

2023



TECHNICAL PACKAGE

HOCKEY

TECHNICAL PACKAGE
2023 ARCTIC WINTER GAMES

Sport: Hockey

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1. Introduction

Technical Packages are critical guiding documents that assist Host Societies as they coordinate all sport competition (including competition formats, rules and procedures) and Mission Teams as they coordinate their teams' participation (including athlete eligibility, categories and team composition). Every Games' Host Society and Participating Unit's Mission Team, Coaches and Managers have an obligation to read and understand every aspect of the Technical Package. Should a need for clarification arise, questions should be directed through the Participating Unit's Chef de Mission for review and response by the Arctic Winter Games International Committee (AWGIC) Technical Director and Technical Coordinator.

2. Rules

This competition will be conducted under the [rules of Hockey Canada](#) as published on January 1 of the year of the Games, except as modified by the AWGIC. The Host Society must advise Chefs on sanctioning and any related matters that might affect their teams.

3. Sanction

The competition will be conducted under the [rules and sanction of Hockey Canada](#) as published on January 1 of the year of the Games, unless otherwise approved by the AWGIC. Where possible, the Host Society should explore sanctioning under their jurisdiction's sport governing body (e.g., Hockey Canada). Should a competition be granted sanction, the Host Society will communicate said sanction to all Participating Units, including the conditions of the sanction that may or may not differ from the International Federation's (IFs) rules and sanction.

4. Participants

Each Participating Unit may enter a team comprised of a maximum of seventeen (17) players and three (3) coaches per team as follows:

Athletes

Males born in 2007 or later	-	17
Males born in 2004 or later	-	17
Females born in 2003 or later	-	17

Note: Units can register Participants within any of the eligible birth years, at the discretion of their Chef de Mission. Units are not obligated to register Participants within

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the youngest or oldest age category. Where no minimum age category is listed, Chefs de Mission are responsible for determining an appropriate minimum age for their Unit's Participants, with consideration for Eligibility and Competition structure (as outlined in the Technical Package) and the AWGIC's value of meaningful competition.

Staff

Coaches	-	9
Support Staff	-	0

If qualified coaches are available - or otherwise approved by the AWGIC Technical Director and Technical Coordinator - one coach must be female for the Female team. One of the coaches for each team must be certified in the Hockey Canada Safety Program (or its equivalent in Alaska). Units must ensure that coaches are screened and trained in accordance with their jurisdiction's coaching standards.

Additional Support Staff

The Host Society will supply one person to act as a designated stick kid 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). Every effort will be made to ensure the stick kid is the same gender as the team.

The Host Society shall provide appropriate access to first aid and medical staff during all games. Information on access will be provided to Chefs at M2 and outlined to Coaches at the pre-tournament meeting at the Games.

5. Eligibility

To be eligible to compete in the Arctic Winter Games, an athlete shall:

1. Be a "Developing Athlete"
 1. A Developing Athlete is one who has not represented one's nation in international competition (outside of an Arctic Winter Games) in the sport they are competing in.
 1. An athlete who has competed for one's club in international competition (not representing one's nation) is considered a developing athlete;
 2. An athlete who is a member of one's national team, but has not represented one's nation in international competition is considered a developing athlete.

Athletes eligible for the younger age category may compete in the older age category at

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the discretion of their Chef de Mission. Should they choose to do so, the athlete may only compete in the older age category for all events. Requests to have an athlete compete in an older age category must be submitted to the AWGIC Technical Director and Technical Coordinator a minimum of 14 days prior to the start of the Games.

See Appendix A for additional eligibility requirements.

6. Competition

Format

The competition shall take place abiding by the [Hockey Canada Playing Rules](#), as published on January 1 of the year of the Games. The competition format for each of the categories shall be recommended by the Host Society and approved by the AWGIC Technical Director and Technical Coordinator after participating Units have been consulted.

