

Winnipeg Jets Challenge Cup presented by SUBWAY

Rules, Policies, and Procedures

December 23, 2017 – January 5, 2018



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 exceptions to follow 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 designate team reps.

COMPOSITION OF TEAMS

Players rostered must be on a Hockey Winnipeg or Hockey Manitoba 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 dress 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 be 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 LEVELS AND BIRTH DATES

Each team must register online and make arrangements for payment according to the schedule for the tournament. A team roster must be submitted by filling out the tournament roster template and emailing the document to the tournament coordinator by Nov. 30, 2017. This roster 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. Players found to be ineligible will be suspended from tournament play and any games played will result in a loss for the team (see Protests section).

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

The first team listed 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. The home team will wear light coloured jerseys. Teams not having two sets of jerseys WILL BE PROVIDED PINNIES should there be a conflict with uniforms.

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 two man system will be used for all games ages 7-12. The three man system will be used for all Bantam A1 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 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.

ENTERING THE RINK & ORDER OF 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 rink attendants. Team coaches and officials on the bench must use the 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 FLOODS

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

5/6 House League Division

Format, Rules, and Procedures

- 5/6 Games will be played on half-ice in a five-on-five setting (four skaters, one goalie).
- The Winnipeg Jets Challenge Cup will have one staff member on ice for each game.
 - In addition, one (1) parent/certified coach may be on the ice. If two (2) are necessary that will be permitted
- One (1) parent/certified coach may be on the bench. If two (2) are necessary that will be permitted.
- 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 coach's/trainer's access gate located on the side of each bench. These gates are off-ice on each rink, and allow the coaches and trainers to access the bench with minimal contact with the ice. (Coaches/trainers/parents are not to use the player entrances and walk across the ice!)
- The tournament on-ice staff will come to the team's dressing room to let teams know when to head to player access gates.
- 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 time out between periods. Teams do not change ends or sides, they remain in the same goal.
- There will be eight (8) shifts of three (3) minutes duration of running time per each period. The game event staff will drop the puck at the start of each period and line change.
- The clock will set automatically to three (3) minute horn intervals. Once the horn goes, players on the ice exit to the players' bench, and players coming off the bench head directly on the ice for a face-off. This will be treated as stoppage of play, however the clock will continue to run.
- Teams have indicated that they may play an experienced line vs. another experienced line, and lesser experienced vs. lesser experienced. The coaches of both teams should discuss this briefly to the start of each game in order to organize the bench as best as possible so that 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.

Novice B (7/8 House League) Division

Format, Rules, and Procedures

- 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 also asked to circle the goalie for each game played prior to the start of the game.
- Any parent/certified coach on the bench must enter the players' bench via the coach's/trainer's access gate located on the side of each bench. These gates are off-ice on each rink, and allow the coaches and trainers to access the bench with minimal contact with the ice. (Coaches/trainers/parents are not to use the player entrances and walk across the ice!)
- December 23-31, 2017 Games
 - Shifts will be two (2) minutes stopped time. Teams will change lines at the buzzer every two (2) minutes. There will be two (2) periods of 18 minutes stopped time, with a one (1) minute timeout between each period for games that place from December 23-31, 2017 following the [Novice 7/8 Half-Ice Guidelines in place by Hockey Manitoba](#). Teams change ends at the start of each period.
- January 1-5, 2018 Games
 - For games taking place January 1-5, 2018, games will be three (3) period of 12 minutes stopped time on full-ice, with a one (1) minute timeout between each period. Shifts will be two (2) minutes stopped time. Teams will change lines at the buzzer every two (2) minutes.
- Should there be four minutes remaining in the one hour time slot, and more than three minutes of game time remaining, the clock will be set to two minutes for one last shift.
- Teams have indicated that they may play an experienced line vs. another experienced line, and lesser experienced vs. lesser experienced. The coaches of both teams should discuss this briefly to the start of each game in order to organize the bench as best as possible so that 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.
- Should a team have less than 10 skates, coaches may rotate each player through a second shift, again ensure that all players receive this extra shift.

