HOCKEY

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

2. **CATEGORIES:**
   - Midget: born in 2000 or later
   - Bantam: born in 2003 or later
   - Junior Female: born in 1999 or later

3. **SCHEDULE**
   The competition schedule will be based on the approved Arctic Winter Games sport schedule templates.

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.

   One of the coaches for each team must be certified in the Hockey Canada Safety Program or its equivalent in Alaska.

5. **MEDALS:** Individually by team:
   - GOLD -38
SILVER -38
BRONZE -38
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.

Hockey Specific Scheduling:
- 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 home (light coloured) uniform. The team designated as the away team shall wear their away (dark coloured) uniform.
- Competition Schedules will identify ‘Home’ and ‘away’ teams to assist teams in selecting appropriate uniform colours.
- Teams should have an equivalent number of ‘home’ and ‘away’ games during the round robin completion.
- The team with the best record in round robin play shall be designated as the home team in each playoff round game.
- Where possible Teams should not have to play more than 2 games in a 24 hour period.

2. Playing Time:

All games shall consist of three (3) periods of 15-minute stop-time. If ice time is limited the AWGIC and Host Society will establish an alternate playing time requirement.

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.

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 purpose 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 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.
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 outline 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.

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. Time Outs

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

8. 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.

9. 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). Every effort will be made to ensure the stick boy/girl is the same
gender as the team.

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

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.

10. Tie Breaking Procedure

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

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

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 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 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 4) 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.

d) If teams are still tied after (a), (b) and (c) then the team with the least
number of minutes in penalties throughout all of the round robin games,
gains the higher position.

e) If teams are still tied after (a), (b), (c) and (d) then the team which scored
the first goal in the game between the tied teams gains higher position.
f) If teams are still tied after (a), (b), (c), (d), and (e) then a single coin toss will determine which team gains the higher position.

11. Centre Line

The centre red line shall be removed for offside purposes.

ATTACHMENT ‘A’

Example of Tie Breaking Process

Round Robin Results

<table>
<thead>
<tr>
<th>Team A</th>
<th>Goals For</th>
<th>Goals Against</th>
<th>Result</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game 1 vs Team B</td>
<td>2</td>
<td>2</td>
<td>Tie</td>
<td>1</td>
</tr>
<tr>
<td>Game 2 vs Team C*</td>
<td>8</td>
<td>1</td>
<td>Win</td>
<td>2</td>
</tr>
<tr>
<td>Game 4 vs Team D</td>
<td>4</td>
<td>2</td>
<td>Win</td>
<td>2</td>
</tr>
<tr>
<td>Game 6 vs Team E</td>
<td>3</td>
<td>2</td>
<td>Win</td>
<td>2</td>
</tr>
<tr>
<td>Total</td>
<td>17</td>
<td>7</td>
<td></td>
<td>7</td>
</tr>
</tbody>
</table>

Goal Average = 17/24 = .708

*Actual score was 11 - 1

<table>
<thead>
<tr>
<th>Team B</th>
<th>Goals For</th>
<th>Goals Against</th>
<th>Result</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game 1 vs Team A</td>
<td>2</td>
<td>2</td>
<td>Tie</td>
<td>1</td>
</tr>
<tr>
<td>Game 3 vs Team C</td>
<td>3</td>
<td>2</td>
<td>Win</td>
<td>2</td>
</tr>
<tr>
<td>Game 5 vs Team D</td>
<td>3</td>
<td>2</td>
<td>Win</td>
<td>2</td>
</tr>
<tr>
<td>Game 7 vs Team E</td>
<td>3</td>
<td>2</td>
<td>Win</td>
<td>2</td>
</tr>
<tr>
<td>Total</td>
<td>11</td>
<td>8</td>
<td></td>
<td>7</td>
</tr>
</tbody>
</table>

Goal Average = 11/19 = .579

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.