

WPFG ABRIDGED RULES - ICE HOCKEY -- Page 1

GUIDING BODIES

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EVENTS

UNISEX; OPEN Division I
 Division II

WOMEN; OPEN

UNISEX; (35+)

UNISEX; (45+)

UNISEX NOVICE OPEN

For all events, Roster will include a maximum 22 team members: 20 players, 2 goal-keepers (plus 1 Non-Playing Coach/Manager).

EQUIPMENT

Regulation pucks.

Individual competitors shall be responsible for providing their own personal equipment, including uniforms and sticks.

BRACKETING

The tournament will be played as Round Robin group pool-play with a single elimination tournament to follow. Bracketing will be designed to provide each team in each event that is able to continue in the competition, with a minimum of 4 games. The top 2 teams in each pool will advance to the medal round. All other teams will play in a relegation game(s). Circumstances may allow for modified bracketing depending on the number of teams and venues however this must be approved in advance by the WPFGE Director for Ice Hockey.

Teams must have a minimum of 12 players entered in the Games to be bracketed for competition.

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DIVISIONAL PLAY: The following rules govern the placement of teams in either Division I or Division II.

DIVISION I:

- Combined teams from states/provinces or similar region within a country shall compete in Division I.
- Medal winners in Division I from the previous WPFGB.
- Any team may elect to compete in Division I with WPFGB approval.

DIVISION II:

- All other teams may compete in Division II.
- Members of a combined team can be from Law Enforcement and/or Firefighter Services.

NOVICE

- Only for competitors of a lower skill level who have not participated in higher levels of organized Ice Hockey. I.E. C and D division level competitors.

WPFGB reserves the right to place a team in Division I, Division II, or Novice.

GENERAL SPORT RULES for Ice Hockey

A mandatory team meeting will be held prior to round robin play. Only the team Captain and/or an Assistant Captain to attend. (2 maximum/team)

No body checking is permitted in any division.

Personal equipment will be supplied by the competitors and shall comply with the safety requirements as specified in the IIHF (or national/state affiliate) rule book. **HALF OR FULL COVERAGE MASKS ARE MANDATORY FOR ALL PLAYERS.**

Approved safety equipment, including helmets and face masks must be worn by all players at all times they are on the ice during the game and pre-game warm-up period.

The rules specify the use of protective equipment out of concern for the orderly playing of the game, and for the safety, health and welfare of participants. However, such rules do not imply a guarantee by the WPFGB that the use of such equipment will provide protection from injury. It is the responsibility of the player to ensure that the equipment used conforms, where specified, with the official playing rules and is worn and maintained in good condition in accordance with the manufacture's warranties.

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VIOLENT PLAY WILL NOT BE TOLERATED. A player involved in a fight or violent intentional contact with an opposing player during the tournament, will be expelled from the remainder of the tournament. Additional sanctions may be levied by the WPFGB.

All round robin games will consist of three 12-minute stopped-time periods, with 15 minutes between periods where ice is resurfaced. Note: If the ice is not resurfaced between periods, there will be a 2-minute rest between periods. There will be a 5-minute warm-up preceding each game. (These times may be adjusted with the approval of the WPFGB Director for Ice Hockey)

Single elimination and medal games will consist of three 15-minute stopped-time periods.

The ice must be resurfaced at least 1 time per game. For medal Games the ice must be resurfaced after each period.

Round Robin play: if the score differential is 6 goals at any point during the game, the remainder of the game will be on running time.

All games will be played to determine a winner. If games in pool play are tied at the end of regulation, a shootout procedure will be used to determine the winner.

GAME WINNING SHOTS (SHOOTOUT):

Game winning shots will be conducted as follows:

- Game Winning Shots is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- The referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the Game Winning Shots procedure(s).
- The Game Winning Shots procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden victory shootout.

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Sudden Victory Game Winning Shots

- The sudden victory shootout will be conducted as follows:
- A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in sudden victory shootout, whether or not they shot in the previous round.
- Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.

The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored. In the final score only 1 goal from the Game Winning Shots is credited to the winning team's score.

In pool play, 3 points will be awarded for a win in regulation; 2 points will be awarded for a win in Game Winning Shots; 0 points for a loss in regulation; and 1 point for a loss in Game Winning Shots.

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|---------------------|----------|
| Win Regulation: | 3 Points |
| Win Following Tie: | 2 Points |
| Loss Following Tie: | 1 Point |
| Loss Regulation: | 0 Points |

TIE BREAKER:

In pool play, if 2 or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking format. If one tie-breaker establishes a position for 1 or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tiebreaking process over again at step 1. (If all tied teams have not played each other, then proceed to step 2. Note: a team may go into the tiebreaking process having defeated another of the tied teams and still not advance).

1. The results of the game played between the teams tied in the following order:
 - a. The points acquired in these games.
 - b. Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus, with a maximum surplus of 8 goals per game for calculation purposes.
 - c. Dividing the goals scored in these games by the goals scored against, with a maximum surplus of 8 goals per game for calculation purposes, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where 2 or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of "goals for."

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2. If after applying the formulas of 1 a, b or c, the tie still exists, the following formula will be followed until one rule determines the position of all teams that are tied using all of the games played by the teams tied:
 - a. The points acquired in all games.
 - b. Subtracting goals scored against from goals scored in all games, the positions being determined in order of the greatest surplus, with a maximum surplus of eight goals per game for calculation purposes.
 - c. Dividing the goals scored in all games by the goals scored against, with a maximum surplus of 8 goals per game for calculation purposes, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where 2 or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for."
 - d. The lowest number of goals against using all of the games played by the teams tied.
 - e. The fewest overall penalty minutes using all of the games played by the teams tied.

Note 1: Forfeits - If a team forfeits any of its games, and becomes involved in any tie-breaking formula to determine its eligibility to advance to the next level of play, all games involving that team in the round robin play will be considered as forfeits and the games will be recorded as 1-0 victories for the non-offending team.

Note 2: The formulas shall be applied in order 1 a, b, c, then 2 a, b, c, d, e.

3. If the above procedures do not break the tie, the order of any teams remaining tied shall be determined by coin flip. The team traveling furthest to compete will make the call.

PLAY-OFF SEEDING:

Teams will be seeded into the playoffs using a blind draw, with first place teams being seeded first followed by second place teams

All playoff games will be played until a winner is determined. If a game is tied at the end of regulation, one 5-minute stop time sudden victory period will be played immediately following regulation time. If the game is still tied at the end of this overtime period, Game Winning Shots will be used to determine the winner. In the Gold Medal and Bronze Medal games, one 15-minute stop time sudden victory overtime period will be played. If the game is still tied, Game Winning Shots will be used to determine the winner.

Teams will not change ends for overtime period.

Full protective equipment will be worn by all players at all times during the game and warm ups.