



RULES, POLICIES & PROCEDURES

U13 DIVISION - NOVEMBER 17-20, 2022



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.

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 AA Showdown 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 designate team reps. **PROTESTS WILL NOT BE ALLOWED UNDER ANY CIRCUMSTANCES.**

COMPOSITION OF TEAM

Players rostered must be on a sanctioned Hockey Canada or Hockey USA 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 up to three (3) Alternates. Goaltenders will not be allowed to be Captains or Alternates. A maximum of five (5) leaders (Coaches/Managers/Trainers) will be allowed on the team bench during a game.

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. Following Hockey Winnipeg rules, if a team has two (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. In the event that adjustments are required, they will be posted at the tournament registration desk, online as well as the monitors in the main concourse. **Teams must be prepared to play 15 minutes prior to the scheduled start time.**

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 AAA games as per Hockey Winnipeg requirements.

PRE-GAME WARM-UP

Teams will be allowed a two-minute warm-up at the beginning of the game. Teams must stay on their side of the centre red 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. Warm up pucks will be provided by Tournament host for all games. Timekeepers will not be responsible to pick up pucks.

ENTERING THE RINK & ORDER OF LEAVING 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 please do not walk across the ice surface each rink has an 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.

ICE FLOOD

Ice floods will occur prior after every two periods. There is no overtime flood. Gold and Bronze medal games will start on clean ice with a flood after the second period.

COMPLETING THE GAMESHEET

Gamesheets will be prepared for each game. Coaches are responsible to ensure that names and jersey numbers listed on the gamesheet 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.

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 and pick up their helmet and put it on or leave 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). A goaltender coming in to replace 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.

GAME FORMAT

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.

TIME OUTS

Teams are allowed one-30 second time out each game.

MERCY RULE

1. 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, unless the goal difference goes below 5 goals.
2. When a team is winning by 7 or more goals at any time in the game, the balance of the game shall be played "running time". As soon as the referee has reported the goal that creates the 7-goal differential, the timekeeper shall immediately run the clock. Running time shall continue, unless the goal difference goes below 7 goals.

OVERTIME

ROUND ROBIN

No overtime in round robin play

PLAYOFFS (GAMES #25-36)

Games ending in a tie there will be a one (1) minute break with no ice flood. Teams do not change ends. Teams will play a three (3) minute stop play period where teams will play 3-on-3. Should the game remain tied at the end of the overtime period, a five round shootout will take place to decide the winner. If it is still tied after the fifth shooter goes, it will go into sudden death. In the sudden death rounds of the shootout, teams may use any player to shoot including those that participated in the first five rounds. Repeat shooters are allowed after the fifth round of the shootout (I.E. a team may use the same shooter consecutively in Round 6, and Round 7, and so on).

BRONZE AND GOLD MEDAL GAME (GAMES #37-38)

Games ending in a tie there will be a one (1) minute break with no ice flood. Teams do not change ends. Teams will play a 10-minute stop play period where teams will play 3-on-3. Should the game remain tied at the end of the overtime period, a five round shootout will take place to decide the winner. If it is still tied after the fifth shooter goes, it will go into sudden death. In the sudden death rounds of the shootout, teams may use any player to shoot including those that participated in the first five rounds. Repeat shooters are allowed after the fifth round of the shootout (I.E. a team may use the same shooter consecutively in Round 6, and Round 7, and so on).

POWER PLAYS DURING OVERTIME

Penalties in the 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 aside.

CHANGE ON THE FLY DURING OVERTIME

During overtime, there will be no player changes during stoppage of play including icings and offside calls (teams will change on the fly). If a penalty is called in overtime, both teams shall be allowed to make full substitution of their on-ice players in the normal course and a full line change procedure shall occur.

If a team calls their timeout in overtime, both teams shall be allowed to make full substitution of their on-ice players in the normal course and a full line change procedure shall occur.

POINTS IN STANDINGS

Regulation Win – 2 Points

Regulation Tie – 1 Point Regulation

Loss – 0 Points

TIE-BREAKERS IN STANDINGS

The result of a round robin game involving the tied teams will apply in the event two teams are tied in points, the winner of the round robin game between those two teams will advance to the play-offs. Similarly, if three teams are tied in points, the team which has a 2-0 record against the tied teams will advance. If none of these apply, or four or more teams are tied in points, proceed to b).

b) If teams are still tied after a), then the team or teams with the most wins would gain the higher position.

c) If the teams are still tied after a) and b) have been applied, then the team with the best goal average would qualify. The goal average of a team is to be determined by dividing the total number of goals for and against into total number of goals for, with the team having the highest percentage winning the higher position. In the event a tie exists between three or more teams, goal average will decide the positions of all teams tied. (Ex. For: 10 goals against: 4 goals for; Percentage is $4/14 = .286$).

d) If the teams are still tied after a), b) and c), the team to qualify would be the team which scored the first goal in the game between the two teams. If two or more teams are tied, the team that has scored the most first goals in all games in involving the tied teams will advance

NOTE: All games each tied team has placed in the round robin are used in the goal averaging.

e) If the teams are still tied after a), b), c) and d), the team to qualify would be the team that received the least minutes in penalties during the round robin schedule.

If teams are still tied after all previous methods have been applied the winner of the play-off position will be decided by a single toss of a coin.

NO CHANGE ICING

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

CENTRE (RED) LINE

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

BODY CHECKING

Body checking is **NOT** permitted in any tournament games

STICK MEASUREMENTS

Absolutely no stick measurements at any time.

PENALTIES

- Penalty Lengths
 - Minor Penalty - 2 Minutes
 - Major Penalty – 5 Minutes and Game Misconduct
- Misconduct - 10 Minutes
- Players with four (4) penalties in a game results in ejection from that game.

When a penalty is called on a team, the faceoff to be taken after assessing the penalty shall take place in the offending team's defensive zone.

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

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 may result in a two (2) game suspension for all.

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.) or Gross Misconduct will be suspended for the remainder of the tournament.

PENALTIES & 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. Upon completion of the game, the Tournament Directors will render a decision regarding any further supplementary discipline.

AWARDS

The gold, silver and bronze winners will be receiving medals. 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.

NOISE MAKING DEVICES

No air horns are allowed in any of the arenas.

NO SPECTATORS/PARENTS ALLOWED ON ICE

Nobody will be allowed on the ice after the game ends. There is a designated picture area for families on the players' bench. The organizers will help direct the players so that photos can be taken in a safe manner. Each rink has an off-ice team gate located at one end of the bench.