- a. Round Robin Competition Tournament Competition
All games shall consist of three (3) periods of 20-minute stop-time, with a 10-minute intermission between each period. If ice time is limited the AWGIC and Host Society will establish an alternate playing time requirement.
- b. Overtime Competition
There shall be no overtime period to break tied games during round robin competition.
- c. Medal Round Overtime Competition
Medal round overtime will be conducted according to the [IIHF Overtime Operations Procedure](#), as follows:
 - In case of a tie at the conclusion of regulation time in a Relegation Playoff, Placement Playoff, Quarter Final, Semi Final and Bronze Medal Game, there will be a 10-minute sudden-death overtime period played after a three-minute intermission.
 - The teams will not change ends.
 - The overtime period shall be played with each team at the numerical strength of three (3) skaters and one (1) goaltender.
 - The team which scores a goal during this period is the winner.
 - If no goal is scored during the overtime period, there will be Penalty-Shot Shootout (PSS) according to the Penalty-Shot Shootout Procedure.
 - In the Gold Medal Game, 20-minute sudden-death overtime periods will be played until the winning goal is scored. Between each period, there will be a 15-minute intermission during which the ice will be resurfaced.

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- The overtime period shall be played with each team at the numerical strength of three (3) skaters and one (1) goaltender.
- The team which scores a goal in overtime is declared winner.

Penalty-Shot Shootout Procedure

If no goal is scored in the overtime period then the Penalty-Shot Shootout (PSS) procedure will apply. The following procedure will be utilized:

- Five different shooters from each team will take alternate shots, until a decisive goal is scored.
- If the game is still tied after five shots by each team, the PSS will continue with a tie-break shoot out by one player of each team, with a reversed shooting order. The same or new players can take the tie-break shots.
- The same player can also be used for each shot by a team in the tie-break shoot-out.
- Only the decisive goal will count in the result of the game.
- Shots will be taken at both ends of the ice. The area of the ice to be used will be dry scraped.
- A coin toss will determine which team takes the first shot, with the winner of the toss having the choice whether his team will shoot first or second.
- Any player whose penalty was not over when overtime ended cannot take the shots and must stay in the penalty box or in the dressing room.
- The goaltenders will defend the same goal, as in the overtime period. The goaltenders from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored.
- Only the decisive goal will count in the result of the game. It shall be credited to the team that scored the goal and charged against the team that was scored upon.

d. Mercy Rule

At any point where the goal differential is seven (7) goals or more the remainder of the game may be played as running time. If the goal differential is reduced to six (6) goals or less the remainder of the game will be played as “stopped time”.

In all Games where the final score spread is seven (7) goals or more, the winning team shall receive a +7 differential in the posted score and results regardless of the actual score. The +7 differential will also apply to any tie-breaking situations that may arise.

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e. Time Outs

Teams are allowed to call one (1) thirty (30) second time-out per game.

f. 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 they fight back or continue 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 ejected from the remainder of the Arctic Winter Games tournament.

g. 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 Hockey Canada Bylaws Minimum Suspension Chart and the Arctic Winter Games Handbook. At the conclusion of the Games, the incident must also be reported to the Participating Units sport governing body for further action.

h. Tie Breaking Procedure

If teams have the same number of points at the end of the round robin, standings shall be determined according to Hockey Canada's process described as follows:

- i. The team(s) with more wins shall be placed ahead of the team(s) with fewer wins;
- ii. 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 with the better record (points) in the game(s) between the tied teams will be placed higher;
- iii. If teams are still tied after (a) and (b) then the team with the best goal average would place higher. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for and against (this includes goals in all games played by the team in the round robin). In Games where the mercy rule (Section 7, Subsection C) is applied, the winning team shall receive a +7 differential regardless of the actual score. Attachment 'A' provides an example of how this is determined;
- iv. If teams are still tied after the above (i-iii) then the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position;

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- v. If teams are still tied after the above (i-iv) then the team which scored the first goal in the game between the tied teams gains the higher position;
- vi. If teams are still tied after the above (i-v) then a single coin toss will determine which team gains the higher position.

