

TRYOUTS & RELEASES

Appendix E

Registration Status for the Previous Season	Documents Required to <u>Tryout</u> with a new team the next season	Documents Required to <u>Sign</u> with a new team the next season
MHL All MHL players, House League (HL) or "A" are automatically released at the end of each season.	None	None
GTHL Players registered with a GTHL team in the previous season are automatically released at end of each season. (If not a City of Mississauga resident, residency relief procedures will need to be applied.)	None	None
Players moving to Mississauga Players registered in an non-MHL/GTHL jurisdiction the previous season (e.g. OMHA), who move to Mississauga and wish to tryout for an MHL "A" team	HL - None Rep Players - LOR Permission to Skate Form**	All - OHF Residential Transfer Form Rep players, Minor Bantam & older - Release
Non-Residents ("LOR Imports")* Players registered in a non-MHL/GTHL jurisdiction the previous season (ie: OMHA), living outside of Mississauga and wish to tryout for an MHL "A" team Players registered the prior season with an MHL/GTHL team, living outside of Mississauga* and wish to tryout for an MHL "A" team	All - LOR Permission to Skate*** None	HL - None Rep players, Minor Bantam & older - Release None

* Note that only players covered within the Lake Ontario Region (LOR) Agreement qualify to play "A" as MHL/GTHL imports. The LOR is an area or geographic subdivision that is made up of the following: GTHL (Toronto, Mississauga and Vaughan), and the surrounding OMHA area including Oakville, Brampton, Richmond Hill, Pickering, Ajax & Markham. (Note that Milton, Georgetown and Burlington, to name a few, are NOT considered LOR municipalities.)
 Note also that teams are restricted on the number of imports that can be signed each season, subject to the MHL/City of Mississauga Residency Policy.

** Or Permission to Skate Form for whichever non-LOR jurisdiction from which they are moving.

*** The sanctions for not obtaining the LOR Permission to Skate are quite severe. Refer to OHF Regulation E66 for details.

