

DAKOTA COMMUNITY CENTRE
Home of the Dakota Lazers
7/8 MARCH TOURNAMENT

3 Games Guaranteed

Due to the short notice of some league playoff games, changes to the schedule may be required. While we try to avoid this situation, please be patient and know in advance this may occur. If it does happen, as much advance notice as possible will be given to the affected teams.

Tournament Rules

1. Winnipeg Minor Hockey Association Rules and Regulations will apply unless modified below.
2. All games are three 12 minute stop time periods.
3. Shifts will be change on the fly.
4. In the event of an injury which forces a stoppage of play, the injured player must leave the ice and may return next shift.
5. All penalties will be served to the end of the penalty's duration. The player may return to his bench at the first stoppage of play following the expiration of his/her penalty. However, the oncoming shift will be allowed to ice the team at full strength.
6. **NO pulling of the goalie is allowed (end of game or delayed penalty calls)**
7. Ensure proper double-shifting rotation; if applicable (see Rule #11.a). Referees will be supplied.
8. In the event of teams wearing the same colours, the home team will wear pinnies (supplied by JTCC).
9. Only those players listed on team rosters are allowed to participate.
10. If a team has fewer than 10 skaters (11 players including the goalie), 5/6 players may be called up from their area association only to fill their roster to 10 skaters

Round robin games:

11. A) If a team is short players, double shifting of players will be allowed. ALL PLAYERS ARE TO BE ROTATED EQUALLY THROUGH THE LINE UP. Coaches are to advise the other team if they have to double shift prior to the start of the game. Time keepers are to keep track of players being double shifted. Failure to adhere to the spirit of this rule will result in a loss.

- b) Win = 2 points, Tie = 1 point, Loss = 0 points
- c) Top team from each pool will advance to the semi finals round.
- d) In the event of a tie in the pool standings, ties will be broken as follows:

Two-way Tie:

- i. Winner of game between tied teams
- ii. Goals for/against differential vs. all teams*
- iii. Goals for vs. all teams
- iv. Coin toss

* There will be a maximum 7 goal differential allowed. For example, if a team wins 12-0, the game will be recorded as 7-0.

Three-way Tie:

- i. Goals for/against differential vs. tied teams*
- ii. Goals for vs. tied teams
- iii. Coin toss

Playoff games:

12. A) **NO DOUBLE SHIFTING ALLOWED**. Teams are to ensure they have a minimum 10 skaters on the ice, using 5/6 players as call ups if required. Refer to rule #10.

b) Tie games will result in sudden death overtime. First 2 minutes is 4 on 4.

If no goal is scored then 3 on 3, 2 on 2, 1 on 1 and finally 1 on 1 with no Goalie.

c) Prior to the start of the game, coaches are to number players 1 thru 11 on the game sheet that will participate in overtime. Numbers 1 -4 will play 4 on 4, etc. If a team has less than 11 skaters, no player can play again in overtime until all players on the team have played. The other team will be allowed to cut their roster at the same point as the team that is short in order to keep the game fair and competitive For example: Team A has 10 skaters. The overtime goes down to 1 on 1 with no goalie. Team A has now used up all their players. Team A is now allowed to put Player #1 back on the ice. Team B has 11 skaters and has not used up all their players yet. However, more than likely Player #1 on Team A will be a stronger player. Player #11 on Team B will more than likely be a weaker player. To keep the game fair, the coach from Team B has the option of putting their Player #1 back on the ice.