

PLAYING REGULATIONS - MEN'S ICE HOCKEY

A. CHAMPIONSHIP ROSTER

A team shall be composed of twenty-two (22) players (which includes 2 goaltenders) plus five (5) team officials. A third goaltender may be added to the roster for a total of 23 players. (Note the 23rd player must be a goaltender otherwise the roster remains at 22). **The 22 man roster is not frozen.**

A.1 GAME ROSTER

All players, except the third goaltender, are eligible to be part of the 20-man game roster for all games. The third goaltender can only become eligible to play in the event that the championship physician certifies one of the two originally declared goaltenders unfit to play.

B. TEAM BENCH

C. PARTICIPANTS

C.1 TEAMS

The six teams for the 2006 Canadian Interuniversity Sport National Championship (University Cup) are as follows:

- OUA Representative
- QSSF Representative (Participates in the OUA Sport Conference – East Division)
- Canada West Representative
- Atlantic University Sport Representative
- Host (University of Alberta)
- Assigned berth rotating (**OUA**)
(Refer to Policy 20.20.4.6 for more details)

The Regional Association providing the team for the rotating assigned berth is responsible to determine the format for that team's selection. The selection process must be confirmed to the Canadian Interuniversity Sport office at the beginning of the season. The selection must be determined **one week** prior to the Canadian Interuniversity Sport Championship.

- C.2 IDENTIFICATION
- C.3 INDIVIDUAL ELIGIBILITY
- C.4 INDIVIDUAL ENTRIES
- C.5 INDIVIDUAL RANKINGS
- C.6 TEAM ENTRIES
- C.7 TEAM RANKINGS

D. COMPETITION

D.1 TYPE OF EVENT AND EVENT ADMINISTRATION

The championship shall be a four (4) day event held annually in the last week of March. The championship shall consist of six (6) teams competing in round robin play (2 pools of 3 teams). Each team shall play a total of 2 games with the winner of each pool advancing to the championship final.

All Sport Conference championships shall be completed the **Saturday** prior to the **start of the** Canadian Interuniversity Sport National Championship.

D.2 DRAW, POOLS, SEEDINGS, TRIALS AND HEATS

D.2.1 SEEDING

The pools shall be seeded as follows:

- a. The three (3) Sport Conference champions will be seeded 1st, 2nd, and 3rd based on their relative national ranking in the final Top Ten of the season.
- b. **Pool A will have the #1 seed. Pool B will consist of #2 and #3.**
- c. The remaining three qualifying teams will be **assigned as per D.2.2.**

D.2.2 POOL STRUCTURE

Option A

If there are two teams from each conference in the CIS Championship then geography is used to ensure that no conference is duplicated in a pool. For example:

If AUS is #1, OUA (E) #2 and CWUAA #3 then the pools would be as follows:

Pool A

AUS #1
OUA (W)
CWUAA

Pool B

OUA (E)
CWUAA
AUS #2

Note : In the above example OUA (W) and CWUAA would be placed in their pool by their final CIS ranking.

Option B

If there are three teams from one conference then the 3rd place team is in Pool A and geography determines the final two placings. For example: If AUS had three (3) representatives and CWUAA was #1, OUA (E) was #2 and AUS was #3 the pools would be as follows:

<u>Pool A</u>	<u>Pool B</u>
CWUAA	OUA (E)
OUA (W)	AUS #1
AUS #3	AUS #2

D.2.3 PROCEDURES

- a) **The conference call will be scheduled on the Sunday prior to the National Championship (as soon as possible upon completion of final top 10) with the Executive of the Coaches Association and the CIS Manager Events & Programs.**
- b) **Immediately following the conference call, the Canadian Interuniversity Sport office will release the final seeding and schedule.**
- c) **Any member institution who releases this information prior to the embargo established by the Canadian Interuniversity Sport office will be fined \$500.00.**

