



MICEC 32nd Annual Indigenous Minor Hockey Tournament Rules & Regulations

March 22-24th, 2019
Bell MTS Iceplex

All Hockey Manitoba/Hockey Canada rules will apply with the following exceptions listed below. The Tournament Committee reserves the right to interpret, enforce, and apply all Rules and Regulations as required. All decisions made by the Tournament Committee are binding and final and are not subject to appeal.

If there are any issues or concerns, we request that they be brought to the attention of the Tournament Committee at the earliest opportunity.

1. Team Eligibility:

- 1.1. All teams must be registered with Hockey Manitoba, or their respective provincial or territorial hockey associations, for the 2018-2019 season.
- 1.2. All teams not from Manitoba must provide a travel permit from their respective provincial hockey association and are not allowed to have import players.
- 1.3. Indigenous players (First Nation, Metis, and Inuit) must form at least 80% of the team.
- 1.4. Team rosters may be split to form two (2) entries in the tournament provided they have enough players on their original roster. Each split team is allowed their own import players as per section 3.1.

2. Player Eligibility:

- 2.1. All players must be registered with Hockey Manitoba for the 2018-2019 season.
- 2.2. All players must be of First Nation, Metis or Inuit ancestry. The players must have a birth certificate, treaty or Métis card, medical card **and** any other necessary documents for proof of eligibility during the entire tournament.
- 2.3. Exceptions will be made for non-Indigenous players if they have been on the team's Official Roster from Hockey Manitoba for the entire 2018-2019 season.
- 2.4. Players are only permitted to play for one (1) team.
- 2.5. Should a player be unable to participate in the first game, his or her name must appear on the first game sheet. It is the **Coach's** responsibility to make the timekeeper aware of who could not make it to the first game.
- 2.6. All players must play within the division in which they are registered. For example, all midget players must be registered as midget players, no Junior players will be permitted to play in the midget division.

3. Import Players:

- 3.1. Each team (except teams not from Manitoba, see rule 1.2) is allowed to import up to three (3) players from another roster who are registered with Hockey Manitoba for the 2018-2019 hockey season.
- 3.2. All imports must be of Indigenous ancestry and provide proof upon registration at the tournament.
- 3.3. These players must be registered with Hockey Manitoba for the 2018-2019 season.
- 3.4. As per Hockey Manitoba rules, any affiliate (import) player who received a game suspension, must serve that suspension with their rostered team. Therefore, suspended players are ineligible to play as imports in our tournament.
- 3.5. Player Release Forms for import players must be submitted by March 9, 2018 if their 2018-2019 registered team is also entered in the tournament.

4. Game Sheets:

- 4.1. The first game sheet will be used by the Tournament Committee as the official game sheet for the duration of the Tournament. Under no circumstances will the Committee allow changes to the first game sheet once the first game has finished.
- 4.2. A player's name must appear on the first game sheet to be eligible to participate in the tournament.
- 4.3. Defaulted games count as being played.
- 4.4. Game sheets must be filled out in their entirety and signed by both coaches/managers and the Head Official.
- 4.5. Coaches are to list all suspended team members on each game sheet and the game they are serving (i.e. Game 2 of 3)

5. Ineligibility:

**This list is not inclusive. The Tournament Committee reserves the right to make all final decisions regarding player eligibility at any time.*

- 5.1. Name not appearing on the official tournament roster.
- 5.2. Name not appearing on the first game sheet.
- 5.3. Not dressed for one of the first two games.
- 5.4. Using someone else's name or I.D. cards or not being able to provide ID.
- 5.5. Player(s) over the legal age limit.
- 5.6. Unable to provide proof of Indigenous ancestry (except for 2.3.).

6. Consequences of Using an Ineligible Player:

- 6.1. If a team is found to be using an ineligible player they shall forfeit that game, and the ineligible player will be ejected from the tournament and the person(s) responsible for the offense shall be automatically suspended.
- 6.2. The coach(s) and/or manager(s) will be ejected from the tournament for using ineligible players.
- 6.3. The Tournament Committee may enact further suspensions and/or bans at their discretion.

7. Rosters:

- 7.1. Teams must submit their official Hockey Manitoba roster to MICEC by March 8, 2019.
- 7.2. Teams must submit their import rosters by March 8, 2019.
- 7.3. Each team is permitted a maximum of twenty (20) players, one (1) coach, one (1) manager, and one (1) trainer, all of whom must be approved by Hockey Manitoba.

