

Winnipeg Jets AA Showdown presented in partnership with
St. James-Assiniboia Minor Hockey Association

Rules, Policies, and Procedures

January 3, 2019 – January 6, 2019



General Guidelines

The Winnipeg Jets AA Showdown will use the Official Hockey Canada Rule Book as a guideline. Games will be played utilizing the rules of hockey with an emphasis on safety by enhancing the game rules and disciplinary actions both on and off the ice. Hockey Canada, Hockey Manitoba and Hockey Winnipeg Rules will apply, with the exceptions to follow within the **Winnipeg Jets AA Showdown Rules, Guidelines and Procedures**.

COMMUNICATION

All teams shall designate a Team Representative and an Alternate Representative (i.e. coach/manager). Team reps will be responsible for being familiar, and ensuring all members of their teams, other coaches, parents, and players are also familiar with the **Winnipeg Jets AA Showdown Rules, Guidelines and Procedures**. As such, any communication to the Tournament Coordinators, on or off-ice staff, including referees, from a team registered in the tournament must be via the Team Representative or Alternate Representative. **Any concerns from parents or players must be communicated via the designated team representative.**

COMPOSITION OF TEAMS

Eligible players must be registered on a Hockey Winnipeg or Hockey Manitoba "Team Registration Form/ Official Team Roster" for their respective AA team. A player who is already on a Team Registration Form of another team cannot be placed on the roster of any additional AA teams. The *Official Team Roster* supplied for the first tournament game will be the *official roster* for said team for the remaining games of the tournament. No further substitutions will be permitted. Players not dressing for a game are not allowed on the bench. Each team will be allowed a Captain, and three (3) Alternates. Goaltenders will not be allowed to be Captains or Alternates. A maximum of four (4) leaders (Coaches/Managers/Trainers) will be allowed on the teams' bench during a game.

ROSTERS, PLAYERS' ELIGIBILITY LEVELS AND BIRTH DATES

Each AA team must pre-register online at <http://www.bellmtsiceplex.ca/tournaments/winnipeg-jets-aa-showdown/> and make arrangements for payment according to the schedule for the tournament. A team player list must be submitted by completing the Tournament Player template and emailing the document to the Tournament Coordinator by Nov. 30, 2018. This player list will be consistent with the approved Team Registration Form and will be considered the tournament "roster" for that team. The roster will be frozen at the time of the start of the first game. Emergency changes may be allowed if approved by the Tournament Committee, prior to the start of the team's first game. Per Hockey Canada/Manitoba/Winnipeg rules, players found to be ineligible will be suspended from tournament play and any games played will result in a loss for the team

TEAM AFFILIATION AND TEMPORARY PROMOTION

All Team Affiliation and Temporary Promotion rules under Hockey Winnipeg's **SECTION G** (pages 53-57 of their *Rules and Regulations*) are to be followed without fail.

Please note the following under rule 16 on page 58:

(a) *Contravention of any of the temporary promotion regulations shall result in immediate and indefinite suspension of the team official(s) and forfeiture of all games in which a temporary player was utilized that had not been properly authorized.*

(b) *Any team using an ineligible player or team official shall forfeit all games in which such person was used, and the person(s) responsible for the offense shall be automatically suspended until a hearing by the (Hockey Winnipeg) suspension committee.*

Any Team Representative or Alternate Representative who feels that an opposing team may have an ineligible player/team official on their roster can bring their concerns to the AA Tournament director who will investigate the alleged infraction via Hockey Winnipeg.

DRESSING ROOMS

Dressing room assignments will be posted on the television monitors in the main concourse. A key to the dressing room must remain in the dressing room following each game. Any damage to the room will be charged to that team (should any damage be present when you first enter your room please contact the arena attendant or tournament director immediately).

HOME & VISITING TEAMS

ALL TEAMS MUST ARRANGE TO HAVE A SET OF BOTH LIGHT AND DARK JERSEYS. The first team listed is the **HOME** team and will be identified on each game sheet of the tournament. The home team will wear light coloured jerseys. Teams not having two sets of jerseys **WILL BE PROVIDED PINNIES** should there be a conflict with uniform colours.

GAME STARTS

The intent is to start all games at the posted time. In the event that adjustments are required, they will be posted at the tournament registration desk, online and on the monitors in the main concourse. Teams must be prepared to play 15 minutes prior to the scheduled start time.

In order to commence play of a game, a team shall have: *a minimum of 9 eligible players in uniform (not necessarily a goaltender) and 1 rostered, certified coach whose name must be legibly printed on the Official Game Sheet, or the game shall be forfeited. No game shall be physically played under these forfeited circumstances.*

ON ICE OFFICIALS

All referees and linesman have been approved by Hockey Manitoba and Hockey Winnipeg, are certified and are under the direction of their referee-in-chief and assignor. The three-man system will be used for all games as per Hockey Winnipeg requirements.

