



## Minor Hockey Week Rules 2018

Regular FMMHA rules shall apply during Minor Hockey Week with the exception of the following:

- Round Robin games shall consist of the first period is 15 minutes, the second and third periods are 20 minutes ALL RUNNING TIME.
- Again for Round Robin Games there will be NO STOP TIME to allow time for Race and award.
- **Dairy Queen Race – TO BE HELD BEFORE ALL ROUND ROBIN GAMES.**
  - The home team will supply the certificate for the race winner. NOTE: each team will be given only enough certificates for their assigned “home” games. You do not give it to the player if it is YOUR player. The home team coach supplies the certificate for the race no matter which team the player plays for.
  - Coach(es) select a player from their team. Players line up on the blue line in front of their bench. Referee (or Coach) blows the whistle to start the race and players race in opposite directions for the completion of 1 full lap. The first player to cross the blue line wins the certificate.
- **Boston Pizza Shootout – TO BE HELD AFTER ALL ROUND ROBIN GAMES**  
NOTE- This shootout is a fun ‘added value’ activity and has no bearing on the result of the game.
  - Clock will be set to 3 minutes and score 0-0.
  - Goalies will go to their net on the opposite side to their team
  - ALL PLAYERS MUST BE ON THEIR RESPECTIVE BENCHES. **Only the player shooting** may step onto the ice through one set of bench doors and will exit the ice through other door.
  - If the player scores, the timekeeper will add a goal to the clock.
  - The player must return to bench before next player steps on the ice.
  - If the player misses the net, they must return the puck to the blueline before they can exit the ice and before the next player steps out.

- The first team to score 5 goals, or the most goals after 3 minutes wins the BP Shootout
- Ranking of teams for semifinals and finals:
  - Does not apply to Initiation and Novice, as they will all receive medals after their final game of MHW.
  - In Atom, Pee wee, Bantam and Midge 2 points are awarded for a win, 1 point for a tie, and 0 points for a regulation time loss.
  - If teams are tied in points after the round robin play, the following will determine the tie breaker:
    - Team with the most wins.
    - Team with the fewest penalty minutes.
    - Head to head record of teams tied.
    - Goals differential (goals for vs. goals against).
    - Flip of a coin.
- Determination of “Home Team” in the Gold and Bronze medal games:
  - The team that was ranked the highest going into the Semi Finals (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup>) will be home team in the respective Gold and Bronze medal games.
- **Semi Final and Final Games** shall consist of the first period is 15 minutes, the second and third periods are 20 minutes **WITH THE FINAL 3 MINUTES at STOPPED TIME.**
- All semifinals and finals must have a winner, therefore all games will continue in the shootout format until a winner is determined.
- **Shoot Out Rules:**
  - If the semi or final game ends in a tie the game will move to a shoot out.
  - Coach to select the first 3 players. First team to reach 3 goals will win.
  - Shoot out begins with the home team shooting first, followed by the opposing team and they will alternate shots.
  - Shooter goes to the blue line and will shoot upon the official’s signal.
  - If after the first 3 shooters a team has not reached 3 goals, the next 3 players will go until a team either reaches 3 goals or +1. For example, if Teams are tied after 3 shooters and the 4<sup>th</sup> shooter on Team A scores, Team B needs to have an opportunity to score. If they do, we proceed to the next shooter, if they don’t the game ends.
  - **NOTE:** Shooters alternate until ALL PLAYERS HAVE HAD A TURN TO SHOOT. COACHES MAY NOT ASK A PLAYER TO SHOOT A SECOND TIME UNTIL ALL PLAYERS HAVE HAD A TURN (IF APPLICABLE.)
  - The first team to win by a goal wins the game.