



PRESENTED BY *Cargill*

PROVINCIALS REGIONAL PLAYDOWNS PROCESS

Each provincial tournament has a maximum of 10 teams. If a region has several teams registering for the same tournament, and not all can attend due to this maximum, regional playdowns will commence to determine which team(s) will attend.

Regional playdowns will follow Section D: Minor Hockey Provincials/Interprovincial Play-Offs, bylaws 67-74 of the Hockey Manitoba 2025-2026 Constitution, Regulations, and Rules of Competition Handbook.

MINOR HOCKEY PROVINCIAL AND REGIONAL PLAY-OFFS

GAMES:

67. Length of games shall be:

- a) Under-13 & Down - Three (3) fifteen (15) minute, stop time periods. Time allocated for each round robin game in the schedule will be one hour, 30 minutes, for Consolation games it will be 1 hour, 45 minutes and playoffs will be two hours.
- b) All Other Categories/Under-15 and up - two (2) fifteen (15) minute, stop time, periods and one (1) twenty (20) minute, stop time, period. Time allocated for each round robin game in the schedule will be one hour, 45 minutes. Consolation and playoff games will be two hours.
- c) Ice shall be resurfaced before each game and between the second and third periods of each game.
- d) Minor penalties shall be two minutes in length, whether playing straight or running time.
- e) Home teams during round robin play are designated as evenly as possible. After round robin play, the home team will be the highest-ranking team (after the round robin) in all games. The home team shall wear light-colored jerseys.

68. No overtime shall be played in round robin play.

69. Overtime after round robin play shall be as follows:

- a) Consolation Semi-Final and Consolation Final Games ONLY:
 - i. Two minute break
 - ii. Teams do not change ends
 - iii. 10 minute stop time period. Game is over when first goal is scored.

IF STILL TIED AFTER OVERTIME PERIOD:

- iv. Shootout - three players per team. If still tied then sudden victory with alternating players per team until winner declared. After initial round players may shoot again.
- b) All other games after round robin play:
 - i. Two minute break
 - ii. Teams do not change ends

iii. 10 minute stop time period. Game is over when first goal is scored.

IF STILL TIED AFTER OVERTIME PERIOD:

- iv. Off ice break (re-surface ice).
- v. Continue 20-minute sudden victory periods.

TIE BREAKER:

70.

- a) 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 exist between three or more teams, goal average will decide the positions of all teams tied. (Ex. For: 10 goals, Against: 4 goals; Percentage is $10/14 = .714$).

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

- 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 three or more teams are tied, the team that has scored the most first goals in all games in involving the tied teams will advance
- 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.

71. Hockey Manitoba schedule of minor hockey play-downs shall take precedence over all sanctioned tournaments.

72. The Chair of Minor, Minor Council Representative or suitable designate will be in attendance at all tournament play-off championships.

73.

- a) All Provincial minor games will have a 7-goal mercy rule. Any game with a seven-goal difference in score shall revert to straight time for the remainder of the game or until the score difference is less than seven, at which time stop time play will resume.
- b) All Provincial minor games will have a maximum of a 7-goal differential for the purpose of the tie-breaker procedure.

TEAM RESPONSIBILITIES:

74. Regional Champions must submit an approved team roster, in addition to an approved roster of any eligible affiliate players, and also include all player numbers, positions, Captains, Assistant Captains and

team colors to the Host Community immediately after securing placement in a Provincial Championship tournament.

NOTES:

Once regional playdowns have concluded, and the teams attending the provincials tournament have been determined, regional representatives must notify Hockey Manitoba which teams will be attending. Minor Hockey Associations will be contacted by Hockey Manitoba to obtain the team manager's contact information and connect the team(s) to the tournament host.

REGIONAL PLAYDOWNS ARE TO BE COMPLETED BY JANUARY 31ST, 2026. ATTENDING TEAMS MUST BE DETERMINED BY THIS DATE AT THE LATEST.