D.3 FORMULA AND FORMAT

D.4 PROCEDURES AND PROTESTS

D.5 SCHEDULE OR ORDER OF EVENTS

Each team will be considered the home team for one game and the away team for one game during the two round-robin games. The top seeded team in each pool plays on day one against the lowest seeded team in their respective pool. The higher seeded team on day one shall be the away team for that game. The two winners of round robin games on day one automatically advance to day three. The two losers of round robin games on day one play again on day two against the two teams with a bye on day one. The host team can be scheduled on Friday and Saturday evening, regardless of their seeding, at the discretion of the Host Committee. All games in a particular pool will be played in the same time slot (i.e. afternoon or evening). The Host Committee will be responsible to assign the time slot for each pool.

In the championship final, the team with the better record in round robin play will be declared the home team. If both teams have identical records then the provisions of D.9 will determine the home team with the exception that a coin toss will be used instead of penalty shots.

D.6 GAME TIME

D.7 PRACTICE TIMES / WARM UPS

Each of the six (6) teams will receive an optional one (1) hour of practice time in the championship facility on the day prior to round robin play beginning. During the three days of round robin competition the two (2) teams having a bye on each day will receive an optional one and a half hour morning practice time at a secondary facility. The four teams playing on each day of round robin competition will receive an optional 45 minute morning practice time at the game day facility. On the championship final day the two (2) teams playing will receive an optional 45 minute morning practice time at the game day facility. The following order of priority will be considered when teams are assigned practice times: game times and time of arrival in the host city.

D.8 OVERTIME AND TIME-OUTS

D.8.1 REGULAR SEASON

A 5-minute sudden victory overtime period will be played to attempt to determine a winner. There will be no flood, no rest periods and teams will not change nets.

D.8.2 PLAY-OFF

In the event of a tie at the end of regulation time, a 3 minute bench rest shall be permitted and then a 10 minute sudden victory overtime period will be played. If the outcome is still undecided, teams shall leave the ice for the standard intermission time, determined by the respective Sport Conference, to allow resurfacing of the ice. Play will then continue with 20 minute sudden victory overtime periods until a goal is scored. At the end of each 20 minute period, teams shall leave the ice for the standard intermission time to allow resurfacing of the ice.

D.8.3 CANADIAN INTERUNIVERSITY SPORT CHAMPIONSHIP

a) Round Robin Games and Championship Final

In the event of a tie at the end of regulation time, a 3 minute bench rest shall be permitted and then a 10 minute sudden victory overtime period will be played. If the outcome is still undecided, teams shall leave the ice for the standard championship intermission time, determined by the Host Committee prior to the championship (in consultation with the CUHCA), to allow resurfacing of the ice. Play will then continue with 20 minute sudden victory overtime periods until a goal is scored. At the end of each 20 minute period, teams shall leave the ice for the standard championship intermission time to allow resurfacing the ice.

b) Shootout Procedure

Where a shootout is required as per the provisions of either section D.1 or D.9, the IIHF shootout protocol shall be used with the exception that the 5 shooters for each team will be selected by the respective coaches at the conclusion of overtime and communicated to the referee within 3 minutes. Refer to Annex A for shootout protocol.

D.9 TIE-BREAKING

Should two or more teams in the same pool be tied in points at the end of round robin play, the following criteria shall be used to break the tie:

1. Goals For and Against Difference; if still tied
2. Goals For and Against Average; if still tied
3. Goals For; if still tied
4. Goals Against; if still tied
5. Penalty shots

1st Example:

	Standings	W	L	PF	PA	GD
Team A – 0 vs Team B – 1	Team A	1	1	4	4	0
Team A – 4 vs Team C – 3	Team B	1	1	3	6	-3
Team B – 2 vs Team C – 6	Team C	1	1	9	6	+3

Step 1 – You must first establish who is playing for Gold.

Step 2 – Three way tie in points with each team having a win and a loss, move to 1. goal differential.

Step 3 - Team C is playing for Gold with a +3 goal differential.

