

## Manitoba Spring Invitational Tournament Rules



### **Roster/Player Eligibility**

- All players must be 18 as of May 15, 2026
- Players may only register with one (1) team in the tournament, including goalies
- Rosters due May 15, 2026, no additions after deadline

*Teams playing any non-rostered or ineligible players will be subject to sanction by Tournament Directorate and may include disqualification and/or immediate team removal from the tournament.*

*All players must immediately provide valid photo identification if requested by the Tournament Directorate.*

### **MANAGERS, BE SURE TO DOUBLE CHECK THAT ROSTERS FOLLOW THE GUIDELINES NOTED ABOVE**

### **Game Rules**

- Only rostered players actively playing in the specific game will be allowed on benches
- Coaches/Managers must be rostered as of May 15, 2026, with team roster
- 3 periods per game, twelve (12) minute periods, stop-time
- 2-minute warm-up period before each game
- Teams must be ready at end of warm-up or will be assessed a minor penalty
  - Additional minor penalty will be added at 6:00 min mark
  - Team will forfeit after 12 minutes (1st period)
- Teams may start games with 6 skaters.
  - However, goalies with proper equipment must enter game by 5:00 mark of 1<sup>st</sup> period. If no goalie by the 5:00 mark the team will forfeit and the game will be terminated
- After a penalty, face-off will be in the defending zone of the team which incurred the penalty
- Slap-shots allowed in all divisions
- Defending blue line will be measurement for icing, not the red line
- On Icings, offensive team will have choice of side for the faceoff
- NO timeouts are allowed
- There will be no ties, end of regulation tiebreaker process is as follows:
  - 3 minutes, 3 on 3, overtime period (including playoff rounds)
  - Penalties: 1-player advantages in OT win be played 4 on 3
  - Penalties: 2-player advantages in OT will be played 5 on 3

- If still tied after OT, then 3-player shootout, followed by sudden death shootout if needed
- Shootout rules.
  - 3-player shootout will have 3 different designated shooters per team
  - Home team decides who shoots first
  - If tied after first 3 shooters (per team), becomes sudden death shootout
  - During sudden death shootout any player may shoot multiple times
  - If a player has a penalty remaining after OT period, they may not participate in shootout

### **Mercy Rule**

A mercy rule will come into effect if a game score reaches a difference of 7 goals

1. Game will move to running time once score differential is 7 or more
  - a. Clock will stop again if differential is less than 7 goals
2. Games will be terminated if differentials reach a difference of 10 goals

### **Team Jerseys**

- All teams must have matching jerseys with identical colors (officials can give leniency at their discretion)
  - i.e.) half team with red and half with orange is not acceptable
  - i.e.) half a team with dark blue and half with light blue is not acceptable
- All numbers must be properly screened or embroidered, no taped numbers
- Should there be a color conflict, a set of jersey's/pinnies will be provided by the tournament to the team with less players  
(if same number of players on each team; visiting team will wear Jersey/pinnies)

### **Player Equipment**

- Shoulder pads, mouthguards are optional but recommended
- CSA approved helmets are mandatory as well as VISORS (strict)
  - All other mandatory equipment is as follows, hockey gloves, elbow pads, shin pads, hockey pants, hockey socks, skates

### **Division Placement**

Tournament Directors will place teams collectively based on current league/competition status, player skill, average age, past experience, and team preference. **Tournament Directors will have final decision on division placement for all teams.**

### **Tournament Timeframe**

**All teams must be registered and have their rosters confirmed by May 15<sup>th</sup>, 2026.**

**All teams must be prepared to play their first game as early as approx. noon on Friday, May 29<sup>th</sup>**

Teams must make necessary arrangements to be ready to play during the day on Friday, May 29th.

Teams in or near Winnipeg may be scheduled to play games on the evening of Thursday, May 28th

**Special scheduling requests cannot be accepted.**

Fri, May 29th - Games run between appx. noon - 11:00 PM

Sat, May 30th - Games run between appx. 8:00 AM - 11:00 PM

Sun, May 31st - Games run between appx. 8:00 AM - 7:00 PM

**Team Point System**

Win Regulation	3 Pts
Win Overtime/Shootout	2 Pts
Loss Overtime/Shootout	1 Pt
Loss Regulation	0 Pts

**Standings**

All divisional final standings after round robin play will be confirmed by Tournament Directors and subsequently will be posted to the WRHL website as soon as possible upon completion of round robin.

Please note that standings indicated on the WRHL website may NOT be reflective of the actual tournament tiebreakers

**Tie Breaking Procedures**

If only two teams are tied on equality of points in the standings, the following tie breaking criteria applies:

1. Head-to-head games between the teams concerned. (if applicable)
2. Team with most wins in all games played. (Reg. win gains advantage over OT or SO win)
3. Goal differential in all games played.
4. Team with higher goals scored in all games played.
5. Team with lower goals scored against in all games played.
6. Team with more first goals in all games played.
7. Team with better +/- score after 2 periods of all games
8. Team with better +/- score after 1 period of all games
9. Team with the least penalty minutes in all games played.
10. Coin Toss

If three or more teams have the same number of points in the standings, and all teams HAVE NOT played each other, the

following tie breaking procedure applies: (no head-to-head applies)

1. Team with most wins in all games played. (Reg. win gains advantage over OT or SO win)
2. Goal differential in all games played.
3. Team with higher goals scored in all games played.
4. Team with lower goals scored against in all games played.
5. Team with more first goals in all games played.
6. Team with better +/- score after 2 periods of all games
7. Team with better +/- score after 1 period of all games

8. Team with the least penalty minutes in all games played.

If three or more teams have the same number of points in the standings, and all teams HAVE played each other, then their ranking shall be determined by the higher number of points in a special standing composed only from the results of their mutual games. In this case, if the number of points is equal between any of the teams remaining in this special standing only from the results of all teams' mutual games, then the following tie breaking criteria applies (with no secondary return to mutual game results):

1. Team with most wins in the special standing. (Reg. win gains advantage over OT or SO win).
2. Goal differential in the special standing.
3. Higher number of goals scored in the special standing.
4. Lowest number of goals scored against in the special standing.
5. Higher number of first goals scored in the special standing.
6. Team with better +/- score after 2 periods in the special standing.
7. Team with better +/- score after 1 period in the special standing.
8. Team with better +/- score after 2 periods in all games played.
9. Team with better +/- score after 1 period in all games played.
10. Team with the least penalty minutes in all games played.

### **Penalties/Suspension**

- Suspensions will be decided as per the Hockey Canada guidelines by the tournament directorate
- Fighting penalties will result in an automatic game ejection & disqualification from tournament
- Aggressors/instigators will be subject to further discipline & suspension
- Any player who obtains a total of 8 minutes or more in penalties will be ejected from the game
- All other rules/procedures will follow Hockey Manitoba / Hockey Canada guidelines (the above will take precedent over said guidelines)

### **Fighting**

Players assessed as a fighting major will be suspended from the tournament

### **Emergency Goaltender**

In the event an emergency goalie is injured after being activated or becomes unavailable – an alternate goalie from a lower division within the Manitoba Spring Invitational may be used upon approval by the tournament directorate.

Lastly, if an alternate goaltender from a lower division is not available then a player from the team's roster must dress as a goaltender.

\*Division 7 (or lowest division) and Women's Division may access alternate goaltenders from within their division.

*\*Note: Teams are welcome to roster two goalies within their 16-player roster limit if they have room.*

**Tournament Directorate/Discipline Committee**

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