8. Wristbands:

- 8.1. Official tournament wristbands will be issued for all players as per team roster, to a maximum of twenty (20).
- 8.2. Players with wristbands will receive free admission to the tournament. (**Coaches, Managers, and Trainers are required to pay the daily general admission**).
- 8.3. If the team has more than twenty (20) players on their roster, they may purchase additional wristbands at a cost of \$20 per wristband.
- 8.4. All players **MUST** be wearing an official tournament wristband in order to participate in the tournament. **NO EXCEPTIONS!**
- 8.5. Wristbands will be checked prior to the start of each game. If a player is found without an official tournament wristband, they will be ejected from the game and may be disqualified from the tournament.
- 8.6. If a player *loses* a wristband at any time, they are required to report to the Registration Table to receive a replacement wristband. **Valid ID is required to receive a replacement wristband and players are eligible for ONE (1) replacement only.**

- 8.7. Wristbands that are removed, for any reason, will not be recognized as official tournament wristbands. If a wristband becomes frayed, too loose, too tight or otherwise damaged the player should report to the Registration Table for replacement.

9. Protests:

- 9.1. The Tournament Committee will only accept protests in written form (Form provided in MICEC Information Package and at the Registration Table).
- 9.2. Only coaches or managers listed on the game sheet can make written protests.
- 9.3. A \$300.00 *cash* protest fee shall be made to the Tournament Committee.
- 9.4. The protest fee will be reimbursed, at the completion of the game, if the decision is in favor of the disputing team and retained if not in favor.
- 9.5. Protests must be made before the start of the second period. Prior to the start of the game, the protest fee and written protest is to be presented to the Tournament Committee. If the game is already in progress, the protest fee and written protest must be given to the referee who will then stop the game and forward it to the Tournament Committee.
- 9.6. There will be a limit of two (2) names on any protest sheet at any time and only one (1) protest per game, per team.

10. Entry Fee:

- 10.1. The tournament entry fee is \$700.00 per team.
- 10.2. Payment must be received by March 8, 2019.
- 10.3. Payment may be made by cash, cheque, Visa, MasterCard, money order, or direct deposit. Cheques or money orders are to be made payable to MICEC, 119 Sutherland Avenue, Winnipeg, MB, R2W 3C9.
- 10.4. No entry fee will be reimbursed after March 8, 2019.

11. Awards:

- 11.1. Team banners and medallions will be awarded to placements in each division, in addition to individual awards for MVP, Top Scorer, Defense, Goalie, and Coach. This **excludes** the Initiation (Squirt) division.
- 11.2. The Dennis Daniels Spirit Award is awarded to one player from each division that shows exceptional commitment to their team and always strives to play with integrity and their best effort. The coaches and/or managers from each team will be responsible for nominating a player from their team for this award.
- 11.3. All Initiation teams will receive a participation banner and all players, coaches and managers will receive a medallion.
- 11.4. Game Star toques will be awarded to one player from each team after every game.

12. Initiation (Squirt) Division Cross-Ice Rules:

- 12.1. Two (2) games will be played at the same time with the ice divided into two (2) sections at the blue lines.
- 12.2. Players will play 4 on 4, plus goalies.
- 12.3. Games will be played with blue 4oz pucks and mini nets.
- 12.4. Periods are three (3) 15-minute periods. Buzzer every three (3) minutes. Clock stops will be 15 seconds and will be for line changes only.
- 12.5. No icings or off-sides will be called.
- 12.6. Any penalized player will be sent off the ice for the remainder of the shift.
- 12.7. No statistics will be kept, including points.
- 12.8. Double shifting is not allowed if a team has eight or more skaters. If a team has less than eight skaters rotate the player being double shifted.

13. Period times for Novice / Atom / Peewee / Bantam / Midget Division:

13.1. Periods are 15 minutes – non-stop time.

13.2. No buzzer for shifts. All icings, off-sides, and penalties will be called.

13.3. Last three (3) minutes is stop time unless there is a 3-goal spread.

14. Tied Games:

14.1. In the event of a tie, a five (5) minute sudden death (straight time) period will be played. If the teams are still tied, three (3) shooters will shoot-out until a winner is determined by an equal number of shots. Any player serving a penalty at the end of overtime time is not eligible to take part in the shoot-out. Before the shoot-out begins, the home team will determine which team shoots first. If a tie still exists – one (1) player per side will shoot until a winner is determined by an equal number of shots. Over the course of the shoot-out, no player can be reused until each skater has taken his or her turn, excluding any ineligible players.

