

APPENDIX C

TOURNAMENT RULES

- 1.0 The Provincial Championships will be played under the official Hockey Canada Rules, with the exception of Hockey Manitoba regulations and/or rules adopted by the Association.
- 2.0 Each team may have a maximum of nineteen (19) players. Affiliate players may only be used provided the approved rosters of the affiliate players have been presented prior to the start of the tournament. The list of players must be presented to the Host Committee Chair, prior to the start of the tournament.
- 3.0 Ties as a result of round robin play shall be resolved in accordance with paragraph 67. a)-f) page 79-80 of the Hockey Manitoba Handbook. Please note that teams are awarded 2 points for a win and 1 point for a tie in round robin play.
- 4.0 Minor Chairperson to determine "Home" and "Away" teams for Provincial Tournament Draw. Teams must be ready to play at the appointed time. Home teams during round robin play will be designated randomly and as evenly as possible. After round robin play, the home team will be the highest ranking team (after round robin) in all games. The home team shall wear light colored jerseys.
- 5.0 No overtime shall be played in round robin play. Overtime after round robin play shall be sudden victory as follows:
- a) Two minute break after third period
 - b) Teams do not change ends
 - c) 10 minute stop time period (game is over after first goal scored)
 - d) If still tied after 1st 10 minute overtime period, break and re-flood ice (teams now change ends)
 - e) Continue 20 minute sudden victory periods (break and re-flood after each period)
- * Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
 - * If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.
- 6.0 The length of all games will be:
- Pee Wee & Atom - Three fifteen minute, stop time periods.
 Bantam & Midget - Two fifteen minute, stop time periods and one twenty minute, stop time period.
 Break for resurfacing of ice before each game and between second and third period.
- NOTE:** Break for ice resurfacing between first and second period is optional if time permits, but shall not be required for all games throughout the tournament.
- 7.0 Minor penalties shall be 2 minutes in length, whether playing straight or running time.
- 8.0 In the event that teams are tied for a playoff position, the following procedure will apply:
- Tie Breaker:**
- a) The result of a round robin game involving the tied teams will apply in the event two teams are tied, the winner of the round robin game between those two teams will advance to the play-offs. Similarly, if three teams are tied, the team which has a 2-0 record in games against the tied teams will advance. If four or more teams are tied, proceed to b).
 - b) If teams are still tied after (a), then the team or teams with the most wins would gain the higher position.
 - c) If the teams are still tied after (a) and (b) have been applied, then the team with the best goal average would qualify. The goal average of a team is to be determined by dividing the total number of goals for by the total number of goals for and against, with the team having the highest percentage gaining the higher position.
- In the event a tie exists between three or more teams, goal average will decide the positions of all teams tied.
 (Ex. For: 10 goals, Against: 4 goals; Percentage is 10/14 = .714)
- d) If the teams are still tied after (a), (b), (c), the team to qualify would be the team which scored the first goal in the game between the two teams. If more than two teams are tied, the team that has scored the most first goals in all games involving the tied teams will advance.
- NOTE:** All games each tied team has played in the round robin are used in the goal averaging.
- e) If the teams are still tied after (a), (b), (c) and (d), the team to qualify would be the team that received the least minutes in penalties during the round robin schedule.
 - f) If teams are still tied after all previous methods have been applied the winner of the play-off position will be decided by a single toss of a coin.
- 9.0 The disciplinary rulings, in compliance with the Hockey Manitoba Suspension Procedures, shall be applicable for the duration of the tournament.
- Suspensions which occur during provincial play and carry over will be filed with the Minor Director, Chair, or designate.
- 10.0 Managers and coaches shall be deemed responsible for the behavior of their teams and team supporters. Any inappropriate behavior or actions by those persons registered with Hockey Manitoba shall be subject to disciplinary actions as prescribed in the Bylaws, Rules and Regulations.
- 11.0 Protests will not be entertained on the outcome of any FINAL Championship game.
- 12.0 All Provincial games will have a seven goal mercy rule. Any game with a seven goal difference in score shall revert to straight time for the remainder of the game or until the score difference is less than seven.

SouthWest Jets 2010-2011

#	Name	Position	YOB	Height	Weight
3	Paul Vigier	D	96	5'10"	128
7	Wesley Fallis	D	96	5'8"	134
8	Russel Unrau	F	96	5'9"	133
9	Colton Long	F	96	5'11"	130
10	Devon Skoleski	F	97	5'1"	96
11	Alex Tetrault	F	96	5'7"	132
12	Danick Morin	D	96	5'9"	120
13	Tyler Anderson	D	96	5'8"	140
16	Jordan Weir	F	96	5'10"	136
17	Noah Cousineau	D	98	5'5"	117
18	Jared Hunter	F	97	5'3"	116
19	Eric Lebrun	F	96	5'3"	113
20	Neil Rochon	F	97	5'5"	119
23	Jeremy Baldwin	D	96	5'10"	128
87	Ryan Wiebe	F	96	5'5"	136
43	Brett Stadnyk	G	97	5'0"	104
34	Caelan Chornoboy	G	97	5'1"	94

Coach - Gerald Tetrault
 Assist Coach - Derrick Collette
 Assist Coach - Tyler Wrixon
 Manager - Pat Wiebe



I

Industrial

V

Ventilating

C

Contractors

24 Trottier Bay,
 Winnipeg, MB. R3T 3Y5

Tel. (204) 284-2002
 Fax. (204) 284-2882

E-mail: admin@ivcltd.com