

2007 WHITEHORSE CANADA WINTER GAMES

MEN'S HOCKEY TECHNICAL PACKAGE

Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each NSO's version of prospective high performance athletes.

Every Games' coach, manager, Sport Chairperson and Mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from the Sport Committee of the Canada Games Council through his or her Chef de Mission or National Sport Organization.

Technical Packages are developed primarily by National Sport Organizations, following principles, guidelines and requirements of the Canada Games Council. As the overall governing body of the Games, the Council has the ultimate authority for Technical Packages, but this authority is exercised only with the knowledge and understanding of the NSO concerned.

If an individual wishes to initiate a change to a Technical Package leading up to a Games, the desired change should be first directed to the National Sport Organization or the Chef de Mission. The NSO or Chef will evaluate the merits of the change and will, if it has merit, submit the requested change to the Sport Committee of the Canada Games Council. The NSO or Chef will submit the rationale for the change. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after three years prior to the Games. Substantive changes to events or competition formats will not be considered after 18 months before the Games. Minor corrections will be considered at almost anytime, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package early.

2007 WHITEHORSE CANADA WINTER GAMES**TECHNICAL PACKAGE**

1. SPORT: MEN'S HOCKEY

2. PARTICIPANTS:

Competitors: 20 male
Staff: 3 Coaches and 1 Manager

3. CLASSIFICATION:

Male competitors under 17 years of age as of December 31, 2006

YEAR OF BIRTH: 1990 to 1994 inclusive

4. ELIGIBILITY:

4.1 Coaches:

Any staff listed as coaches on the official registration form must be fully certified with Hockey High Performance 1 (Hockey Advanced Level) and Level 3 Theory from the National Coaching Certification Program. These coaches must be so certified not later than 90 days before the opening of the Games (ie. by November 25th, 2006).

4.2 Competitors:

Excluded from the Canada Games are:

- a) Athletes that have held C or Senior cards (as defined by Sport Canada's Athlete Assistance program) at any time (in the sport of men's hockey);
- b) Athletes that have been National Senior Team members (as defined by Hockey Canada and approved by the Canada Games Council) at any time (in the sport of men's hockey);
- c) Athletes that have competed for any nation at any Olympic Games or Senior World Championships (in the sport of men's hockey).

No athlete can be rendered ineligible within 90 days of the opening of the Games due to carding status or national team status (i.e., no athlete will be excluded if they become National Senior Team members for the first time or are granted carding status after November 25th, 2006).

5. **COMPETITION:** Hockey Canada Rules as applicable for minor hockey will apply with the exception of Rule 73. The center red line will be removed for off-side purposes.

All twenty players can dress for every game and all four staff, *plus the Host Society therapist*, are permitted on the bench. There shall be two to four standby goaltenders named and approved by the Hockey Canada representative. **There shall be two to four standby goaltenders available (can be on site in the venue in 2 hours or less) for the duration of the event. Hockey Canada will be responsible to work with the appropriate Branches to identify the next best age-eligible goaltenders available, in the host province or territory and the next two geographically closest provinces or territories. Hockey Canada will make the final recommendation to the Canada Games Council.** During the competition a replacement may be permitted for a goaltender who becomes ill or injured during the competition or is under suspension. The two to four standby goaltenders will come under the direct jurisdiction of the Hockey Canada representative or designate and will be used when a team has an ill, injured or suspended goaltender. No standby goaltender will be activated during a game and, therefore, they will be made available through an “on-call” process. The procedure for using a standby goaltender shall be as follows:

1. A team requesting to use a standby goaltender must make a written request to the Hockey Canada representative or designate in charge of the competition.
2. In the case of an ill or injured goaltender, a medical certificate must accompany the request.
3. The host society will establish any required accreditation procedures.
4. The Hockey Canada representative shall determine practice and game assignments for the standby goaltenders.
5. Teams will play with their second regular goaltender and the standby will dress as the back-up.
6. The standby can only enter the game if the starting goaltender is injured or removed from the game by the referee.

Teams will be ranked as follows for the Preliminary Round (based on the final standings from the 2003 CWG):

Pool A	Pool B	Pool C	Pool D
1. Alberta	2. Quebec	3. Ontario	4. BC
5. Saskatchewan	6. Nova Scotia	7. Manitoba	8. NB
12. NWT	11. Yukon	10. PEI	9. NFD

Preliminary round will consist of three (3) regulation stop-time periods of twenty-minutes (20), **No overtime will be played in the preliminary round.**

NOTE: Overtime and shootouts will be used for all games after the initial preliminary round except the gold medal game. Overtime will consist of 10 minutes sudden victory and if the game has not been decided in overtime than a shoot out will take place to determine a winner. Each team will be allowed (1) one (30) thirty second time-out

during regulation and overtime play. The gold medal game will play 20 minute overtime periods until a winner is determined.

