

Hockey Winnipeg Playoff Specific Rules



Playoff Formats

- All "A" playoffs are double knockout. During the finals:
 - The A-side winner must beat the B-side winner once to win the championship.
 - The B-side must beat the A-side winner twice to win the championship.
- All "AA" playoffs are best-of-three or best-of-five series.

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 (SR-7).
2. A & AA Overtime (From SR-5, Overtime)

In any A or AA game where teams are tied after the third period, a sudden death overtime period will be played following these criteria:

- a. There will be a 2-minute rest period between the third period and overtime.
 - b. The teams play 3 on 3.
 - c. **Teams may change players during stoppages or on-the-fly** (yes, this is DIFFERENT FROM REGULAR SEASON AA where teams may only change on-the-fly)
 - d. Unexpired penalties from regulation shall be served to completion in overtime.
 - e. For any penalty served during 3 on 3 overtime then apply variations in #3.
 - f. The first overtime is the same length as the first period with the teams defending their second period goal.
 - g. If still tied after one overtime then play another period of overtime with teams switching ends to defend their first period goal. The second overtime period is the same length as the first period.
 - h. If the game remains tied after the second overtime then the goalies switch ends to defend their second period net and another period, the same length as the first period, will be played.
 - i. This continues until a winning goal is scored.
3. The following variations will be used for penalties in a 3:3 overtime.
 - i. What if there is one time penalty on the clock? Play 4:3 for the power play.
 - ii. What if there is are coincidental penalties? Play 3:3.
 - iii. What if there are two time penalties to one team on the clock? Play 5:3 with each player exiting the box when their penalty expires. Revert to 4:3 at the first stoppage after the first penalty has expired. Revert to 3:3 at the first stoppage after the second penalty has expired.
 - iv. What if team A gets a minor penalty at 9:41 creating a 4:3 power play then team B gets a minor at 8:59? At 8:59 revert to 3:3. When Team A's penalty expires at 7:41 then team A plays 4:3 power play until 6:59 when team B's penalty expires. At 6:59 the teams play 4:4 until the next stoppage when they resume 3:3 play. (Remember: the goal is to play 3:3 where possible).

4. Time outs are permitted at all levels except Half-Ice U9. Both teams will have one 30-second timeout per game, which may be used at any time including overtime (SR-19).
5. Game reports for Game Misconducts, Gross Misconducts, and Matches are due within 12 hours of the game's conclusion.
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, and no-change icing in AA and AAA are still used.
7. For AAA Hockey Overtime see SR-5, #2c of the Hockey Winnipeg Rule Book.
8. When do teams shake hands in playoffs?
 - a. For A Hockey, teams will shake hands after each A and B side bracket game and also at the conclusion of the championship.
 - b. For AA and AAA hockey, teams will shake hands after each series is completed.
9. **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" on page 3-4 of this document.

Playoff procedures regarding convenors and game sheets

The playoff convenor:

- Is responsible to collect the game sheet.
- 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 they will deal with the suspension."

Game sheets:

- Should be given to the playoff convenor. If you cannot find the playoff convenor then leave the game sheet in the dressing room.
- 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.

Game Management & Impact Penalties

Introduction

“Feel for the game” or “game management” is one of the most important skills an official can bring to the ice. It is also one of the most difficult to evaluate and instruct.

The rule book tells us what actions are punishable. The rule book does not tell us exactly when to apply those rules to effectively manage the game. Deciding when to call a penalty, and assessing the impact it will have on a game, are the keys to effective game management.

Here is a hard truth about refereeing hockey: we cannot call every penalty. Hockey is a contact sport, even at those levels where body checking is not allowed. It is fast, fierce and often chaotic. Assessing every penalty that occurs in a hockey game – without regard to its seriousness and impact on the game – would ruin the experience for players, coaches and fans.

But how do we determine the penalties that must be called, and those that are so insignificant that they should not be used to interrupt the flow of the game?

The simple answer is that officials must become good game managers. They must make calls that promote safety and fairness in all aspects of the game. They must read complex situations quickly and confidently and establish a clearly defined standard for what is allowable and what is over the line.

The Principles of Game Management

Many officials believe that a thorough knowledge of the rules is the most important attribute. Knowing the rules is very important. However, we must not overlook “feel for the game.”

The foundation of “feel for the game” is built on two equally important principles: games must be ***fair***; and they must be ***safe***. We ensure fairness and safety by focusing on the timing, type and frequency of penalties.

Let’s look at some key questions that many officials ask as they attempt to grasp the principles of game management.

When does effective game management begin?

Officials must apply the principles of game management early in the game to establish clear standards for what infractions are unacceptable and which minor infractions will be permitted to keep the game flowing.

Establishing these standards early makes the game safe and fair for everyone. Officials that wait too long to call penalties may find that they lose control of the game. Once a game is out of hand, it is too late to start trying to create a standard of safety and fairness.

How do I recognize an ‘IMPACT Penalty?’

Penalties that threaten the safety and fairness of the game are called “Impact Penalties.” Of course, identifying Impact Penalties is not as easy as it may sound. As you read this section, remember that all the penalties you call should be impact penalties. If a penalty does not qualify as an impact call then do not raise your arm.

Ultimately, there are two questions that define an impact penalty. If you can answer “yes” to both these questions then you definitely have an impact penalty. If you answer “no” to both these questions then you should not be calling anything as you do not have an impact penalty. If you have one “no” and one “yes” to the then you will need to decide if this penalty sends the message that you want to send to the arena. The two questions are:

- 1) Does the penalty set a clear standard for what is and is not allowed in this game?**
- 2) Can the “Guilty” player change something next time to avoid the same penalty?**

Remember, teams will adopt their style to the penalty standard of the referee. All penalties communicate something to the arena. What are you trying to communicate with this penalty call? Think of impact penalties not as a black-and-white rule in a book, but as a communication tool.

The key to good game management: self-evaluation

During a game, referees should always reflect on how players responded to a particular penalty. Did it make the game fairer and safer? Was that an impact penalty? Is that a penalty I want to communicate consistently to the arena? Did the penalty that I called communicate what I wanted it to?

Calling the right impact penalties will help the arena trust you and self-reflection will help the referee adjust her impact penalty selection to avoid calling too many (the arena gets frustrated) or too few penalties (the arena will struggle to understand the standard).

Refereeing is like holding a bird...

Given that the referee is trying to call the right impact penalties rather than too few or too many...think of a hockey game being like holding a bird. If you squeeze a bird too tightly, you can kill it. Hold on to the bird too loosely and it will get away. The same holds true for managing a hockey game.

You need to maintain a firm enough grip on the game to ensure that it is safe and fair. However, you do not want to squeeze the game so tightly that the game grinds to a halt.

The key is balance; holding the game so it is in control, but not squeezing it to death.