

2015 HOCKEY MANITOBA CUP RULE & PROCEDURES

SENIOR A PROVINCIALS

NOTE: The tournament will follow Hockey Canada's Playing Rules. If leagues have any supplemental rules they will not be in effect this weekend.

Player Eligibility/Affiliates

- All properly rostered players and designated affiliates will be eligible for participation
- NO more than 3 affiliate players may participate in any given game (2 skaters, 1 goalie)
- Add and mark your affiliates on the game sheet as "AP"
- Add jersey numbers on game sheet for all players if applicable

Game Rules

- All games are 3 20 minute stop time periods (flood after each period)
- Warm up will be approximately 7 minutes in length and will start as soon as the previous game is complete
- Home team wears light jerseys, visitors wear dark jerseys
- There will be no ties, end of regulation tiebreaker process FOR ROUND ROBIN GAMES are as follows:
 - Immediate sudden death 5 minute, 4 on 4, overtime stop-time period
 - Penalties: 1-player advantages in OT win be played 4 on 3
 - Penalties: 2-player advantages in OT will be played 5 on 3
- If still tied after OT, then 3-player shootout, followed by sudden death shootout if needed (see shootout rules below)
- End of regulation tiebreaker process FOR CHAMPIONSHIP GAME is as follows:
 - Flood at the end of regulation
 - 20 minute sudden death, 5 on 5 overtime stop-time period
- If still tied after OT, then 3-player shootout, followed by sudden death shootout if needed (see shootout rules below)
- Shootout rules:
 - 3-player shootout will have 3 different designated shooters per team
 - During sudden death shootout any player may shoot, a particular player may shoot multiple times
 if desired
 - If a player has a penalty remaining after OT period, they may not participate in shootout
 - Puck must keep an appropriate scoring motion towards the goal during shot
 - Ex. 1) "Spin-o-rama" shots are allowed as long as puck follows a natural motion to goal
 - Ex. 2) "Lacrosse style" shots are not allowed, goal/shot will be terminated

Round Robin Scoring System

Win	Regulation	3 Pts
Win	Overtime/Shootout	2 Pts
Loss	Overtime/Shootout	1 Pt
Loss	Regulation	0 Pts

Tie Breaking Procedures - Reseed

If only two teams are tied on equality of points in the standings, the following tie breaking criteria applies:

- 1. Head-to-head (mutual) games between the teams concerned.
- 2. Team with most wins in all games played. (Reg. win gains advantage over OT win)
- 2. Team with higher goal average in all games played.
- 3. Team with higher goals scored for in all games played.

- 4. Team with lower goals scored against in all games played.
- 5. Team with better +/- score after 2 periods of head-to-head game (if applicable)
- 6. Team with better +/- score after 1 period of head-to-head game (if applicable)
- 7. Team with better +/- score after 2 periods of all games
- 8. Team with better +/- score after 1 period of all games
- 9. Repeat steps 5,6,7,8 with Team with more GF
- 10. Team with the least penalty minutes in all games played.
- 11. Coin Toss

If three or more teams have the same number of points in the standings, then their ranking shall be determined by the higher number of points in a special standing composed only from the results of their head-to-head (mutual) games, provided the tied teams each played each other. In this case, if the number of points is equal between any of the teams remaining in this special standing just from the results of all teams head-to-head (mutual) games, then the following tie breaking criteria applies (with no secondary return to head-to-head results):

- 1. Team with most wins in the special standing between the teams involved (Reg. win gains advantage over ot win)
- 2. Team with higher goal average in the special standing between the teams involved
- 3. Higher number of goals scored in the special standing between the teams involved
- 4. Team with higher goal average from all games played in the group (see below)
- 4. Higher number of goals scored from all games played in the group
- 5. Team with lower goals scored against in all games played.
- 6. Team with better +/- score after 2 periods of group head-to-head games (if applicable)
- 7. Team with better +/- score after 1 period of group head-to-head games (if applicable)
- 8. Team with better +/- score after 2 periods of all games
- 9. Team with better +/- score after 1 period of all games
- 10. Repeat steps 5.6.7.8 with Team with more GF
- 11. Team with the least penalty minutes in all games played.
- 12. Coin Toss

If three or more teams have the same number of points in the standings, and they have not each played each other, the following tie breaking criteria applies:

- 1. Team with most wins in all games played. (Reg. win gains advantage over ot win)
- 2. Team with higher goal average in all games played (see below)
- 3. Team with higher goals scored for in all games played.
- 4. Team with lower goals scored against in all games played.
- 5. Team with better +/- score after 2 periods of all games
- 6. Team with better +/- score after 1 period of all games
- 7. Repeat steps 5,6,7,8 with Team with more GF
- 8. Team with the least penalty minutes in all games played.
- 9. Coin Toss

Note: Goal average is calculated by taking goals for divided by the total of goals for and against.

(i.e. For: 10 goals, Against: 4 goals Goal average would be 10/14 = .714

Penalties/Suspension

- Hockey Canada/Hockey Manitoba rules apply
- All suspensions will be carried over into Hockey Manitoba/Hockey Canada sanctioned games
- · Suspensions will be decided as per the Hockey Canada guidelines by the tournament directorate

Standings

All divisional final standings after round robin play will be confirmed by Hockey Manitoba and subsequently emailed
to each team manager as soon as possible upon completion of round robin. Please note that standings indicated
on the www.hockeymanitobastats.ca page are NOT REFLECTIVE of the actual tournament standings.

Tournament Directorate/Discipline Committee

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HM CUP SCORES AND STATS