The top two teams in each division advance to the Qualifying Round. The other 4 teams that do not advance to the Qualifying Round will play in a round robin format for placing from 9 through 12 (Relegation Round).

The Qualifying Round will see the eight winning teams re-ranked based on their initial seeding in the tournament. The Qualifying Round process will be as follows: 1vs8, 2vs7, 3vs6, 4vs5. The winners of those games will advance to the **Semi Finals** and the losers of those games will play in a round robin format for placing from 5-8. (Relegation Round)

The Semi-Final will work as follows: the four teams will be re ranked based on their ranking from the Qualifying Round. They will be ranked 1-4. The format will be as follows: 1vs4 and 2vs3. The winners advance to the Gold Medal game and the losers advance to the Bronze medal game.

IIHF tie breaking procedures will be used during the tournament when necessary.

6. SPORT SCORING:

Win - 2 points Tie - 1 point Loss - 0 points

7. PROVINCIAL/TERRITORIAL RANKING:

The distribution of points to obtain the games flag will be done following the standings of the provinces/territories following the finals.

1st place -	10 points	6th place -	5 points	11th place -	1.5 points
2nd place -	9 points	7th place -	4 points	12th place -	1 point
3rd place -	8 points	8th place -	3 points		
4th place -	7 points	9th place -	2.5 points		
5th place -	6 points	10th place -	2 points		

8. IIHF TIE BREAKING RULE - COMPETITION:

Note: for use after Preliminary Round

The Rule of the National Sport Governing Body shall prevail:

- a) If, at the end of the three regulation twenty-minute periods the score is tied, the following shall take place:
 1. If the referee feels it is necessary, he/she may order the ice to be resurfaced at the end of the third period. If the ice is not resurfaced, the teams will not change ends.

2. The puck shall be "faced-off" at centre ice and play shall continue for a ten minute "sudden victory" overtime period, with the first goal ending the game.
3. If the score is still tied after the sudden victory ten minute overtime period, there will be a shoot out (See Shootout procedures).

Gold medal game (only)

4. If the score is still tied after the sudden victory ten minute overtime period, the teams would take the normal between-period break and return to play a twenty minute sudden victory period. The teams will now change ends.
 5. If the score is still tied after the sudden death victory period they will continue to play twenty minute sudden death victory periods until a winner is decided.
- b) Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
 - c) If either team declines to play in the necessary period or periods, the game shall be declared a loss for that team.

Shootout procedures

1. If a game is still tied at the end of sudden victory overtime period or periods then a game winning shots procedure shall take place immediately.
2. Eligible to participate in the shootout will be two goalkeepers and five players from the official game sheet of the game. Each team shall nominate the five players (plus one stand-by player) by name and uniform number in the order they will take the shots, on the form handed over to them by the linesman.
3. Any player whose penalty had not been completed when the sudden victory overtime period ended is not eligible to be nominated as one of the players selected to take the shots and must remain in the penalty box or in the dressing room. Also players serving penalties imposed during the shootout must remain in the penalty box or in the dressing room until the end of the procedure
4. Once named, these players may only be replaced in the event of injury or penalty. The substitute stand-by player will be placed last in the shooting order.
5. The referee will call the two captains to the Referee Crease and flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his team will shoot first or second.
6. The goalkeepers shall defend the same goal as in the overtime period. The goalkeepers may be changed after each shot.

7. The shots will be taken in accordance with rule 509 of the IIHF Official Rule Book (See Appendix 2)
8. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
9. If the result is still tied after 5 shots by each team the procedure shall continue with a tie-break by one player each team, with the same or new or partially changed nomination of 5 players (plus one stand-by player) in the order they will take the shot and with the other team starting to take the tie-break shots. The game shall be finished as soon as a duel of two players brings the decisive result.
10. If necessary the tie-break procedure will be repeated, again with the same or new or partially changed nomination of 5 players (plus one stand-by player) in the order that they will take the shot and with the other team starting to take the tiebreak shots. Again the game shall be finished as soon as a duel of two players brings the decisive result.
11. The official scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.