2nd Example:

	Standings	W	L	GF	GA	GD
Team A – 2 vs Team B – 7	Team A	1	1	6	10	-4
Team A – 4 vs Team C – 3	Team B	1	1	9	7	+2
Team B – 2 vs Team C – 5	Team C	1	1	8	6	+2

Step 1 – You must first establish who is playing for Gold.

Step 2 – Three way tie in points with each team having a win and a loss. 1. Goal differential eliminates Team A from the tie-breaker. Continue to 2. goal average.

Step 3 – Criteria 2. establishes Team B ($9-7 = 2 \div 7 = .28$) Team C ($8-6 = 2 \div 6 = .33$) Team C plays for Gold with a .33 average.

NOTE: It is the responsibility of the Hosts' Technical Delegate to supply information re final pool standings.

D.10 SCORING AND STANDARDS

D.11 RECORDS AND STATISTICS

E. EQUIPMENT AND FACILITY

- E.1 BALL
- E.2 VIDEO
 - E.2.1 FIRST ROUND OPPONENT
 - E.2.2 VIDEO TAPING - HOST REQUIREMENT
- E.3 NUMBERED UNIFORMS
- E.4 BIBS, SOCKS, SHIRT COLOR, TIGHTS AND TOWELS

- E.5 HEAD GEAR AND HELMETS

Regional Associations are permitted to approve the use of a Type 4 CSA approved visor (half-visor) for use in league play. If, however, the half-visor is worn, an internal mouth guard must also be utilized. Should officials encounter a player who is not wearing an internal mouth guard, they are instructed to remove the player from the playing surface and that player cannot participate in the play until such time as he obtains an internal mouth guard. Should the player return without an internal mouth guard, or refuse to leave the ice when instructed to do so by the referee, he shall be assessed a Minor penalty for Delay of Game.

Goaltenders must at all times wear a CSA approved helmet and facial protector while participating in the game. Alternate goaltenders, while seated on the players' bench, are permitted to wear a player's helmet (properly fastened) with the minimum CSA approved half-visor.

- E.6 CAPTAIN'S IDENTIFICATION
- E.7 DEPTH CHARTS
- E.8 SPOTTER PHONES
- E.9 FACILITY AND MEET REQUIREMENTS

F. RULES

Competition shall be governed by the official playing rules of the Canadian Hockey Association for all pre-season, regular season, playoff and Canadian Interuniversity Sport Championships with the following exception:

Please note that when a review of an infraction/penalty/rule is required, the review will be completed by the respective Regional Association or Championship Management Committee as appropriate.

F.1 RED LINE

The center red line shall be removed for the purpose of eliminating the off-side pass rule.

F.2 COACH VIEWING

The head coaches and/or his assistant must be in close proximity of their respective players bench and in view of the ice during the pre-game warm-ups until the last team has left the ice.

F.3 SUPPLEMENTARY DISCIPLINE

Each hockey Sport Conferences' convener be responsible for keeping a weekly record of game misconduct/gross misconduct/match penalties of all games (league, playoff, and exhibition). These totals are to be presented to the Championship Management Committee at the pre-championship coaches meeting.

F.3.1 Instigator/Aggressor in a Fight

Instigator of, or aggressor in a fight - a one game additional suspension along with the one game suspension for fighting (a total of two (2) games).

Player involved in a fight against an instigator (where an instigator penalty is called) – would be ejected from the game, but would not be suspended for the following game(s).

F.3.2 Game Misconduct Penalties

F.3.2(a) player receiving a fighting major - ejection from the current game plus a one (1) game suspension.

F.3.2(b) player(s) identified as being involved in a 2nd, 3rd or subsequent fight during the same stoppage of play - two (2) game suspension.

F.3.2(c) player(s) 3rd, 4th, 5th, etc. man into a fight - minimum two (2) game suspension.

F.3.2(d) leaving players' bench or penalty bench during fight or for the purpose of starting a fight - two (2) game suspension.

F.3.2(e) verbal abuse of a game official - minimum one (1) game suspension for the first offense, a minimum three (3) game suspension for the second offense, and an indefinite suspension for any subsequent offense until reviewed by the Championship Management Committee (which includes the President of the Coaches Association or designate).

