recorded as a tie for both teams.

Playoffs — Tied Games



If a playoff game is tied after regulation, the following sequence applies:

- 3-on-3 overtime: five minutes of stop time.
- Three-player shootout if still tied: each team must use three different shooters.
- Sudden-death shootout if still tied: all players must shoot before any player may shoot a second time.

6. Standings & Tiebreakers

Standings Points

Regulation Win = 2 points. Tie = 1 point. Regulation Loss = 0 points.

Tiebreaker Order

When two teams are tied in points, ranking is determined in the following order:

Order	Tiebreaker
1	Head-to-head record.
2	Most games won.
3	Best differential: Goals For ÷ (Goals For + Goals Against). Maximum 6-goal differential applied per game.
4	Least goals against.
5	Most goals for.
6	Least penalty minutes during the tournament.
7	Flip of a coin.

Multi-Team Ties

When more than two teams are tied in points, the same order applies. Tied teams move through each tiebreaker in sequence until ONE team is determined ahead of all others. If no team is separated after a tiebreaker, the next tiebreaker is applied.

All teams must be eligible for a given tiebreaker for it to be used. Example: if three or more teams are tied and have not all played each other, head-to-head cannot be applied, and the standings move directly to the next tiebreaker.

Playoff Seeding



Teams that played each other in the round robin will not face each other in the first round of the playoffs.

7. Playoff Format

Age Group	Playoff Format
2010–2016	4 teams advance to the Semi-Finals.

8. Tournament Authority & Conduct

Final Authority

Tournament Directors Cayla Tverberg and Tharindra De Silva hold the final decision on ALL matters not covered in these rules. The Tournament Committee reserves the final word on the interpretation of these rules.

No Protests

No protests will be accepted.

Respect for Officials

Please respect the referees at all times. A Referee in Chief has been appointed and is available to discuss situations concerning a particular official. The Referee in Chief does not have the authority to change a referee's decision on the ice.

Our refereeing staff has been instructed to treat coaches with respect, and the same is expected in return. Officials will not exercise patience when sworn at, screamed at, or gestured at in any manner.