



RULES, POLICIES & PROCEDURES

DECEMBER 23, 2022 – JANUARY 4, 2023

GENERAL GUIDELINES

The Winnipeg Jets Challenge Cup 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 exception to follow in addition within the Winnipeg Jets Challenge Cup 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 Challenge Cup rules and regulations. As such, any communication to the Tournament Coordinators, on or off-ice staff, including referees, from a team must be via the team rep. Any concerns from parents or players must be communicated via the designated team reps.

COMPOSITION OF TEAMS

Players rostered must be on approved Hockey Winnipeg, Hockey Manitoba, or Hockey Canada Team Registration Form (roster). The roster for the team for the first game will be the official roster for the team for the remaining games of the tournament. No further substitutions will be permitted. Players not dressed 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 serve as Captains or Alternates. A maximum of four (4) leaders (Coaches/Managers/Trainers) will be allowed on the team bench during a game.

ROSTERS, PLAYERS' ELIGIBILITY LEVEL, AND BIRTH DATES

The team roster forms submitted to the tournament coordinators prior to the tournament will be considered the tournament roster. 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. Any teams in violation of roster/player eligibility will be reported directly to Hockey Winnipeg and/or Hockey Manitoba.

HOME & VISITING TEAMS

The first team listed on the gamesheet is the home team and will be identified on each schedule. ALL TEAMS MUST ARRANGE TO HAVE A SET OF BOTH LIGHT AND DARK JERSEYS. **FOLLOWING HOCKEY WINNIPEG RULES, IF A TEAM HAS 2 SETS OF JERSEYS, "COLOURS" SHALL BE WORN BY THE HOME TEAM, AND "WHITES" SHALL BE WORN BY THE AWAY TEAM.**

GAME STARTS

The intent is to start all games at the posted time. If 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 start their game as 15 minutes prior to the scheduled start time if the facility is running ahead of schedule

ON-ICE OFFICIALS

All referees, and linesman have been approved by Hockey Manitoba and/or Hockey Winnipeg, are certified, and are under the direction of their referee-in-chief, and assignor. The two officials system will be used for all games ages 7-12 (U9-U13). The three officials (1 referee, 2 linesman) will be used for all U15 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 red line. Team players 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 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 the rink attendants. Teams coaches and officials on the bench must use the off-ice team gated located at one end of the bench (there is no reason for coaches to be walking across the ice before or after a game). The referee shall determine which team leaves the ice surface first. Any team leaving prior to the referee indicating may be levied a penalty.

ICE FLOODS

Ice floods will occur prior to the start of each game.

U7 HOUSE LEAGUE DIVISION: HALF-ICE FORMAT

FORMAT, RULES, AND PROCEDURES

- U7 House League games will be played on half-ice in a five-on-five setting (four skaters, one goalie)
- Any parent/certified coach on the ice must be wearing skates and a certified helmet.
- Any parent/certified coach on the bench must enter the players' bench via the access gate located on the side of each bench. These gates are off-ice on each rink, and allow access to the bench with minimal contact with the ice (coaches/managers/trainers/parents) are not to use the player entrances and walk across the ice).
- Goalies: no goalie equipment other than a goalie stick may be permitted. Teams are free to decide if they rotate goalies or not.
- There will be two (2) periods of 24 minutes running time, with a one (1) minute break between periods. Teams do not change ends or side; they remain in the same goal.
- There will be twelve (12) shifts of two (2) minutes duration of running time per each period.
- The clock will be set to two (2) minute horn intervals. Once the horn goes, players on the ice exit to the bench, and the players coming off the bench head directly onto the ice for a face-off. This will be treated as a stopped of play, however the clock will continue to run.
- Teams have indicated that they may play an experience line vs. another experienced line, and lesser experienced vs. lesser experienced. The coaches of both teams should discuss this briefly prior to the start of each game in order to organize the bench as best as possible so that the action on the ice has some parity.
- Fair play rules in effect, please ensure each player receives as close to the same ice time as possible.