F.3.2(f) a player who is assessed a major penalty for checking from behind and a game misconduct will automatically receive a one game suspension.

for a second occurrence, the player will receive a two game suspension

for a third occurrence, the player will receive an indefinite suspension until reviewed by the Association President or designate.

F.3.3 Gross Misconduct Penalties

- F.3.3(a) player assessed a gross misconduct - minimum of two (2) game suspension.
- F.3.3(b) a second gross misconduct assessed to the same player in the same season results in a minimum of a one season suspension including play-offs, plus review by the Association President or designate prior to reinstatement.

F.3.4 Match Penalties

- F.3.4 (a) hair pulling or spitting - two (2) game suspension.
- F.3.4 (b) butt ending, head butting or grabbing face mask - three (3) game suspension.
- F.3.4 (c) spearing, kicking, or stick swinging - three (3) game suspension.
- F.3.4 (d) deliberate attempt to injure not covered above - four (4) game suspension.
- F.3.4 (e) molesting an official - referred to Judicial Committee.
- F.3.4 (f) a second match penalty assessed to the same player in the same season - indefinite suspension until reviewed by the Association President or designate.

F.3.5 Coaches Discipline

- F.3.5 (a) coaches receiving a game misconduct receive a one game suspension. Coaches receiving a second game misconduct in the same season receive a two game suspension.
- F.3.5 (b) coaches receiving a gross misconduct for disrespect of an official will receive a minimum three games suspension and the case will be referred to a Judicial Committee to determine if further sanctions are to be imposed.
- F.3.5 (c) coaches identified as having player(s) leaving players' or penalty bench at the same time during a fight for the purpose of starting a fight - one (1) game suspension.
- F.3.5(d) coach identified as having the first player(s) leaving players' or penalty bench during a fight or for the purpose of starting a fight - two (2) game suspension.

F.4 STICK RULE

Canadian Interuniversity Sport will utilize a modification of the Canadian Hockey Association stick rule with the following guidelines:

- F.5.1 stricter enforcement of holding an opponent's stick with a glove.
- F.5.2 stricter enforcement of calling hooking when an opponent is held back by the stick while attempting to back check or play the puck.
- F.5.3 stricter enforcement of calling hooking when the butt end of the stick is extended out from the player's top hand and the stick is used to hold back an opponent.

F.5 INTERFERENCE CALLS

Body position will be critical in the calling of penalties. Interference from behind (in regards to the non-puck carrier/off side winger) will be most strictly enforced, with the visual cue being reaching with the stick to impede the progress of an opponent.

This allows players that have skated to achieve good body position, the opportunity to maintain their position, and will restrict players from interfering with others or gaining body position through the use of the stick as a hook, or to hold. Any player who attempts to check a non-puck carrying player by hooking him on the shoulder, chest, biceps, or elbow will be assessed an interference penalty.

A defencemen screening a fore checker with his stick or arms extended, to protect his defensive partner from a fore checker, will be penalized for interference. When a fore checker is between the defensive player and the puck, and the defensive player uses high stick or hands/arms to hold, restrain, or otherwise interfere with the skating motion of the fore checker, interference will automatically be called. If the defensive player can gain body position by skating to a point between the fore checker and the puck, then more tolerance for interference will be allowed, provided he doesn't employ his stick or arms to impede the progress of the fore checker once he has established his position.

NOTE: Canadian Interuniversity Sport is prepared to be more tolerant of physical play in the corners or along the boards, provided it does not involve stick work or checking from behind. Infractions between two players fighting for the puck are more tolerable than are infractions involving interference types of activities.

Holding the stick.

