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# Ice Hockey Abridged Rules



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#### GUIDING BODIES

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#### EVENTS

UNISEX; 18+

Division I -Ex-pro, CHL, USAHL,

- Teams entered from a department/agency over 1000 members including combined organizations, teams representing a province, state, country. Previous winners of DIV II

Division II -Junior, B,C.

- Teams entered from a department/agency with less than 1000 members. Previous winners of Intermediate

Intermediate Division-

- Teams entered from a department/agency with intermediate players only. Previous winners of Novice.

Novice Division-

- Teams entered with novice players only. Intermediate or higher caliber players are not allowed in this Division. No exceptions.

WOMEN; 18+

UNISEX; 40 +

Teams must be made up of only members from within their country.

Exception: Novice Division teams can be combined from multiple countries.



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For all events, Roster will include a maximum 22 team members: 20 players, 2 goal-keepers (plus 1 Non-Playing Coach/Manager).

#### GENERAL SPORT RULES for Ice Hockey

A mandatory team meeting will be held prior to round robin play. Only the team Captain and/or an Assistant Captain to attend. (2 maximum/team). This purpose of this meeting is to inform team captains of expectations and to answer any questions.

No body checking is permitted in any division.

Personal equipment will be supplied by the competitors and shall comply with the safety requirements as specified in the IIHF (or national/state affiliate) rule book. HALF OR FULL COVERAGE MASKS ARE MANDATORY FOR ALL PLAYERS..

All players must wear approved safety equipment including helmets and a minimum of a visor on the ice during the game and pre-game warm-up period.

The rules specify the use of protective equipment out of concern for the orderly playing of the game, and for the safety, health and welfare of participants. However, such rules do not imply a guarantee by the WPFGE that the use of such equipment will provide protection from injury. It is the responsibility of the player to ensure that the equipment used conforms, where specified, with the official playing rules and is worn and maintained in good condition in accordance with the manufacture's warranties.

**VIOLENT OR NON-SPORTSMANSLIKE PLAY WILL NOT BE TOLERATED.** A player involved in a fight or violent intentional contact with an opposing player during the tournament, will be expelled from the remainder of the tournament. Additional sanctions may be levied by the WPFGE. The WPFGE Incident Review Committee will review the circumstances of all incidents where a player has been expelled. Detailed game reports will be required.

#### GAME DETAILS

Round robin games will consist of three 12-minute stopped-time periods with a 5-minute warm up preceding each game and a 2-minute break between periods.

Single elimination and medal games will consist of three 15-minute stopped-time periods. If time permits, a dry scrape or an ice clean is recommended between periods.

For medal Games the ice must be resurfaced after each period.



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Round Robin play: if the score differential is 6 goals at any point during the game, the remainder of the game will be on running time.

(These times may be adjusted with the approval of the WPFGE Director for Ice Hockey)

#### OVERTIME RULES

All games will be played to determine a winner.

Teams will not change ends in overtime.

An ice clean will commence before playoff and medal games go into overtime.

If at the end of the three (3) regular periods in a single Round Robin, playoff or Championship game, the two (2) playing Teams are tied, the Teams will then play a “sudden death” Overtime period of not more than five (5) minutes with the Team scoring first declared the winner. The Overtime period shall be played with each Team at a numerical strength of three (3) Skaters and one (1) Goalkeeper.

#### GAME WINNING SHOTS (SHOOTOUT):

Game winning shots will be conducted as follows:

- Game Winning Shots is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- The referee shall call the two captains to the referee’s crease to flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the Game Winning Shots procedure(s).
- The Game Winning Shots procedure shall begin with three different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden victory shootout.



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- Can reuse the same players after the first 3 different shooters.

#### Sudden Victory Game Winning Shots

- The sudden victory shootout will be conducted as follows:
- A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in sudden victory shootout, whether or not they shot in the previous round.
- Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.

The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored. In the final score only 1 goal from the Game Winning Shots is credited to the winning team's score.

In pool play, 3 points will be awarded for a win in regulation; 2 points will be awarded for a win in OT or Game Winning Shots; 1 point for a loss in OT or Game Winning Shots. 0 points for a loss in regulation;

Win Regulation:3 Points

Win Following Tie:2 Points

Loss Following Tie:1 Point

Loss Regulation:0 Points

#### TIE BREAKER:

In pool play, if two or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking format. If one tiebreaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tiebreaking process over again at step 1. (If all tied teams have not played each other, then proceed to step 2. Note: a team may go into the tiebreaking process having defeated another of the tied teams and still not advance).

1. The results of the game played between the teams tied in the following order:
  - a. The points acquired in these games.
  - b. Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus, with a maximum surplus of eight goals per game for calculation purposes.
  - c. Dividing the goals scored in these games by the goals scored against, with a maximum surplus of eight goals per game for calculation purposes, the positions being determined



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in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”

2.If after applying the formulas of 1 a, b or c, the tie still exists, the following formula will be followed until one rule determines the position of all teams that are tied using all the games played by the teams tied:

- a. The points acquired in all games.
- b. Subtracting goals scored against from goals scored in all games, the positions being determined in order of the greatest surplus, with a maximum surplus of eight goals per game for calculation purposes.
- c. Dividing the goals scored in all games by the goals scored against, with a maximum surplus of eight goals per game for calculation purposes, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”
- d. The lowest number of goals against using all the games played by the teams tied.
- e. The fewest overall penalty minutes using all the games played by the teams tied.

Note 1: Forfeits - If a team forfeit any of its games and becomes involved in any tie-breaking formula to determine its eligibility to advance to the next level of play, all games involving that team in the round robin play will be considered as forfeits and the games will be recorded as 1-0 victories for the non-offending team.

Note 2: The formulas shall be applied in order 1 a, b, c, then 2 a, b, c, d, e.

2. If the above procedures do not break the tie, the order of any teams remaining tied shall be determined by coin flip. The team traveling furthest to compete will make the call.

#### PLAY-OFF SEEDING:

Teams will be seeded into the playoffs based on their placing in the round robin play, with first place teams being seeded first followed by second place teams and so forth.

In the event of combined divisions the host organization and the WPFG director has the right to seed teams appropriately following the round robin.