9. PROVINCIAL/TERRITORIAL/TOURNAMENT ADVANCING RANKING - TIE BREAKING:

Should ties occur between the provinces/territories, division standings and re-ranking will be decided according to the following priorities. In the event that teams are tied for a playoff position, the following tie breaking procedure will apply:

Note: In the event where more than two teams are tied, the tie breaking sequence will apply until the tie is broken (ie. one or more teams are eliminated from the tie). Once one (1) or more teams is eliminated from the tie and two or more teams are still tied, the procedure reverts back to (a).

- (a) The result of the Preliminary Round game involving the tied teams will apply. In the event two teams are tied, the winner of the Preliminary Round game between those teams will advance to the play-offs. If three teams are tied, the point record established in the games between the tied teams shall be used as the first tie breaking formula in deciding which teams shall advance.
- (b) If teams are still tied after (a), then the team with the most wins overall would qualify for the higher standing position.
- (c) If teams are still tied after (a) and (b) have been applied, then the team with the best difference of goals for and against. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against (for all games played in the Pool)

The goal ratio shall be for games amongst the tied teams only.

Example: for = 10 goals; against = 4 goals;
 Percentage = $\frac{10}{10+4} = \frac{10}{14} = .714$

- (d) If teams are still tied after (a), (b) and (c), then the team to qualify would be the team with the most goals for.
- (e) If teams are still tied after (a), (b), (c) and (d), then the team to qualify would be the team that received the least number of minutes in penalties.
- (f) If teams are still tied after all previous methods have been applied, the higher rank will be determined by a single toss of a coin.

10. MEDALS:

GOLD	24 (one for each member of the team).
SILVER	24 (one for each member of the team).
BRONZE	24 (one for each member of the team).

11. COMPETITIVE UNIFORM:

Provincial/Territorial colours must be worn. Each team should have 2 sets of sweaters and matching socks (white, dark). The home team wears white. If there is a conflict, the home team changes. Sweaters should also have sleeve numbers. If helmet numbers are utilized, they must match the respective sweater number.

12. EQUIPMENT:

Athletes provide their own hockey equipment and hockey sticks; all must be as required by the sports governing body for minor hockey. CSA approved helmets and full face masks and a BNQ approved throat protector are compulsory.

13. APPENDIX:

The attached appendix forms an integral part of the technical package.

APPENDIX 1

2007 Whitehorse Canada Winter Games

Competitor Eligibility

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens and landed immigrants.
3. The Games are open to amateur athletes **who are members** in good standing of their provincial and/or national sport organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the province or territory they are representing. An athlete can have only one domicile.
5. Students attending school on a full-time basis outside their province of permanent residence during the year of the Games shall be permitted to compete for either their province of permanent residence or the province in which the athlete attends school. To be eligible to compete for the province where the athlete attends school, the student must be enrolled on a full-time basis during the 2006-07 academic year.
6. If a non-student athlete attends a recognized national training centre outside his or her province of permanent residence, the athlete is encouraged to represent his or her province of permanent residence; however, the athlete could represent the province where the centre is located under the terms of paragraph (7), below.
7. Exceptions to the domicile requirement will be possible if the athlete can demonstrate a commitment to the province or territory she or he wishes to represent by such means as having been a member of a club or provincial sport organization in that province for the entire previous competitive season, having represented that province or territory at a previous national or regional championship or having attended school full-time the previous academic year or a recognized national training centre full-time during the previous 12 months. Other similar circumstances may be considered.
8. An athlete is permitted to try out for only one province or territory per Games.
9. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. **Coaches or PSOs must bring forward to their Chef de Mission and their NSO any unclear cases as early as possible before the competition for forwarding to the Sport Committee.**
10. Where a team/province/Chef wishes to challenge the eligibility of an athlete on another provincial/ territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

OTHER

1. All teams are reminded of the Canada Games Council's regulations concerning advertising on competition uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to *a maximum size of 60 square centimetres*.
2. The only coaching permitted is by those accredited coaches identified in the Technical Package. Personal coaches of athletes or additional coaches of any type will not receive accreditation and will not have access to competition or training areas.
3. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Canada Games Council assists the Host Society by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.

APPENDIX 2

IIHF Rule 509 Penalty Shot Procedure

The players of both teams shall withdraw to the sides of the rink and behind the red line

The referee shall place the puck on the centre spot

Only a goalkeeper may defend against the Penalty Shot

The goalkeeper must stay in her crease until the player has touched the puck

The player will, on instruction of the Referee, play the puck and proceed towards his opponent's goal line and attempt to score on the goalkeeper

Once the puck is shot play shall be considered complete, and no goal can be scored by a second shot of any kind