If a player closes his hand on an opponent's stick he will receive a minor penalty. This is a non-skilled act by a player designed to eliminate a player from demonstrating his skills. This infraction most often occurs in front of the net for obvious reasons, but frequently players have also holding infraction which are deemed illegal include:

- i) offensive holding when the attacking player grabs an opponent's stick in order to fend off a check.
- ii) the off wing player or the non-puck carrier cannot be restrained by a defensive player by holding the stick.
- iii) players behind the play cannot hold an opponent's stick

Officials will always react to the grabbing or holding of another player's stick. It is easy to spot and will not be tolerated.

F.6 ACCUMULATION OF PENALTIES

F.6.1 Suspensions

Game suspensions are to be served immediately and consecutively in previously scheduled games.

Playoff rosters of teams shall not be frozen due to a player suspension. Each team shall be allowed to dress twenty (20) players, as declared at the start of the game. These 20 athletes shall be chosen from the team's list of 22 players declared at the start of the series.

F.6.2 Stick related penalties

Should a player be ejected from a game for the second time in the same season for accumulation of three stick infractions in one game, the player will receive a two game suspension.

For a third occurrence, the player will receive an indefinite suspension until reviewed by the Association President or designate.

F.6.3 Checking from behind where a 2 minute penalty was assessed

1st occurrence: game misconduct (does not count in the accumulation of penalties)

2nd occurrence: game misconduct (does not count in the accumulation of penalties)

3rd occurrence: game misconduct plus one game suspension

4th occurrence: game misconduct and indefinite suspension until reviewed by the league convener for further disciplinary action

Note: Penalties assessed under rule F.4.2. and F.7.3 would count in the accumulating of penalties for the checking from behind infraction.

G. MEETINGS

G.1 COACHES TECHNICAL MEETING

A participating coaches Technical meeting will be held prior to the first game at the National Championship. Date and time of the meeting is at the discretion of the Host Organizing Committee.

G.2 COACHES ASSOCIATION MEETING

G.3 COACHES CLINIC

G.4 PRESS CONFERENCE

H. OFFICIALS

H.1 FUNDED OFFICIALS

- a) Canadian Interuniversity Sport will be responsible for all travel costs for three officials.
- b) The 4 non-host Branch linesmen will have their travel costs covered by their home Branch (or additional local linesmen will be used).

H.2 ASSIGNMENT

- a) 3 referees assigned by the Canadian Hockey Association one from each Sport Conference of the Canadian Interuniversity Sport (Atlantic University Sport, QC/OUA, Canada West)
- b) 6 linesmen assigned by the Canadian Hockey Association (2 should be from the host Branch)

H.3 NEUTRALITY

H.4 QUALIFICATIONS

- a) Experience officiating Canadian Interuniversity Sport Men's Ice Hockey. Referees must have officiated at least three (3) Sport Conference or playoff games in the current season in order to be eligible for selection.
- b) Canadian Hockey Association Officiating Program Level VI certification for referees.
- c) Canadian Hockey Association Officiating Program Level IV (minimum) certification for linesmen.

H.5 HOST RESPONSIBILITIES

Ground Transportation, meals, accommodation and fees.

H.6 NSO'S RESPONSIBILITIES

Canadian Interuniversity Sport Responsibility: Economy airfare for three officials (referee or linesman, at the discretion of the Canadian Hockey Association) from the airport closest to their residence to the site of the championship and return.

H.7 FEES

\$120/referee/game and \$60/linesman/game

H.8 STAND BY OFFICIAL

H.9 SELECTION PROCESS

- 1) Coaches recommend, in rank order, three top officials in their Sport Conference (vote system) to be submitted to their Sport Conference convener/commissioner.

- 2) The convener/commissioner tabulates the votes and submits the top three officials in rank order (1 being the most favored, 3 being the least) to the Canadian Interuniversity Sport Office no later than 45 days prior to the championship.
- 3) The Canadian Interuniversity Sport Office will submit the lists of officials from the Sport Conferences to the Canadian Hockey Association
- 4) Canadian Hockey Association makes the final selection of referees from the list provided by the Sport Conference convenors and in consultation with the convener from the National Championship Host Sport Conference. The Host convener is required to submit the list to the Canadian Interuniversity Sport Office no later than 30 days prior to the Championship.

