

QUICKCARD EDMONTON MINOR HOCKEY WEEK RULES

1.0 GENERAL RULES

- 1.1 Every player dressed must play at least twice in every period during regulation play, with the exception of goalkeepers. If the team has two goalkeepers, each one must play at least one period in each game. No warm ups for incoming goalkeepers. Coaches and managers failing to comply with the above rule will be dealt with by the Discipline Chairperson.
- 1.2 The **Tournament Arena Manager is in charge of the arena** and his/her decision is final.
- 1.3 Scrapes and floods shall be determined between Arena Manager and Caretakers.
- 1.4 Time clocks shall start at the listed game time. Any team not on the ice and ready to play within five (5) minutes of the listed time may be disqualified. The Arena Manager shall be the judge of this action.
- 1.5 If, in the Arena Manager's opinion, a uniform change is required, the home team shall make the change. Note: It would be advisable that the Team Managers confer before the game to ensure that no game time will be lost during the necessary sweater change.
- 1.6 All EMHA Rules and Regulations are in effect during Minor Hockey Week. They count as regular league games for the purpose of determining the number of games a player/coach/manager or trainer will sit out. Suspensions incurred in Minor Hockey Week will carry over into league play if not fully served in Minor Hockey Week.

Rule Example:

Rule 41-K, Page 74, Canadian Hockey Association Official Rule Book

If for whatever reason, the ref or linesman appointed are prevented from appearing, the Managers or Coaches of the two (2) competing clubs shall agree on a referee and one (1) or two (2) linesmen. If you are unable to agree, they shall appoint a player from each team who shall act as officials.

- 1.7 In case of dispute, the decision of the Minor Hockey Week Chairperson or his/her designate is final. **There are no appeals during Minor Hockey Week.**

2.0 TEAM REGISTRATION

- 2.1 Coaches must present their team registration to the Arena Manager at all games and all players registered on the team registration and not dressed shall be noted on the game sheet, with an explanation of why they are not dressed.

- 2.2 If a team arrives at the arena without the ORIGINAL Team Registration, the Arena Manager must call Central for verification. The ORIGINAL Team Registration must be produced prior to the end of regulation time of said game or said team coach will be subject to disciplinary action.
- 2.3 NO AFFILIATED PLAYERS ALLOWED, exception being Goalies, due to medical problems, which have been submitted and approved by the City Registrar.
- 2.4 Players names must be legibly printed (or have a sticker affixed) to the game sheet by the designated team official. Players are NOT required to sign the game sheet during Minor Hockey Week.
- 2.5 The Coach, Manager and/or Trainer will Print their names (or have their name on a sticker affixed to) on the Game sheet.
- 2.6 In the event a team does not show for their game, the Coach and Manager will be subject to disciplinary action unless there are extenuating circumstances. The other team will be given the choice of a win or loss.

3.0 REGULATION TIME

- 3.1 Duration of games will be posted on draw sheets at each arena. **The Arena Manager will be responsible to advise game officials of game duration.** Games will be straight time. Stop time in the last two (2) minutes unless there is a goal spread of five (5) goals or more then it will be straight time.
- 3.2 FINALS – last five (5) minutes will be stop time unless there is a five (5) goal spread or more, then it will be straight time.
- 3.3 The referees may assess a two (2) minute bench minor penalty for delay of game; if they feel the coaching staff is using up time by deliberately slowing down the line changes. This rule applies to both straight and stop time. The clock will not stop for any reason (injury or otherwise) once the opening faceoff has taken place (exception being rules 3.1 & 3.2).
- 3.4 All minor penalties are two (2) minutes of straight time. Any portion of a penalty not served during straight time will be completed as a stop time penalty.
- 3.5 In case of a tie at the end of regulation play, overtime will be played. Play will continue until the first goal is scored, which will terminate the game, and the team scoring the goal will be the winner.
- 3.6 No timeouts may be called by a Coach or player during regulation time.

4.0 OVERTIME

- 4.1 Overtime is played to sudden victory. Teams may remove goalkeepers at any time. Teams may change “on the fly” at any time. To commence overtime, each team will place six (6) players (one may be a goaltender) on the ice. The teams will not change ends for the overtime period and the time clock will be set for one (1) minute.
- 4.2 OVERTIME SHALL BE STOP TIME.
- 4.3 Overtime will be played in one (1) minute increments. At the end of one (1) minute, the horn will sound and each team will remove one (1) player from the ice. Play will be resumed immediately at the nearest face-off spot to the place where play ended. The timekeeper will stop the clock and sound the horn after each minute until the teams are reduced to two (2) players (one may be a goaltender) on the ice.
- 4.4 Once each team has been reduced to two (2) players, the clock will be set to six (6) minutes. To commence play, the face-off will be held at the center ice spot. There will be no further reductions to the number of players and the one minute periods will end. Time will continue until the six (6) minute period has expired. If still tied at the end of the six (6) minute period, ten (10) minute periods will be played with two (2) players (one may be a goaltender) until a winner is determined. To commence play in the ten (10) minute period, the face-off will be held at the center ice spot.
- 4.5 No timeouts may be called by a Coach or player in overtime.

5.0 PENALTIES

- 5.1 All minor penalties are two (2) minutes of straight time starting at the drop of the puck.
- 5.2 Penalties incurred in regulation time and not completely served in regulation time, shall carry over into the overtime period (as a stop time penalty) and will be completed in overtime unless the game is ended.
- 5.3 Time penalties incurred and unexpired which may leave a team short or shorthanded during the overtime when teams are reduced to two (2) players will result in a penalty shot(s) to the non-offending team for each unexpired time penalty. If due to penalties, a team is reduced to two (2) players and another time penalty is incurred, the offending team will serve the most recent penalty and a penalty shot(s) will be awarded the non-offending team for each unexpired time penalty. At no time will a team be required to have less than two (2) players on the ice. Should each team have an unexpired time penalty when teams are reduced to two (2) players, a penalty shot will be awarded each team. The team with the least time to serve will shoot first (if this cannot be determined, then the home team will shoot first). Each team must shoot. If the teams are still tied, overtime will continue. If multiple time penalties remain, a penalty shot will be awarded for each unexpired time penalty until all penalty shots have been taken. All time penalties incurred with two (2) players on the ice shall result in the awarding of penalty shots in lieu of penalty times.

6.0 NOVICE HOCKEY

- 6.1 MAJOR Novice
- TRADITIONAL Hockey Canada/Alberta Novice full-ice game regulations;

- Results are tracked to progress teams through bracket, but scores are not posted.

6.2 MINOR Novice

- Game formats and protocols align with Hockey Canada's new program.
 - **Rink Dividers:** Half-ice divider systems setup across center-ice line;
 - **Game Format:** 4 vs. 4 plus goalie, 3-minute warm-up, TWO 24-minute game halves;
 - **Puck:** Blue Pucks only (4 oz.);
 - **Scorekeeping:** No scorekeeping, no standings, no statistics;
 - **Face-Offs:** Start of game and second half;
 - **Off-Side & Icing:** None;
 - **Goaltender Freezes Puck:** Offending team backs off and goalie gives puck to a teammate to resume play;
 - **Goal is Scored:** Scoring team backs off, goalie pulls puck out of net, resume play;
 - **Novice Shift Length:** 1.5 minutes; buzzer is set to 1.5 min intervals, on buzzer players leave puck, go to bench and new players enter the ice and continue to play;
 - **Penalties:** Offending player misses next shift, team still plays full strength.