
2010 MANITOBA WINTER GAMES

TECHNICAL PACKAGE

SPORT: FEMALE HOCKEY

AGE CATEGORY

Female: Open to all females 16 and 15 years of age as of December 31, 2009 (Born in 1993 or 1994) Midget.

ELIGIBILITY

The following individuals and/or teams are **not** eligible to compete in 2009/2010:

- 1) Individuals who are currently under suspension with Hockey Manitoba.
- 2) Individuals currently registered with an out of province hockey program.

Registration Fee:

All team members participating in regional and provincial competitions shall become registered members of Hockey Manitoba. The registration fee will provide members with Hockey Manitoba and Hockey Canada coverage. Registration fee to be determined fall of 2009.

TEAM COMPOSITION

Players	Coach/Manager	Total
19	5	24

1. Each team shall be entitled to a maximum of 19 players in uniform, of which two shall be goalkeepers. Players registered as goalkeepers shall be eligible to play as goalkeepers only.
2. All coaches (behind the bench) must be certified NCCP Coach Level (Level I Hockey Technical). **One team official must be a female.** All coaches and managers must be a minimum of 18 years of age or older. *One person on the roster must have the Hockey Safety certification as per Hockey Manitoba regulations. All staff are required to take the Respect in Sport certification (regardless if the Speak Out component was already achieved).*

TEAM COMPOSITION cont'd**3. HOCKEY MANITOBA RESIDENTIAL QUALIFICATIONS**

All players, excepting those playing on an AAA Midget team, shall compete with a team in the center nearest her place of dwelling, including farm dwelling, that is entered in a division for which she is qualified by age to play. A player is considered a resident of a town, village or hamlet that is nearest to her dwelling, including farm dwelling. No minor hockey player residing in a rural community may play with an AA center or city team unless permission is requested and granted as per approved transfer procedures.

EXCEPTION: *In female minor hockey, players shall be allowed to play with their local minor hockey boy's team and also on a female team within their region, or in the event that no team exists in her region, may play on a female team in another region. In all cases, when playing on a female team, the player must conform to all other regulations of registration, including transfer procedures.*

PROVINCIAL FINAL COMPETITION SITES AND DATES

March 7 - 10, 2010
PCU and Centennial West Arenas, Portage la Prairie

COMPETITION RULES

The official hockey rules of Hockey Canada will be used with the following exceptions:

1. Length of game: Two hour slots consisting of two (2) fifteen minute stop time periods, followed by a flood. The third period will be a twenty (20) minute stop time period followed by a fifteen (15) minute warmup followed by a flood.
2. Disciplinary action (minimum shall meet Hockey Manitoba guidelines) to be determined by Hockey Manitoba technical representative in consultation with Manitoba Games host committee and/or Manitoba Games Council. All suspensions will carry on into Hockey Manitoba play after the Games competition.

EQUIPMENT

1. Equipment as defined and approved as per Hockey Canada and Hockey Manitoba rules and regulations.
2. Teams shall wear matching uniforms.

SPORT: FEMALE HOCKEY**OFFICIALS**

1. A three-person system shall be used at the Provincial Finals and for all Regional Competition games. All referees and linesmen shall be certified with Hockey Manitoba.
2. Referees shall have a minimum Level III certification and be at least 18 years of age.
3. Linesmen shall have a minimum Level II certification and preferred to be age 18. A minimum age 16 is an option with specific recommendation by the regional referee-in-chief.
4. Any deviations to these rules must be submitted and approved by Hockey Manitoba.

SPORT SCORING

- 3 Points:** for the winning team at the conclusion of regulation time.
- 1 Point:** for both teams at the conclusion of regulation time if the game is tied
- 1 Additional Point:** for the team winning the game in the overtime period or the Game Winning Shots Procedure
- 0 Points:** for the team losing the game in regulation time

COMPETITION FORMAT

Two pools Round Robin with four (4) teams in each pool with crossover semi-finals and final placement.

DRAW

<u>Pool A</u>	<u>Pool B</u>
Central	Eastman
Winnipeg Gold	Parkland
Norman	Westman
Interlake	Winnipeg Blue

Semi-Finals: Crossover playoff

- 1st in Division 1 vs. 2nd in Division 2
 1st in Division 2 vs. 2nd in Division 1

COMPETITION FORMAT cont'd

Finals

Winners of semi-finals play off for gold and silver.
Losers of semi-finals play off for bronze and 4th place.

Classification Games

3rd in Division 1 vs 3rd in Division 2 for 5th and 6th places.
4th in Division 1 vs 4th in Division 2 for 7th and 8th places.