H.10 ON SITE ASSIGNMENT

I. AWARDS AND TROPHIES

**PLEASE REFER TO POLICY 60.20 FOR MORE DETAILS RE STANDARD CHAMPIONSHIP AWARDS.*

I.1 CANADIAN INTERUNIVERSITY SPORT PENNANT AND CHAMPIONSHIP TROPHY

Presented to the Canadian Interuniversity Sport Championship team.

I.2 CANADIAN INTERUNIVERSITY SPORT MEDALS

Gold, silver and bronze medals to the top 3 teams.

I.3 ALL-CANADIANS

- a) 6 First-Team and 6 Second-Team All-Canadians will be selected by the Coaches Association (3 Forwards, 2 Defensemen & 1 Goaltender for each Team).
- b) 6 players will receive "Honorable Mentions" (3 Forwards, 2 Defensemen & 1 Goaltender).
- c) Selection of All-Canadians and individual award recipients shall be completed no later than 10 days prior to the National Championship.
- d) Nominations must be submitted by using the CIS nomination form circulated annually by the Coaches Association.
- e) To win the national award the nominees must have been named to the All-Star team in their sport conference, if such a team is named.

I.4 OUTSTANDING PLAYER OF THE YEAR (SENATOR JOSEPH A. SULLIVAN TROPHY)

- a) Selected by the Coaches Association.
- b) To win the national award the athlete must have won the player of the year award in their sport conference and must be a First-Team All-Canadian.

I.5 ROOKIE OF THE YEAR (CLARE DRAKE TROPHY) AND ALL-ROOKIE TEAM

- a) Recipient must be 21 years of age or younger as of September 1st in the year of entry into Canadian Interuniversity Sport hockey competition.
- b) Recipient must be in their first year of Canadian Interuniversity Sport eligibility.
- c) Selected by the Coaches Association.
- d) To win the national award the athlete must have won the rookie of the year award in their sport conference, if such an award exists.

All-Rookie Team

- a) Six (6) positioned players who meet the age and eligibility restrictions will be selected by the Coaches Association (3 Forwards, 2 Defensemen & 1 goaltender).
- b) Must have been a rookie of the year nominee to their sport conference and final voting must adhere to the conferences rank order.

I.6 COACH OF THE YEAR (FATHER GEORGE KEHOE MEMORIAL AWARD)

- a) Selected by the Coaches Association.
- b) Based on overall record, improvement, leadership and contribution to university hockey.
- c) To win the national award the coach must have won the coach of the year award in their sport conference, if such an award exists.

I.7 RANDY GREGG AWARD (STUDENT-ATHLETE COMMUNITY SERVICE AWARD)

- a) Recipient who best exhibits outstanding achievement in 3 areas: hockey, academics and community involvement.
- b) Selected by the Coaches Association.
- c) To win the national award the athlete must have won the award in their sport conference, if such an award exists.

I.8 MAJOR W.J. (DANNY) MCLEOD AWARD - CHAMPIONSHIP MVP

- a) Awarded to the Most Valuable Player of the Championship.
- b) Selected by a 3 member committee of the Coaches Association (1 coach from each sport conference) coordinated by the championship convener.
- c) Must be a member of the Tournament All-Star team.

I.9 TOURNAMENT ALL-STAR TEAM

- a) All-Stars (3 Forwards, 2 Defensemen & 1 Goaltender) of the championship selected by a 3 member committee (1 coach from each sport conference) of the Coaches Association.

I.10 COACHES ASSOCIATION MERIT AWARD

I.11 OTHER AWARDS

I.11.1 MOST SPORTSMANLIKE PLAYER OF THE YEAR (R.W. PUGH AWARD)

- a) Awarded to the player who best combine outstanding play and sportsmanship.
- b) Selected by the Coaches Association.

I.11.2 JOE KANE AWARD

- a) Volunteer of the Year as selected by the Host Organizing Committee.