U9 DIVISIONS: HALF-ICE FORMAT

(HOUSE LEAGUE, U9A & FEMALE U9 A1, A2)

FORMAT, RULES, AND PROCEDURES

HOCKEY MANITOBA HALF-ICE GUIDELINES (CLICK TO VIEW)

- Two (2) half-ice games will be played simultaneously (4 teams)
- Rink dividers shall be placed the centre red line
- The following are the basic rules regarding the format and structure for U9 half-ice games:
 - Teams will be required to share benches, and four (4) full sized nets when running 2 half-ice games simultaneously
 - The half-ice game will be played 4 vs. 4 (skaters) and 1 goalie from each team
 - Games are 2 x 24-minute periods (teams switch ends after 1st period)
 - The visiting team defends the net on the centre red line in the 1st period
 - Shifts are 2 minutes, running time; continuous play within each shift (see below)
 - Buzzer sounds once at the end of each 2-minute shift, however clock continues to run
 - A face-off will take place at the start of every shift
 - There are NO icing or offside calls
 - Score will be kept, however goals and assists will not be recorded
 - Goalies may only be pulled in the last shift of any game
 - For U9 House League, games will end in a tie if the score is tied at the end of regulation.
 - For U9 A, and Female U9 A1, a three-player shootout will be used to determine the winner if the game is tied at the end of regulation.

CONTINUOUS PLAY & CHANGE OF POSSESSION

As identified by Hockey Canada as a core element at the U9 category, one of the keys to improving the flow of each game and reducing stoppages is to create continuous play, particularly on change of possession. These basic rules apply:

- There will be no face-offs or lengthy stoppages in play during shifts; continuous play will be used (exception; injury)
- Puck shot out of play: Official blows whistle, offending team backs off and non-offending team gets possession
- Goalie freezes puck: Official blows whistle, attacking team backs off and defending team gets possession
- Goal scored: Official blows whistle, attacking team backs off and defending team gets possession

Note: In all cases, "backing off" will require the offensive team to move back to the ringette line (or top of circles). The defensive team must wait for the official to indicate they can begin their attack and must start with the puck on or behind their goal line. Both teams resume play on the officials' signal.

Coaches should ensure that all players understand this concept from both the offensive and defensive perspective.

PENALTIES

The following guidelines apply to minor penalties during U9 half-ice games:

- Standard delayed penalty procedures are followed (note: goalie can't be pulled during delay)
- The official calling the penalty blows whistle, identifies offending player and penalty offending player is escorted to player bench by the official who called the penalty
- The 2nd official gives possession to the non-offending team (offending team must back off)
- The offending player is eligible to return during the same shift if a goal is scored by the non-offending team

U9 A AND FEMALE U9 A1 DIVISIONS

TIE BREAKERS (FOR THE PURPOSE OF STANDINGS IN ROUND ROBIN)

The following tie breakers will be used if **TWO** teams are tied in the 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 Round Robin play
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 differentials – total goals scored minus total goals against, taking into account only the games between the tied teams. (MAX goal differential will be seven for a single game for tie breaker purposes).
4. Fewest goals against overall
5. Team with the least total penalty minutes accumulated during Round Robin play
6. Lottery

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

U9 A & FEMALE U9 A1 DIVISIONS – SHOOTOUT RULES

ROUND ROBIN, PLAYOFF GAMES

- Players taking part in the shootout must be designated on the gamesheet prior to the game
 - Coaches or managers must circle three players
- If a player is unable to shoot for any reason, the next player on the gamesheet will be selected by the on-ice officials.
- 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 the shooters may change for subsequent sudden death rounds.

CHAMPIONSHIP (FINAL) GAMES

- Players taking part in the shootout must be designated on the gamesheet prior to the game
 - Coaches or managers must circle five players
- If a player is unable to shoot for any reason, the next player on the gamesheet will be selected by the on-ice officials.
- Should the score still be tied after all five (5) shootout rounds, the same three (5) shooters will continue to shoot in a sudden death format
 - The order of the shooters may change for subsequent sudden death rounds.