Novice A, Atom, Peewee, & Bantam Divisions

Format, Rules, and Procedures

- Game formats will be three-12 minute periods for all Novice A (Female & Male), Atom (Female & Male), Peewee (Female & Male), & Bantam Divisions.

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 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 team shall complete the game sheet 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 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.

Mercy Rule

- All game in the tournament are 12 minute stop time periods. 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 drop of the puck, running time shall apply. Running time will continue regardless of the score during the remainder of the game. The mercy rule will apply to ALL games in the tournament.

Penalties

- **The clock will not be stopped during running time (i.e. when the mercy rule is in effect) while the referee deals with penalties. During running time, penalties will start from the drop of the puck.**
- Penalty Lengths
 - Minor Penalty – 2 Minutes
 - Major Penalty – 5 Minutes and Game Misconduct

- Misconduct – 10 Minutes

Overtime

- **Round Robin Play** – A winner will be declared in all tournament games. Should teams be tied at the end of regulation time, there will be a one (1) minute break with no ice flood.
 - Overtime during round play will consist of one Three (3) Minute running time period.
 - Teams will play even strength with three (3) skater 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.
- **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) skater 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.

- **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 of play).
- Clock will only stop when a penalty is called, and will restart at the drop of the puck.

Second Overtime Period (*if necessary*) – *Championship (Final) Games ONLY*

- If the game is tied after the first 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 of play).
- Clock will only stop when a penalty is called, and will restart at the drop of the puck.

Power Plays in Overtime

- Penalties running over from the first 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. No other changes at this time.

Penalties Called During Overtime

- A one player advantage any three on three overtime period will be played for 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

- **Round Robin, Playoff, Quarter Final, Semi Final Games**
 - Players taking part in the shootout must be designated on the gamesheet prior to the game
 - If a player is unable to shoot for any reason, the next player on the gamesheet will be selected by the on-ice officials.
 - A player in the penalty box at the end of the overtime period will not be permitted to shoot.
 - The referee will choose the next name below the ineligible layer on the gamesheet to take the spot in the shootout.
 - 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 shooters may change for subsequent rounds.

- **Championship (Final) Games**
 - Players taking part in the shootout must be designated on the gamesheet prior to the game
 - If a player is unable to shoot for any reason, the next player on the gamesheet will be selected by the on-ice officials.
 - A player in the penalty box at the end of the second overtime period will not be permitted to shoot.
 - The referee will choose the next name below the ineligible layer on the gamesheet to take the spot in the shootout.
 - Should the score still be tied after all five (5) shootout rounds, the same five (5) shooters will continue to shoot in a sudden death format.
 - The order of shooters may change for subsequent rounds.

Points in Standings

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

Tie Breakers

Round Robin

The following tie breakers will be used if TWO teams are tied in 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 the tournament
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 differential – total goals scored divided by totals goals against, taking into account only the games between the tied teams.
4. Fewest goals against overall
5. Team with the least total penalty minutes accumulated during the tournament
6. Lottery

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

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

Body Checking - Body checking is permitted only in the Bantam A1 Division.

Slap shots – Will be allowed in all levels and divisions.

Stick Measurement – Absolutely no stick measurements at any time.

Time Outs – No time times will be allowed during any 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 are allowed in any of the arenas.

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 and 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, and a minimum one (1) game suspension from tournament games. Upon completion of the game, the Tournament Directors will render a decision regarding any further 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 a trainer or EMT staff.

Awards – The division winning, and runner-up teams in the finals of all Novice, Atom, Peewee, and Bantam divisions will be receive awards. 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.

Protest – Will only be allowed for issues of player eligibility under the following circumstances:

- If the player plays in a division where he/she is too old.

Protest must be done in writing, and be accompanied by a \$200.00 cash deposit, which is only refundable if the protest is successful. All protests will be dealt with by the tournament directors within three (3) hours of the filing the appeal.

Teams found in violation of these rules will be disqualified from the rest of the tournament. The team in violation will have all their games that resulted in a win or tie reduced to a loss of 1-0 and all their points in the standings will be reduced to zero. Teams affected who lost or tied against the team in violation will receive an official score of 1-0 and receive a regulation win (3 points in the standings).