PRE-GAME WARM-UP

Teams will be allowed a two (2) minute warm-up at the beginning of the game. Teams must stay on their side of the centre ice line. Team players are not to conduct stretching exercises between the centre red line and their blue line. Teams must be ready to begin the game as soon as the referee blows the whistle.

ENTERING THE RINK & ORDER OF LEAVING THE ICE

Teams may enter the rink via the players entrance gates located directly across the ice from the team benches once the Zamboni gates have been closed by rink attendants. **Team coaches and officials on the bench must use the off-ice team gate located at one end of the bench.** The referee shall determine which team leaves the ice surface first. Any team leaving prior to the referee indicating may be levied a penalty.

Peewee, & Bantam Divisions

Format, Rules, and Procedures

- All tournament games are 15/15/20 minute “stop time” periods in duration, allowance shall be made for flooding the ice after 2 consecutive periods of play.

Completing the Game sheet

- Game sheets will be prepared by the tournament host for each game. Coaches are responsible to ensure that names and jersey numbers listed on the game sheet are correct and accurate. Coaches are asked to circle the goalie for each game played prior to the start of the game should they have more than one goalie on their roster. Coaches are also asked to put an “X” beside their designated shooters in the event of a shootout. Away team shall complete the game sheet 30 minutes prior to game time, while the home team shall be 20 minutes prior to the game.

Mandatory Equipment

- Helmets, mouth guards and full-face protectors are mandatory for all players. The use of neck guards/throat protectors and mouth guards will be mandatory based upon the rules of your home province or state. Players not conforming to these mandatory requirements will not be allowed to play until the compulsory equipment is in place. If a player, except a goaltender, loses their helmet during the play that player must immediately stop, pick up their helmet and put it on, or go immediately to the bench.

Alternate Goaltender

- All alternate goaltenders **ARE REQUIRED** to wear protection while the game is in progress. The alternate goaltender must be prepared to play at all times. An injured goaltender must be replaced within two (2) minutes (unless seriously injured). An alternate goaltender replacing an injured goaltender will be allowed a two (2) minute warm-up. Should the starting goaltender return to play, no further warm-up will be permitted. During any game, this warm-up shall be used only once per new goaltender.

Mercy Rule

- All tournament games are 15/15/20 minute “stop time” periods. When a team is winning by 5 or more goals with less than 5 minutes to play, the balance of the game shall be played “running time.” As soon as the referee has reported the goal that creates the 5-goal differential, the timekeeper shall immediately run the clock. **Running time shall continue, regardless of the number of additional goals scored.** The mercy rule will apply to **ALL** games in the tournament.

Penalties

- The clock will not be stopped during running time (i.e. when the mercy rule is in effect) while the referee deals with penalties. During running time, penalties will start from the drop of the puck.
- Length of Penalties are as follows:
 - Minor Penalty – 2 Minutes
 - Major Penalty – 5 Minutes and Game Misconduct
 - Misconduct – 10 Minutes

Overtime

- **Round Robin Play:**

- A winner will be declared in all tournament games. Should teams be tied at the end of regulation time, there will be a one (1) minute break with no ice flood.
- Overtime during round play will consist of one Three (3) Minute running time period.
- Teams will play even strength with three (3) skaters per team
- Players change on the fly only (no changes during a stoppage).
- Clock will only stop when a penalty is called and will restart at the drop of the puck.

- **Playoff, Quarter Final, Semi Final Games**

- Overtime during elimination games will consist of one Three (3) Minute running time period.
- Teams will play even strength with three (3) skater per team
- Players change on the fly only (no changes during a stoppage).
- Clock will only stop when a penalty is called and will restart at the drop of the puck.

- **Championship Final Games**

- **First Overtime Period**

- Four (4) Minute running time period with teams playing even strength with four (4) skaters per team.
- Players change on the fly only (no changes during a stoppage of play).
- Clock will only stop when a penalty is called and will restart at the drop of the puck.

- **Second Overtime Period (if necessary)**

- If the game is tied after the first four-minute overtime period, a second overtime period will be played at three (3) minutes running time with teams playing at even strength with three (3) skaters per team.
- Players change on the fly only (no changes during a stoppage of play).
- Clock will only stop when a penalty is called and will restart at the drop of the puck.

- **Penalties Called During Overtime**

- A one player advantage any three on three overtime period will be played four on three; a two-player advantage in any overtime setting will be played five on three. Once the penalty is served, play will continue until a whistle, at which point any extra players will be removed from the ice and the game will resume with three (3) skaters per team.

- **Power Plays in Overtime**

- Penalties running over from the first overtime period, teams will play four on three for the duration of the penalty.
- Once the penalty is served, play will continue until a stoppage at which point one (1) extra player from each team will be removed from the ice and the game will resume with three (3) skaters. No other changes at this time.