POINTS IN STANDINGS

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

U11, U13, AND U15 DIVISIONS

FORMAT, RULES, AND PROCEDURES

Game formats will be three 12-minute periods of stop time for all U11 (Female & male), U13 (Female & Male), and U15 Divisions.

COMPLETING THE GAMESHEET

Gamesheets will be prepared for each game. Coaches are responsible to ensure that player names and jersey numbers on the gamesheets are correct and accurate. Coaches are asked to circle the starting 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 teams shall complete the gamesheet 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. All Canadian-based teams must wear throat protectors, and all Canadian based and USA-based teams must wear mouth guards. Players not conforming to these standards will not be allowed to play until the required 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, put it on or leave the ice surface and go to the bench.

ALTERNATE GOALTENDER

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). A goaltender coming in to replace an injured goaltender will be allowed a two (2) minute warm-up. Should the starting the 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, and only in the event of an injury.

MERCY RULE

Should a team have a lead of five (5) or more goals at any time in the last five (5) minutes of the third period, during play following the puck drop running time shall apply. Should the losing team cut the lead back down to four goals, the game will revert to stop time.

PENALTIES

The clock will only be stopped during running time (i.e. when the mercy rule is in effect) while the referee deals with assessing the penalties. During running time penalties will start from the drop of the puck.

PENALTY LENGTHS

- Minor Penalty – 2 Minutes
- Double Minor – 4 Minutes
- Major Penalty – 5 Minutes + Game Misconduct
- Misconduct – 10 Minutes
- Match Penalty – 5 Minutes + Game Ejection

Any player receiving four penalties in a game will receive a game ejection as per Hockey Winnipeg rules. *A double minor will only count as one infraction. A player receiving two different penalties at the same stoppage, will count as two infractions.*

OVERTIME

ROUND ROBIN PLAY

A winner be declared in all tournament games. Should teams be tied at the end of regulation time, a three round shootout will take place to determine the winner.

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) skaters per team.
- Player 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. The clock will continue to run during stoppages while a team is on the power play.

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).
- Clock will only stop when a penalty is called and will restart at the drop of the puck. The clock will continue to run during stoppages while a team is on the power play.

SECOND OVERTIME PERIOD

- If the game is tied after the 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).
- Clock will only stop when a penalty is called and will restart at the drop of the puck. The clock will continue to run during stoppages while a team is on the power play.

POWER PLAYS IN OVERTIME

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

PENALTIES CALLED DURING OVERTIME

A one player advantage during 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.

SHOOTOUT RULES

ROUND ROBIN, PLAYOFF GAMES

- Players taking part in the shootout must be designated on the gamesheet prior to the game
 - Coaches or managers must circle three players
- If a player is unable to shoot for any reason, the next player on the gamesheet will be selected by the on-ice officials.
- 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
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POINTS IN STANDINGS

- Regulation Win – 3 Points
- Overtime/Shootout Win – 2 Points
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TIE BREAKERS (FOR THE PURPOSE OF STANDINGS IN ROUND ROBIN)

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

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4. Fewest goals against overall
5. Team with the least total penalty minutes accumulated during Round Robin play
6. Lottery

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

CENTRE (RED) LINE

The centre (red) line will be used for icing only. Two lines passes are allowed. No touch icing rule is in effect.

BODY CHECKING

Body checking is permitted **ONLY in the U15A1 Division**.

SLAPSHOTS

Slapshots will be allowed in all levels and divisions.

TIME OUTS

Each team will be allowed the use of one-30 second timeout per 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 in or around hockey for all centre.

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 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.

MATCH PENALTY/GROSS MISCONDUCT

- Any player assessed a Match Penalty, or 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 will be automatically suspended and reported directly to Hockey Manitoba.
- Any player or team official assessed a Match Penalty for physical abuse of a game official shall be automatically suspended and reported directly to Hockey Manitoba. **Such individuals may also be barred from entering Hockey for all centre in the future.**

PENALTIES AND INJURIES

Should an injury result from a play that has been assessed 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 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 the trainer or EMT staff. All suspensions will be reported to Hockey Winnipeg division directors, or to local minor hockey branches for out of town teams.