14.2. For Divisions using Round Robin:

- Win – 2 points, Tie – 1 point, Loss – 0 Points.
- Tie games will remain a tie. No overtime.
- Teams tied in standings at the end of the Round Robin will be broken by:
 - Winner of the head-to-head game;
 - Plus/Minus (Goals For minus Goals Against);
 - Fewest penalty minutes;
 - Team to score first in Tournament;
 - Coin toss.

15. Time Outs:

15.1. Each team will be allowed one (1) thirty (30) second time out within the last two (2) minutes of the game.

16. Contact:

16.1. No body contact permitted in the Squirt, Novice, Atom, and Peewee Divisions.

16.2. Body contact is allowed in the Bantam and Midget Divisions.

17. Goal Spread:

17.1. A game shall be considered no contest after the completion of the first period if there is an eight (8)-goal spread. If agreed by both coaches, the teams may continue playing for the duration of the ice time allotted. **This applies to the Squirt, Novice, Atom and Peewee divisions only.**

17.2. When a team is winning by three (3) or more goals with less than three (3) minutes to play, the balance of the game shall be played “running time”. Running time shall continue, regardless of the number of additional goals scored.

18. Equipment:

18.1. All standard Hockey Manitoba / Hockey Canada approved equipment is mandatory.

19. Schedules:

19.1. Teams must be in their dressing rooms at least thirty (30) minutes before their scheduled game.

19.2. A team must have a minimum of five (5) skaters and one (1) goaltender dressed in order to start the game.

19.3. Games will start as per schedule. If a team is not ready to play at the scheduled time, there will be a five (5) minute grace time. After the five minutes has expired, the game clock will

start and a goal will be awarded to the team ready to play. After every four (4) minutes, another goal will be awarded. At the end of the first period, the late team forfeits the game.

20. Dressing Rooms & Keys:

- 20.1.** All teams are responsible for dressing room respectability.
- 20.2.** The Registration personnel will require \$50.00 or driver's license as security for dressing room keys. This deposit will be returned when dressing room keys are returned.

21. Referees:

- 21.1.** The Tournament Committee will be using Hockey Manitoba certified referees.
- 21.2.** No hockey team shall change the scheduling of referees and the Tournament Committee will not consider any requests.
- 21.3.** The Tournament Committee will assign a Referee-in-Chief for all games who will also be part of the Protest Committee.

22. Penalties:

- 22.1.** All 2018-2019 Hockey Manitoba / Hockey Canada Hockey Rules will apply, with the following exceptions:
 - 22.1.1.** Match Penalty / Deliberate Attempt to Injure: Any player receiving a Match Penalty will be ejected from the game and tournament. The Tournament Committee may also suspend the player from future MICEC hockey tournaments.
 - 22.1.2.** Gross Misconduct: Any player or team official incurring a Gross Misconduct penalty shall be ejected from the game and the tournament.
 - 22.1.3.** Game Misconduct: Any player incurring a Game Misconduct Penalty shall be ordered to the dressing room for the remainder of the game. If a player incurs a Game Misconduct within the last five (5) minutes of any game, he shall be ineligible to play the next game.
 - 22.1.4.** Major Penalties: Any player receiving a Major Penalty in a game shall be ordered to the dressing room. If a player incurs a Major Penalty within the last five (5) minutes of any game, he shall be ineligible to play the next game.
 - 22.1.5.** Minor Penalties: For non-stop time periods: Minor penalties will be three (3) minutes and major penalties will be six (6) minutes in duration. Any team using delay tactics during a minor penalty or anytime during the games will be given a Delay of Game penalty at the discretion of the officials.
 - 22.1.6.** The officials of the Tournament have the right to call the game if they feel it is warranted.
 - 22.1.7.** The suspensions listed above for Major penalties and Game Misconduct penalties are minimum guidelines. The Tournament Committee may impose further suspensions based on the official's report.

23. Spare Goaltenders:

- 23.1.** All teams should carry a spare goaltender. There will be no unnecessary delays because of faulty equipment, lost equipment, injuries, or late goaltenders. For teams with only one goaltender, the game will proceed once sufficient time has been allowed to either dress a new goalie, or the team may proceed with six players. No dressed goaltender is required in the Squirt Division.

ALL DECISIONS MADE BY THE TOURNAMENT COMMITTEE ARE BINDING AND FINAL!

The Manitoba Indigenous Cultural Education Centre Inc. is not responsible for any injuries, lost articles or thefts.

November 23, 2018