

# 2008



## **HOCKEY TECHNICAL PACKAGE**

### **HOCKEY**

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**2008 ARCTIC WINTER GAMES**

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1. **RULES:** This competition will be conducted under the rules of the Hockey Canada except as modified by the Arctic Winter Games International Committee as noted in Section 6.

2. **CATEGORIES:**

Midget: born in 1990 or later

Bantam: born in 1993 or later

Junior Female: born in 1986 or later.

3. **EVENTS**

Tournament Competition

4. **TEAM COMPOSITION:**

Midget: 17 players  
2 coaches

Bantam: 17 players  
2 coaches

Junior Female: 17 female players  
2 coaches

If qualified coaches are available, at least one of the coaches for Junior Female should be female.

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**5. MEDALS:** Individually by team:

|        |     |
|--------|-----|
| GOLD   | -57 |
| SILVER | -57 |
| BRONZE | -57 |

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**6. Arctic Winter Games Rule Modifications**

1. Competition Format and Schedule:

The competition format for each of the categories shall be recommended by the Host Society and approved by the AWGIC Technical Director after participating Units have been consulted. The regulations outlined in the Sport Schedules section of the Arctic Winter Games Staging Manual must be followed.

Home and Away teams shall be designated on the sport schedule. Teams must wear their Home or Away uniform as dictated by the Schedule (see Contingent Uniform Policy)

2. Playing Time:

During the round robin, each game shall consist of three (3) periods of 15-minute stop-time. During the medal round, each game shall normally consist of three (3) 20-minute stop-time periods. These time periods can be adjusted with the approval of the AWGIC Technical Director.

3. Overtime

There shall be no overtime period to break tie games in round robin.

In medal round play, if the score is tied at the end of regulation time, one 10-minute sudden victory over time period shall be held. If either team scores a goal during this overtime period they shall be declared the winner of that game. If the game is still tied at the end of the additional overtime period, a shoot-out will be held as follows:

- a. At the start of the sudden victory period, each team shall nominate five (5) players and two (2) substitutes in the order that they will take the shots. The substitutes can only be used to replace a player in the event of a player who is unable to finish the game due to injury, ejection or is serving a penalty at the conclusion of overtime.

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- b. Any player who is serving a penalty at the end of the sudden victory overtime period is ineligible to participate in the shootout. If a penalty is assessed to a goaltender and that penalty is not completed when the shootout starts, a player who is on the list of five (5) players must be replaced by the substitute that is named. The substitute would be placed in the fifth shooting position.
- c. The goalies shall remain at the end of the ice that they were in at the conclusion of the overtime period.
- d. The referee shall perform a coin toss to determine which team will go first.
- e. Teams will alternate shots until all five players from each team have gone or until the decisive goal is scored.
- f. If the score is still tied after the first five shots, the shootout will continue in a one- (1) player per team, sudden victory format. Each team must submit a new list of five (5) players at the beginning of the sudden victory shootout. The original five players are eligible to shoot again.
- g. For the purposed of a final score, only one goal is awarded to the team winning the shootout (i.e., if it is a 2-2 tie at the end of regulation and the final score in the game would be 3-2).

4. Mercy Rule

At the end of the second period or any time during the third period, the game may be stopped (at the discretion of the Head Coach of the losing team) if the goal spread is seven (7) goals or more. All goals scored are still recorded on the game sheet for tie breaking purposes.

5. Equipment

All players shall wear head, mouth and neck gear as approved by the Hockey Canada for Canadian players except for Team Alaska who shall wear head, mouth and neck gear as approved by USA Hockey.

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6. Fighting

A match penalty shall be assessed any player who is identified by the referee as the instigator or aggressor in a fight. The opposing player may then be assessed a match penalty if he fights back or continues the altercation, a minor penalty for roughing or no penalty at all depending on circumstances. If two players throw the first punch simultaneously, then both players will receive match penalties. In this instance, a match penalty means that the player or players will be ineligible to compete in the balance of the Arctic Winter Games tournament.

7. Suspensions

Where, in the Hockey Canada, rulebook, incidents involving game misconduct, gross misconduct and match penalties are to be reported to the "President" for further action, these incidents shall be reported to the Games Jury established pursuant to the Arctic Winter Games Handbook. At the conclusion of the Games, the incident must also be reports to the "Branch President" for further action.

8. Additional Support Staff

The Host Society will supply one person to act as a designated stick boy / girl in the players' bench area in addition to the numbers specified in the technical package. This person will be supplied by the host organization (at the request of the team).

Participating units are responsible for insuring that their coaches are certified as 'safety personal' if this is a requirement under the rules

9. Tie Breaking Procedure

If teams have the same number of points at the end of the round robin, standings shall be determined as follows:

- a) The team(s) with more wins shall be placed ahead of the team(s) with fewer wins.

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- b) If teams have the same number of wins then the result of the round robin game(s) between the tied teams will apply. The team(s) with the better record (points) in the game(s) between the tied teams will be placed higher.
- c) If teams are still tied after (a) and (b) then the team with the best goal average would place higher. The goal average is computed by dividing the sum of goals for, by the sum of goals for plus the goals against. (This includes goals in all games played by the team in the round robin).
- d.) If teams are still tied after (a), (b) and (c) then the team with the fewest penalty minutes between the tied teams would place higher.
- e.) The final tie breaker will be determined by the team that scored the first goal in the tournament in the least elapsed playing time.

10. Centre Line

The centre red line shall be removed for offside purposes.