AWARDS

The division winning, and runner-up teams in the finals of all U9 A, Female U9 A1, U11, U13, and U15 divisions will receive awards. Every game will feature a player of the game award for each team. Coaches are to have their teams line up on their respective blue lines following each game for player of the game presentations. Coaches will select the player of the game for their own team and notify the timekeeper at the end of the game.

PROTESTS

There will be no protests allowed under any circumstances.

TEMPORARY RULE – NO HANDSHAKES

As per the current temporary rule in place by Hockey Winnipeg, teams and officials will not be permitted to shake hands at the beginning and end of games. Teams may lineup on their respective blue lines at the end of the game and salute each other by way of stick tap. Also, officials will not be required to pick up broken sticks, and mouth guards that end up on the ice. Coaches are to instruct players to retrieve their own broken sticks.

See "Hockey Winnipeg Team/Player Affiliations for Male/Female "A Teams" chart below for eligible player affiliations.

Team	Authorization for Affiliating	Teams that Players Can Affiliate From
U18 A1	Division Director	U18 A2, U18 A3, U15 A1*
U18 A2	Division Director	U18 A3, U15 A2*, U15 A3*
U18 A3	Division Director	U15 A3
U15 A1	Division Director	U15 A2, U15 A3, U13 A1*
U15 A2	Division Director	U15 A3, U13 A2, U13 A3*
U15 A3	Division Director	U13 A3*
U13 A1	Division Director	U13 A2, U13 A3
U13 A2	Division Director	U13 A3
U13 A3	Division Director	U11 A3*
U11 A1	Division Director	U11 A2, U11 A3
U11 A2	Division Director	U11 A3
U11 A3	Division Director	U9 HL*
U9 A	Division Director	U9 HL
U9 HL	Age Convenor (League Play) Hockey Wpg Office (Tournaments)	U7 HL (**5 & 6 Aged Players Only)
*Temporary players from younger divisions must be MAJOR aged players (excluding goaltenders)		

IN ALL CASES, COACHES MUST ALSO RECEIVE PERMISSION FROM A PLAYER'S ROSTERED TEAM OFFICIAL AND PARENT PRIOR TO USING AN AFFILIATED PLAYER

FEMALE

Team	Authorization for Affiliation	Teams/Players to Affiliate From
Female U18 AAA		Female U18 AA Female U15 AA
Female U18 AA	Division Director	Female U18 A1, Female U15 AA
Female U18 A1	Division Director	Female U15 A1, Female U15 A2
Female U15 AA	Division Director	Female U15 A1, Female U13 AA
Female U15 A1	Division Director	Female U15 A2, Female U13 A1, Female U13 A2
Female U15 A2	Division Director	Female U13 A2
Female U13 AA	Division Director	Female U13 A1, Female U11 A1
Female U13 A1	Division Director	Female U13 A2, Female U11 A1, Female U11 A2, Female U11 A3
Female U13 A2	Division Director	Female U11 A2, Female U11 A3
Female U11 A1	Division Director	Female U11 A2, Female U11 A3, Female U9 A1, Female U9 A2, Female U9 A3
Female U11 A2	Division Director	Female U11 A3, Female U9 A2, Female U9 A3
Female U11 A3	Division Director	Female U9 A3
Female U9 A1	Division Director	Female U9 A2, Female U9 A3
Female U9 A2	Division Director	Female U9 A3, U7 HL (Female Players only)
Female U9 A3	Division Director	U7 HL (Female Players only)
*Temporary players from younger divisions must be major aged players (excluding goaltenders)		
**Exceptions to chart require prior written approval from Division Director		

IN ALL CASES, COACHES MUST ALSO RECEIVE PERMISSION FROM A PLAYER'S ROSTERED TEAM OFFICIAL AND PARENT PRIOR TO USING AN AFFILIATED PLAYER