Schedule

The Host Society shall distribute a first draft of the Master Sport Schedule - a detailed multi-sport schedule, including: competitions, practices/training, pre-Games Coach/Manager meetings and all technical meetings - to the AWGIC and each Participating Unit's Chef de Mission for review no later than 1 year (12 months) prior to the commencement of the Games (Opening Ceremony). The Master Sport Schedule becomes "final" three (3) months prior to the commencement of the Games, unless otherwise approved by the AWGIC. A final review and approval of the Master Sport Schedule must be conducted by the AWGIC Technical Director prior to being considered "final".

The Master Sport Schedule is developed by the Host Society in consultation with the Sport Vice President, Sport Chairs and the AWGIC as required. The sport schedule is developed using the Sport Technical Packages and by reviewing the sport schedules from previous Games.

The Host Society shall:

- Create a process for stakeholders to provide input and request changes to the schedule;
- Revise and update the Master Sport Schedule, redistributing updated versions as required on an ongoing basis between 12 months pre-Games and the end of the Games;
- Follow the regulations outlined in the Sport Schedules section of the AWGIC Staging Manual;
- Identify 'Home' and 'Away' on the Master Sport Schedule to assist teams in selecting appropriate uniform colours;
- Schedule teams an equivalent number of 'Home' and 'Away' games during the round robin completion;
- Schedule the team with the best record in round robin play as the 'Home' team in each playoff round game.

The Host Society, to the best of their ability shall:

- Refrain from scheduling any competition or practice/training within three (3) hours of the beginning of the Opening Ceremony;

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- Respect the timing required for participant feeding, transportation and marshalling for opening and closing ceremonies;
- Ensure that practice/training during the first day of the Games reflects the travel realities of Participating Units (e.g., Units with the least amount of travel should be scheduled to practice/train and/or compete first upon arrival in the Host jurisdiction, where Units with the most travel should practice/train and/or compete last);
- Refrain from scheduling overlapping play among male/female teams from the same Participating Units;
- Refrain from scheduling teams to play more than two (2) games in a twenty-four (24) hour period.

7. Medals

Medals shall be awarded individually by team as follows:

- Gold - 60
- Silver - 60
- Bronze - 60

One medal shall be awarded to each athlete and coach (e.g., 20 medals per team).

8. Equipment

All equipment must abide by [Hockey Canada Equipment regulations](#). Players shall wear head, mouth and neck gear as approved by Hockey Canada for Canadian players except for Team Alaska who shall wear head, mouth and neck gear as outlined and required by USA Hockey rules. Contingents are responsible for ensuring that they have the correct equipment. A referee may disqualify a team from competing if their players do not have the proper equipment.

9. Competition Uniform

All teams must have a 'Home' (light coloured) and 'Away' (dark coloured) set of uniforms. In the competition schedule, the team designated as the 'Home' team shall wear their light coloured uniform; the team designated as the 'Away' team shall wear their dark coloured uniform.

10. Registration

All Participants (athletes, coaches, managers and support staff) must be registered in the Arctic Winter Games electronic registration system (GEMS.pro) no later than 14 days prior to the Opening Ceremony.

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11. Protests & Appeals

Field of Play disputes should be managed in accordance with the [AWGIC Field of Play conduct Policy and Protest Procedure](#) and each International Federation's (IFs) rules.

ATTACHMENT 'A'

Example of Tie Breaking Process

Round Robin Results

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<u>Team A</u>				
	Goals For	Goals Against	Result	Points
Game 1 vs Team B	2	2	Tie	1
Game 2 vs Team C*	8	1	Win	2
Game 4 vs Team D	4	2	Win	2
Game 6 vs Team E	3	2	Win	2
	17	7		7
	Goal Average = 17/24 = .708			
*Actual score was 11 - 1				
<u>Team B</u>				
	Goals For	Goals Against	Result	Points
Game 1 vs Team A	2	2	Tie	1
Game 3 vs Team C	3	2	Win	2
Game 5 vs Team D	3	2	Win	2
Game 7 vs Team E	3	2	Win	2
	11	8		7
	Goal Average = 11/19 = .579			
<ol style="list-style-type: none"> 1. Team A and B are tied with the same number of wins 2. Team A and B are tied in their results against each other 3. Team A and B are tied in total points resulting from competition with all teams. 4. Team A is declared the winner of the round robin based on a higher goal average. 				

