



HOCKEY MANITOBA

www.hockeymanitoba.ca

2013 Hockey Manitoba Cup Rules/Procedures

Roster/Player Eligibility

- All players must be 18 as of April 18th, 2013
- Senior registered players will be allowed in Divisions 1, 2, 3
 - Maximum of 5 registered Senior players per Division 1 team
 - Maximum of 2 registered Senior players per Division 2 team
 - Maximum of 1 registered Senior player per Division 3 team (cannot be a goalie or Sr.AAA player)
- No Senior registered players allowed in Division 4 or 5
- Maximum of 2 Junior OA (MMHJL), Jr. B and/or C registered players per Division 1 team
- No Junior OA, B and C registered players in Division 3, 4, 5
- Maximum of 1 Junior C registered players in Division 2
- Registered player is classified as a player (goalie or skater) on a roster as of January 10th, 2013
- No elite players allowed: Jr. A, Major Junior, CIS/NCAA, Semi-Pro, or Pro
 - Eligible for Division 1 only if released from elite team as of Dec 31st, 2012
 - Exception will be considered if a skater plays as goalie or vice versa, upon approval (Div 1-3 only)
- Maximum of 4 players 40 years old as of April 1th, 2013 allowed on a 45+ roster
- Maximum of 5 registered Sr. or Jr. Women's players allowed on a Women's division roster
- Maximum of 1 registered CIS player allowed on a Women's roster, cannot be a goalie
- Players may only register with 1 team in the tournament, including goalies
- Maximum of 15 players per roster including goaltenders (all spares must be included within the 15 player roster)
 - Rosters due April 8, 2013, no changes after deadline

Game Rules

- Only rostered players actively playing in the specific game will be allowed on benches
- Coaches/Managers must be rostered as of April 4, 2012 with team roster, must have Respect In Sport certification
- 3 periods per game, Twelve (12) minute periods, stop-time
- 2 minute warm-up period before each game
- Teams must be ready at end of warm-up or will be assessed a minor penalty.
- Minor penalties added every 5 mins until team is ready. Team will forfeit after 12 minutes (1st period).
- Teams may start game with 6 skaters. However, goalie with proper equipment must enter game by 5:00 mark of 1st period. If no goalie by the 5:00 mark the team will forfeit, game will be terminated.
- Slap-shots allowed in all divisions
- There will be no ties, end of regulation tiebreaker process is as follows;
 - 5 minute, 4 on 4, overtime period running time (including playoff rounds)
 - Teams only allowed to change on-the-fly in OT
 - Clock will only stop when a penalty is called, will re-start when puck drops
 - Penalties: 1-player advantages in OT will 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
- 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

Team Jerseys

- All teams must having matching jerseys with **identical colours**
 - i.e) half team with red and half with orange is not acceptable
 - i.e) half a team with dark blue and half with light blue is not acceptable
- Leniency given to colours of goaltenders jerseys
- All numbers must be properly screened or embroidered, no taped numbers or markers



Player Equipment

- Visors, shoulder pads, mouth-guards are optional but recommended
- CSA approved helmets are mandatory (strict)
- All other mandatory equipment as follows; hockey gloves, elbow pads, shin pads, hockey pants, hockey socks, skates

Division Placement

Hockey Manitoba will place teams collectively based on current league/competition status, player skill, average age, past experience, and team preference. *Hockey Manitoba will have final decision on division placement for all teams.*

Tournament Time-frame

Games will begin at approximately 12:00 PM on Friday, April 19th and the championship games will conclude by no later than 5:30 PM on Sunday, April 21st. Special scheduling requests cannot be accepted.

Mercy Rule

A mercy rule will come into effect if a game score reaches a difference of 7.

1. Game will move to running time once score differential is 7
2. Game will be terminated if differential reaches a difference of 12
3. Teams may continue game with no more scoring upon mutual consent and final approval by officials
4. Officials will have final decision if a game will continue without scoring
5. If officials terminate a game, teams must vacate ice surface immediately

Team Point 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)
8. Team with the least penalty minutes in all games played.
9. 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
2. Higher number of goals scored in the special standing between the teams involved
3. 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 better score after 2 periods from games played in the special standing
6. Team with better score after 1 period from games played in the special standing
7. Sudden Death Shootout (if two tied teams remaining and is possible)
8. Team with the least penalty minutes in all games played.
9. 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.
6. Team with the least penalty minutes in all games played.
7. 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

- 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
- Fighting penalties will result in an automatic game ejection & disqualification from tournament
- Aggressors/instigators will be subject to further discipline & suspension
- Team of the aggressor/instigator will be subject to a 5-minute major in their next game (if applicable)
- Any player who obtains a total of 8 minutes in penalties will be ejected from the game
- Any player who obtains 3 stick penalties will be ejected from the game
- Any player who obtains 3 body-checking penalties will be ejected from the game & subject to suspension
- High-sticking will carry an automatic double-minor penalty (4 minutes)
- Spearing & Butt-ending will carry an automatic major penalty, and if necessary a game ejection subject to suspension.
- If a spearing or butt-ending call resulting in a game ejection occurs in the last 5 minutes of the 3rd period, the offending team will also be subject to a 5-minute major penalty at the beginning of their next game (if applicable)
- All rules/procedures will follow Hockey Manitoba / Hockey Canada guidelines (the above will take precedent over said guidelines)

Tournament Directorate/Discipline Committee

- Kyle Prystupa, Hockey Manitoba
- Scott Furman, Hockey Manitoba
- Peter Woods, Hockey Manitoba
- Ray Brethour, Chair of Sr. & Adult Rec, Hockey Manitoba