J. COMMITTEES

J.1 CHAMPIONSHIP MANAGEMENT COMMITTEE

The Management Committee shall rule on all matters necessary for the championship to proceed and will, in addition, act as the Protest Committee at the championship. The Management Committee shall apply Canadian Interuniversity Sport Rules. The Management Committee may not, nor may any member, make an exception to any Canadian Interuniversity Sport Rule or to a sanction imposed by Canadian Interuniversity Sport. The Management Committee has no jurisdiction to consider or interpret Canadian Interuniversity Sport Eligibility Regulations.

Composition of the Management Committee shall be:

- i) Convener of Championship - non-voting chair;**
- ii) Canadian Interuniversity Sport Delegate;**
- iii) Technical Delegate;**
- iv) President of the Coaches Association, or designate.**

A quorum shall require all of the four members, or their replacement.

If a member of the Management Committee was involved, directly or indirectly, in a decision or an interpretation of a Canadian Interuniversity Sport Rule that is being appealed/protested to the Management Committee that member shall be excused from the Management Committee. In this event, the remaining members of the Management Committee have the authority to appoint as a replacement for the excused member an individual who is independent, unbiased and uninvolved in the matter in dispute. The decision regarding whether a member of the Management Committee should be excused and replaced lies solely with the Management Committee.

J.2 JURY OF APPEAL

J.3 DELEGATES

K. APPENDICES

ANNEX A**SHOOTOUT PROCEDURE IN THE EVENT OF A THREE-WAY TIE IN POOL STANDINGS**

Regulation D.8.3

b) Where a shootout is required as per the provisions of either section D.1 or D.9, the IIHF shootout protocol shall be used with the exception that the 5 shooters for each team will be selected by the respective coaches at the conclusion of the last game in pool play and communicated to the referee within 3 minutes.

Procedures:

1. A repeat of pool play is conducted using the IIHF shoot-out protocol with modifications noted below. Each shoot-out must have a winner.
2. The order of the shoot-outs will be arranged according to the tournament schedule.
3. Eligible to participate in the shooting competition will be the players registered for the championship. Each team shall nominate two goalkeepers and five players by name and uniform number in the order they will take the shots, on the form handed over to them by the linesman. The lists submitted by the teams will be binding for the entire shoot-out competition.
4. In the event that a possible 3-way tie is in the mix, the non-playing team must be in attendance at the final game of pool play and be prepared to take shots. With 5 minutes left in the 3rd period, if the score indicates a possible 3-way tie, the 5 shooters and 2 goaltenders should proceed to the changing room to start dressing.
5. Suspended players are not eligible for the shooting competition.
6. At the conclusion of the last game in pool play, teams will leave the ice for resurfacing.
7. The non-playing team will be allowed a 10-minute warm-up at one end of the ice, once the ice is resurfaced. The other two teams may share the other end of the ice during this time to warm-up.
8. The goalkeepers may be changed after each shot.
9. The team designated as the visiting team will shoot first in the shoot-out. Teams will take shots alternately.
10. If still tied after 5 shooters, move to a sudden victory format (same 5 shooters in same order) until a winner is declared.
11. The initial round of 5 shooters will be completed regardless of the score in the shoot-out, as goals for and goals against will be used within the tie-breaking format.
12. 2 points will be awarded for a shoot-out win.
13. All goals for and against in the shoot-outs will be recorded to be used in a potential shoot-out tie-breaker.

14. The team with the most points (shoot-out wins/losses) shall be declared the winner.
15. In the event of a tie in points in the shoot-out, the tie-breaking protocol (Rule D.9) will be used. If teams are still tied after applying the first 4 criteria in D.9 then the shoot-out competition shall be repeated with NO carry-over from the first competition.

Example:

Pool A – Three-team Tie

Round 1

Team A (away) vs Team B (home)
Team A shoots first against Team B

Round 2

Team B (away) vs. Team C (home)
Team B shoots first against Team C

Round 3

Team C (away) vs. Team A (home)
Team C shoots first against Team A