12. Appendix A

AWGP1 ATHLETE AND CULTURAL PERFORMER ELIGIBILITY POLICY

Preamble:

The Arctic Winter Games combine athletic competition, cultural exchange and social interaction among northern contingents. Arctic Winter Games athletic competitions

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feature sports that enjoy worldwide popularity and sports unique to the north. The AWG Cultural Program offers opportunities for northern artists to perform on a larger stage to diverse audiences. The Arctic Winter Games International Committee is responsible for providing direction and guidance to contingents to ensure meaningful competition and a diverse cultural program in the Arctic Winter Games Program.

Purpose: This policy provides direction and guidance to the participating contingents when selecting athletes and cultural participants for their teams.

1. To be eligible to compete in the Arctic Winter Games, an athlete shall:
 - a. be a "Developing Athlete" as described in the Glossary of Terms and not have been a member of a national team in the sport in which they are competing, nor competed in, nor have been selected for an international competition as a representative of their country in the sport within one (1) year of the opening date of the Games (sports without national sport governing bodies are exempt from this rule)
 - b. compete in one sport only
 - c) meet individual sport requirements as per the current technical package.

2. To be eligible to participate in the Arctic Winter Games, a Contingent Cultural performer shall comply with the eligibility requirements included in the current Cultural Technical Package.

3. To be eligible to participate in the Arctic Winter Games, all Contingent Athletes and Cultural performers shall:
 - a. be a resident of Yukon, Northwest Territories, Alberta North (north of 55 degrees), Greenland, Alaska, Nunavut or any other participating Contingent/Guest Contingent approved by the Arctic Winter Games International Committee (AWGIC). Current approved Guest Contingents are Nunavik (Quebec, Canada), Yamal-Nenets (Russia)*, Sapmi (Finland/Norway/Sweden);
 - b. have been a continuous resident of the participating Contingent for six (6) months prior to the opening day of the Games;
 - c. comply with all other Arctic Winter Games rules and regulations as outlined in the Arctic Winter Games Staging Manual, Arctic Winter Games Technical Packages or other publications issued by the Arctic Winter Games International Committee;
 - d. comply with all rules and regulations of their Contingent.

NOTE #1.1: 'Resident' means a person who makes their permanent home in a jurisdiction and includes someone who may be temporarily absent from the jurisdiction but who maintains a close connection with the jurisdiction and has the intention of

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returning to the jurisdiction after a temporary absence. An individual leaving a jurisdiction with no intention of returning continues to be considered a resident of that jurisdiction up to 90 days after leaving and may participate if the first day of the Games falls within that 90-day period.

NOTE #1.2: A resident of a participating Contingent who is attending school outside the Contingent is deemed to be a continuous resident of their Contingent and is eligible to compete for their residence Contingent or the Contingent in which they are attending school (if a participating Contingent) but not both.

NOTE #1.3: An individual who is a resident of a jurisdiction not eligible to compete at the Games; but who lives in a participating jurisdiction as a student, or who is there on a temporary work visa, or who is otherwise temporarily living in a participating jurisdiction; is not considered a resident of the participating jurisdiction and is therefore ineligible to compete in the Arctic Winter Games.

NOTE #1.4: Individual Contingents may impose additional requirements for eligibility for their team provided they do not contravene the intent of the AWG International Committee policies.

* The Arctic Winter Games International Committee has suspended Yamal, Russia, with immediate effect, following the attacks unfolding in Ukraine in a March 1, 2022 decision.