TIE BREAKING RULE - COMPETITION:**Preliminary Round Robin, Placement Games 5th – 8th Place**

- If a game is tied at the end of regulation time the teams will play one (1) five (5) minute sudden victory 4 vs. 4 overtime period.
- The teams will defend the same end as the 3rd period of the regulation game.
- If no goal is scored in the overtime period, then the Game Winning Shots Procedure shall apply.

Medal Round Games

- If a game is tied at the end of regulation time the teams will play one (1) ten (10) minute sudden victory 5 vs. 5 overtime period.
- The teams will defend the same end as the 3rd period of the regulation game
- If no goal is scored in the overtime period, then the Game Winning Shots Procedure shall apply.

Note:

- Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- If either team declines to play in the necessary period or periods, the game shall be declared a loss for that team.

Game Winning Shots Procedure (taken from Current IIHF Sport Regulations)

1. Shots will be taken at both ends of the ice surface. The longitudinal centre section of the rink will be dry-scraped by the ice-resurfacing machine prior to the Game Winning Shots during the time required to organize the program accordingly.

2. The procedure will begin with three different shooters from each team taking alternate shots. The players do not need to be named beforehand. Eligible to participate in the Game Winning Shots will be the four goalkeepers and all players from both teams listed on the official game sheet except as specified in article 3 below.
3. Any player whose penalty had not been completed when the Overtime Period ended is not eligible to be one of the players selected to take the shots and must remain in the penalty box or in the dressing room until the end of the procedure.
4. The Referee will call the two captains to the Referee Crease and flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice of whether her team will shoot first or second.
5. The goalkeepers from each team may be changed after each shot.
6. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
7. If the result is still tied after 3 shots by each team the procedure shall continue with a tie-break shoot-out by one player of each team, with the same or new players with the other team starting to take the tie break shots. The same player can also be used as soon as a duel of two players brings the decisive result.
8. The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.
9. Only the decisive goal will count in the result of the game. It shall be credited to the player who scored and the goalkeeper concerned.
10. If a team declines to participate in the game winning shots procedures the game will be declared a loss for that team and the other team will be awarded 3 points for a win. If a player declines to take a shot it will be declared "no score" for her team.

IIHF Rule 509 Penalty Shot Procedure

- The players of both teams shall withdraw to the sides of the rink and behind the red line
- The referee shall place the puck on the centre spot
- Only a goalkeeper may defend against the Penalty Shot
- The goalkeeper must stay in his crease until the player has touched the puck

- The player will, on instruction of the Referee, play the puck and proceed towards her opponent's goal line and attempt to score on the goalkeeper
- Once the puck is shot play shall be considered complete, and no goal can be score by a second shot of any kind

TIE BREAKING PROCEDURES:

The tie-breaking system for two teams with the same number of points in a standing will be the game between the two teams, the winner of the game will be placed higher than the one team they are tied with.

Due to the fact that the three point system does not allow a game to end in a tie, then the following tie breaking procedure is applicable when three teams are tied in points.

Should three teams be tied, a tie breaking formula will be applied as follows, creating a sub group of the three tied teams. The tie breaking sequence will apply until the tie is broken. Once one (1) team is eliminated from the 3 team tie (can be 1st or 3rd) the winner of the game between the two remaining teams would qualify for the higher standing position.

Step 1

Taking into consideration the games between each of the tied teams, a sub group is created applying the points awarded in the direct games amongst the three tied teams from which the teams are then ranked accordingly.

Step 2

Should the teams still remain tied then the better goal difference in the direct games amongst the three tied teams will determine the placement of the three teams. *Game score for calculation of ratio would have a maximum 7 goal differential (i.e. 10-0 would calculated as a 7 – 0 score and a 15 – 3 would calculate as 10 – 3 score).*

The goal difference shall be for games amongst the tied teams only.

Example: for = 10 goals;
against = 4 goals;

$$\text{Percentage} = \frac{10}{10+4} = \frac{10}{14} = .714$$

Step 3

Should the teams still remain tied then the highest number of goals scored by these teams in their direct games will determine the placement of the three teams.

Step 4

Should the teams still remain tied then the penalty minutes received by each team in ALL game splayed in the preliminary Round Robin will determine the placement of the three teams (teams with the lower number of minutes will be placed higher)

Step 5

If teams are still tied after all previous methods have been applied, the higher rank shall be determined by a single toss of a coin.

MEDALS

Gold, silver and bronze medals will be awarded to the first, second and third place finishers, respectively.

Additional information may be obtained
by contacting your regional sport organization
or Hockey Manitoba at 925-5759.