Shootout

- **Round Robin, Playoff, Quarter Final, Semi Final Games (Round of 3 shooters)**

- Players taking part in the shootout must be designated with an "x" on the game sheet prior to the game
- If a player is unable to shoot for any reason, the next player on the game sheet will be selected by the on-ice officials.
- A player in the penalty box at the end of the overtime period will not be permitted to shoot.
 - The referee will choose the next name below the ineligible layer on the game sheet to take the spot in the shootout.
- Should the score still be tied after all three (3) shootout rounds, the same three (3) shooters will continue to shoot in a sudden death format.
- The order of shooters may change for subsequent rounds.

- **Championship Final Games (Round of 5 shooters)**

- Players taking part in the shootout must be designated with an “x” on the game sheet prior to the game
- If a player is unable to shoot for any reason, the next player on the game sheet will be selected by the on-ice officials.
- A player in the penalty box at the end of the second overtime period will not be permitted to shoot.
 - The referee will choose the next name below the ineligible layer on the game sheet to take the spot in the shootout.
- Should the score still be tied after all five (5) shootout rounds, the same five (5) shooters will continue to shoot in a sudden death format.
- The order of shooters may change for subsequent rounds.

Points in Standings

- Regulation Win – 3 Points
- Overtime/Shootout Win – 2 Points
- Overtime/Shootout Loss – 1 Point
- Regulation Loss – 0 Points

Tie Breakers

Round Robin

The following tie breakers will be used if **TWO** teams are tied in points at the end of the Round Robin:

1. Winner of the game between the two teams
2. Most wins overall
3. Most regulation wins overall
4. Fewest goals against
5. Team with the least total penalty minutes accumulated during the tournament
6. Lottery

The following tie breakers will be used if **THREE OR MORE** teams are tied in points at the end of the Round Robin:

1. Most wins overall
2. Most regulation wins overall
3. Best goal differential – total goals scored divided by totals goals against, taking into account only the games between the tied teams.
4. Fewest goals against overall
5. Team with the least total penalty minutes accumulated during the tournament
6. Lottery

Note: A tie breaker may only be valid if the rankings of all teams are decided by the tie breaker.

In the event of a three-way tie that includes two teams from the same pool, and one team from a different pool for a wild card spot, the tie between the two teams for 1st place in the pool will be decided first with the remaining team then put into wild card tiebreaker procedures.

Centre (Red) Line - Is used for icing only. Two-line passes are allowed. The no touch icing rule will be in effect.

Icing – When a team is called for icing, the offending team shall not be allowed to change their on-ice players.

Body Checking - Body checking is permitted only in the Bantam Division.

Slap shots – Will be allowed in all levels and divisions.

Stick Measurement – Absolutely no stick measurements at any time.

Time Outs – No time outs will be allowed during any tournament game. Should an injury occur during running time, the clock will stop only at the discretion of the on-ice officials. In the opinion of the on-ice officials, if the injury to the player is mild in nature, the clock will continue to run. If the injury is more serious, and medical aid is required, the referee has the discretion to have the clock stopped until the injury to the player has been dealt with. However, in the opinion of the on-ice officials, should a team deliberately abuse this discretionary call, the clock will continue to run regardless of the situation.

Coincidental Penalties – If coincidental penalties are called, NEITHER team will skate shorthanded.

Noise Making Devices – No air horns or similar sounding devices are allowed in any of the arenas or in and around the Bell MTS Iceplex.

Fighting – Any player assessed a fighting penalty will be suspended for the remainder of the tournament. Should a fight occur, all players on the ice must proceed immediately to their respective bench, or to a neutral area as determined by the on-ice officials. Goaltenders must not leave their crease unless directed to by an on-ice official. Players and team officials on the bench must not go on the ice during an altercation, unless requested to do so by the on-ice officials in charge. Violation of this rule may result in a two (2) game suspension for all parties involved.

Match Penalty/Gross Misconduct – Any player assessed a Match Penalty (a deliberate attempt to injure by spearing, butt ending, slashing, cross checking, high sticking, etc.) and/or a Gross Misconduct will be suspended for the remainder of the tournament.

Any player or team official assessed a Match penalty for threatening or attempting to make contact with a game official, shall be automatically suspended and referred to the Hockey Manitoba Suspension Committee. Any player or team official assessed a Match penalty for physical abuse of a game official, for striking, hitting, pushing or touching, shall be automatically suspended and referred to the Hockey Manitoba Suspension Committee.

Penalties and Injuries – Should an injury result from any play that has been assessed with a penalty, the player will receive a five (5) minute major penalty, a game misconduct and a minimum one (1) game suspension from tournament games. Upon completion of the game, the Tournament Directors will render a decision regarding any further supplementary discipline. Injured players will be ineligible to play for a 10-minute stop time period of play. This will allow the player to be attended to by a trainer or EMT staff.

Awards – The winning division and runner-up teams in the finals of the Pee wee, and Bantam divisions will receive awards from the tournament host. Every game will feature a player of the game award for each team. Coaches will select the player of the game for their own team and notify the timekeeper at the end of the game. Teams will line up on their respective blue lines for player of the game presentations.

Protests – Will not be allowed under any circumstances.