



## 2024 Manitoba All-Stars Super 6 Tournament RULES

WMHA RULES WILL GOVERN WITH THE FOLLOWING MODIFICATIONS FOR THE TOURNAMENT

### 1. COMPOSITION OF TEAMS

Each team will consist of 9 players, including 1 goaltender, at the start of a game. A maximum of 3 team leaders (Coaches/Manager/Trainers) will be allowed on the team bench during a game. If you come to a game with 7 or less skaters and a goalie you will have to play short every second shift (i.e. 4 skaters one shift, 3 the other).

### 2. PLAYERS' ELIGIBILITY LEVELS AND BIRTH DATES

2017 - January 1 – December 31, 2017 OR YOUNGER

### 3. TEAM ROSTERS

Each team has submitted a team list of players eligible to play. Changes or substitutions to this list must be sent to the Tournament Director prior to commencement of the game. No player registered in the Tournament will play on 2 different teams.

### 4. DRESSING ROOMS

Dressing room assignments will be posted on the Main display board in the arena(s). We will have 2 teams per Dressing Room. Each team should be in their respective rooms at least 30 minutes prior to the posted start of their game.

If a dressing room key is not available, a key to the dressing room can be obtained from the arena office prior to each game. Any damage to the room will be charged to the teams using it. If there are any damages to the Dressing Room when you first enter please contact the arena attendant immediately.

### 5. COMPLETING THE GAME SHEET

Game Sheets will be provided for each game and the coaches will fill them out prior to the start of the game and give to the Time Keepers. Starting line-ups will not have to be identified.

### 6. GAME START AND DURATION

The intent is to start all games at the posted time. In the event that adjustments are required to the schedule they will be posted on the website and you will be notified by email. <http://www.manitobaallstars.com>

Teams must be prepared to play 10 minutes prior to the scheduled start time.

Games will consist of 2 – 24 minute periods running time with a 2 minute break between periods while teams change sides. The clock will not stop for line changes or goals and there will be no face offs after goals, just clear the zone. Shifts will be 3 minutes in duration, and there will be a buzzer then a face off after every shift.

Warm-ups at the beginning of the game are 3 minutes.

Because the games are half ice, two teams will share one bench. There will be a faceoff at center ice every shift, however, the clock will not stop for shift changes.

There is no double shifting players, with the exception of when the goalie is pulled. If you are caught double shifting any other time during the game, the ref will remove that player from the game. Remember, these are six (6) year olds, and as coaches you should be playing all players equally and fairly.

Pulling the goalie is only allowed in the last shift of the game. **This is the only time during the game that a team will be allowed to double shift one (1) skater to replace the goalie.**

## **7. ON ICE OFFICIALS**

All referees are approved and are under the direction of the Tournament Director. Any complaints should be directed to the Tournament Director.

## **8. PRE-GAME WARM-UP**

Teams are allowed a three (3) minute warm-up at the beginning of the game. Warm up pucks are provided. Teams must stay on their 1/2 of the centre red line during Warm-ups, while the Coaches and Refs set up the pads to separate the two sides. Teams must be ready to begin the game as soon as the referee blows the whistle.

## **9. ICE FLOODS**

Ice floods will occur after every game.

## **10. MANDATORY EQUIPMENT**

Helmets and full-face protectors are mandatory for all players. Mouth Guards and Throat Protection are also required. 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 his/her helmet during the play, that player must immediately stop and pick up his/her helmet and put it on, or leave the ice surface. All helmet straps must be reconnected prior to re-entering the game. If a goaltender loses his/her face mask play will be stopped immediately.

## **11. PENALTIES**

Because there are two games going on simultaneously, the clock will not stop while the referee deals with any penalties. Players will be removed from the ice for the duration of the 3 minute shift and teams will play with 3 skaters and 1 goalie. After the 3 minute buzzer sounds the team with the penalty will return to 4 players.

## **12. ROUND ROBIN PLAY**

Each team plays 7 round robin games. After the round robin teams will be seeded 1-8.

There will be no overtime in the Round Robin games.

Points will be awarded as follows: Two (2) for a win, One (1) for a tie, None (0) for a loss.

All results will be posted on the Manitoba All-Star website – <http://www.manitobaallstars.com>

Playoffs will be posted on the website after the final Round Robin game on April 7, 2024.

## **13. PLAYOFFS**

The seeding of teams will be based on where they ended up after round robin play.

- Top 4 teams after Round Robin will play in the A side. Teams are seeded 1-4 after Round Robin play. The 1<sup>st</sup> place team will play the 4<sup>th</sup> place team, and the 2<sup>nd</sup> place team will play the 3<sup>rd</sup>. The winning teams will advance to the A side Championship Game. The losing teams are eliminated.
- Bottom 4 teams after Round Robin will play in the B side. Teams are seeded 5-8 after Round Robin play. The 5<sup>th</sup> place team will play the 8<sup>th</sup> place team, and the 6<sup>th</sup> place team will play the 7<sup>th</sup>. The winning teams will advance to the B side Championship Game. The losing teams are eliminated.

## **14. OVERTIME IN PLAYOFFS**

If teams are tied at the end of regulation time, there will be a one (1) minute break with no ice flood. After the break six (6) minutes will be put on the clock and played out running time, with 3 minute shifts. The first team that scores shall be declared the winner at any point during the overtime. If there is still a tie another six (6) minutes will be put on the clock and be played out with three (3) skaters and a goalie on the ice. Play will continue until a winner is declared. In the event that there is a penalty with 4 or 3 skaters on each team, the penalized team will play a man short until the penalty has expired after the 3 minute shift.

## **15. TIE IN STANDINGS**

To determine team standings in the event of a tie, the following criteria shall be used:

- (a) Game between the two teams (who won is seeded higher).
- (b) Highest number of wins between tied teams.
- (c) If still tied, least goals against.
- (d) If still tied, best plus minus record based on goals for and against.  
The team with the best goal average would qualify. The goal average of a team is determined by dividing the total number of goals for by the total number of goals against.
- (e) If still tied, the team to qualify would be the team who scored the earliest goal in the game between the two tied teams.
- (f) If still tied, the team to qualify would be the team that received the least minutes in penalties.
- (g) If still tied after all previous methods have been applied, the winner will be decided by a single toss of a coin.

## **16. ICING AND OFFSIDES**

None

## **17. BODY CHECKING**

There will be no body checking allowed.

## **18. TIME OUTS**

None

## **19. AWARDS**

The A and B Champions and runner-up teams in the finals will receive "Super 6" custom medallions on ice. The winning teams will also be awarded the "Super 6" trophy for pictures in the Dressing Room only, and will return this trophy to the Director once done.

## **20. PROTESTS AND GAMES**

Will only be allowed when the eligibility of a player is in question (i.e.) the player is too old.

The tournament committee reserves the right to adjust the playing time of any and all games. All teams affected will be advised of the time adjustments. The tournament committee also has the right to suspend play in any game. The tournament committee has the final say in all decision issues.

## **21. TOURNAMENT COMMITTEE**

Garth Lancaster	Super 6 Tournament Director
Jason Thompson	Manitoba All-Star Age Director
Sean O'Brien	Manitoba All-Star Age Director

The tournament committee has the final say in all decision issues.

**Most important rule for all players, coaches, and parents = HAVE FUN!**

**This is meant to be a fun competitive tournament.**