

# Hockey Winnipeg Playoff Specific Rules



## Rule variations during the playoffs:

1. There is no cutting the clock in the playoffs. Playoff games must be completed in their entirety regardless of ice time expiring.
2. A & AA Overtime: If the teams are tied after the third period, a sudden death overtime period will be played following these criteria:
  - a. The overtime period will be the same length as the first period with teams defending the same net as the first and third periods.
  - b. Penalties assessed in regulation that have not expired shall be served to completion in overtime.
  - c. The teams play 4 on 4.
  - d. The following variations will be used for penalties in a 4:4 overtime. The goal of all i) to iv) is to ensure that a team does not play with fewer than 3 skaters.
    - i. What if there is one time penalty on the clock? **Play 4:3 for the power play.**
    - ii. What if there is one player from both teams serving a coincidental penalty? **Play 4:4.**
    - iii. What if there are two time penalties to one team on the clock? **Play 5:3 with each player exiting the box when his or her penalty expires. Return to 4:3 at the first stoppage after the first player exits the box.**
    - iv. What if there are 2 time penalties against both teams at the same time on the clock? **3:3 with players exiting the box when his or her penalty expires. Revert back to 4:4 or 4:3 at the first stoppage after both teams have had at least one penalty expire.**
  - e. If still tied after one period of overtime then the game ends and will be rescheduled.
  - f. If the game falls into one of the following two categories then the teams will continue to play 4 on 4 until a winner is determined.
    - i. If the current game (still tied) is a rescheduled game from a previous tie.
    - ii. **For A or AA, if the current game (still tied) is the A/B final, or city finals.**
3. AAA Hockey Overtime: The following criteria will be used:
  - a. The teams will play 1-20 minute-sudden-death period
  - b. The teams do not switch ends.
  - c. The teams play 5:5.
  - d. If the game remains tied at the end of the over time period, the game will be rescheduled.
  - e. The game will be played until a goal if:
    - i. The game is already a rescheduled game.
    - ii. If the game is a U17 Semi-final or Final.
    - iii. If the game is Bantam 1 or 2 Final.
4. At all levels, both teams will have one 30-second timeout per game; this time out may be used at any time including overtime.

- a. For all "A" level hockey, an extra timeout will be granted if the deciding game of a series (game 3 of 3; 5 of 5; 7 of 7) goes to overtime. This does not apply to AA/AAA.
5. Game reports for Game Misconducts, Gross Misconducts, and Matches are due within 12 hours.
6. Any other rules that are not mentioned here are still in effect. For example, the mercy rule is still in use, you may start games up to 15 minutes early if possible, no change icing for AA and AAA are still in use, penalty face-offs in offending team's zone is still in use for all levels.

**7. One extra thought...**

*Impact penalties* are very important in all hockey games, however, they are more important in the playoffs. Read "Game Management and Impact Penalties" found in the resource section of [wpgrefs.com](http://wpgrefs.com) to review impact penalties and professional reasoning about penalties.

Procedures regarding convenors and game sheets during the playoffs

The playoff convenor:

1. Is responsible to collect the game sheet.
2. Is not responsible to deal with suspensions. Your only response, if the convenor asks about suspension is "I will make a report to the division director in the next 12 hours, and he or she will deal with the suspension."

Game sheets:

1. Should be given to the playoff convenor. If you cannot find the playoff convenor then leave the game sheet in the dressing room.
2. Are never taken home during the playoffs. If you need to make a game report then take a picture of the game sheet or jot down the information on a piece of paper.