



Hockey Winnipeg Overtime and Playoff Rules/Procedures

Overtime for 'A', 'Female AA', and 'Male AA'

'A' Hockey Overtime

1. There are two different overtime formats for the Round Robin compared with the semi-finals or finals in 'A' hockey.
 - a. 'A' Hockey Overtime in Round Robin
 - i. Overtime format: Overtime will consist of a five (5) minute three (3) on three (3) period with teams changing sides of play.
 - ii. Line change: Teams may change players during stoppages or on-the-fly.
 - iii. Penalties: The balance of any penalties that have not expired during the regular playing time shall be served during overtime. The non penalized team will play with four (4) skaters to the penalized team of three (3) skaters. At the first stoppage of play after the penalty expires the teams will both revert to three (3) on three (3). At any point a time a penalty is called in overtime, the teams will revert to four (4) on three (3) skaters.
 - iv. Still tied after OT: Should there still be a tie at the conclusion of overtime, then it will revert to a shoot-out. Each team will be allowed three (3) shooters as identified by the coach. Visiting team will shoot first. Any player that is still serving a penalty will not be able to participate in the shoot-out. If still tied after first round of shoot-out, then it will be single shooter elimination. This will continue until a winner is declared. Once a team has used all players in the shootout, both teams will be allowed to use players a second time.
 - b. 'A' Hockey Overtime in Semi-Finals and Finals
 - i. Overtime format: A two (2) minute rest period, with no flooding of the ice, shall be permitted at the end of regular playing time and at the end of each overtime period. Games will be played until a winner is determined. Teams will play three (3) on three (3) until a winner is declared. The duration of any overtime periods shall be the same as the 1st period with teams changing sides of play.
 - ii. Line change: Teams may change players during stoppages or on-the-fly.
 - iii. Penalties: The balance of any penalties that have not expired during the regular playing time shall be served during overtime. The non penalized team will play with four (4) skaters to the penalized team of three (3) skaters. At the first stoppage of play after the penalty expires the teams will both revert to three (3) on three (3). At any point a time a penalty is called in overtime, the teams will revert to four (4) on three (3) skaters.
 - iv. Still tied after OT: There is no shootout in semi-finals or finals. The game will continue until a goal is scored.

Female & Male AA Hockey Overtime

2. Female and Male AA Hockey Overtime will be played as per SR-5.
 - a. When overtime occurs, three (3) on three (3) sudden victory overtime shall be played as follows:
 - i. The duration of any overtime periods shall be the same as the 1st period, with teams changing sides of play;
 - ii. The balance of any penalties that have not expired during the regular playing time shall be served during overtime;
 - iii. A two (2) minute rest period, with no flooding of the ice, shall be permitted at the end of regular playing time;
 - iv. In playoff hockey, overtime shall be played until a winner is determined.
 - b. Any overtime powerplays will result in the non-penalized team playing 4-on-3 or 5-on-3 as discussed elsewhere in this document.

3-on-3 Power Play Examples

3. The following variations will be used for penalties in a 3:3 overtime:
 - a. What if there is one time penalty on the clock? Play 4:3 for the power play.
 - b. What if there is are coincidental penalties? Play 3:3 with the players exiting the penalty box at the first whistle after the penalties expire.
 - c. 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.
 - d. 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).

Other notes during the playoffs:

4. There is no cutting the clock in the playoffs. Playoff games must be completed in their entirety regardless of ice time expiring (SR-7).
5. Time-outs are permitted at all levels except U9 half-ice. Both teams will have one 30-second timeout per game, which may be used at any time including overtime (SR-19).
6. Game reports for Game Misconducts, Gross Misconducts, and Matches are due within 12 hours of the game's conclusion.
7. Any other rules that are not mentioned here are still in effect. For example, the mercy rule is still in use and you may start games up to 15 minutes early if possible.

8. 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 the final 2 pages of this document.

Procedures regarding convenors

9. The playoff convenor:
 - a. Is responsible to collect the game sheet.
 - b. 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.”

Procedures for Game Sheets

10. Game sheets:
 - a. Should be given to the playoff convenor. If you cannot find the playoff convenor then leave the game sheet in the dressing room.
 - b. Are never taken home during the playoffs. If you need to make a game report then take a picture of the game sheet or (if you do not have a camera phone) 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.