



THE BRANDON WHEAT KINGS

FOUNDATION U9A Classic Tournament Rules

The following rules have been established for the BWK Foundation U9A Classic Tournament to ensure fair play and a fun, safe and enjoyable experience for all participants. All coaches, players, parents and volunteers are required to adhere to these rules throughout the event.

Playing Surface and Game Setup

- Half-Ice Format: All matches will be played on half-ice rinks
- Simultaneous Games: Two games will occur simultaneously on each half-ice surface. The arena will be separated by temporary boards with a temporary scoreboard keeping score for one game and the arena scoreboard tracking score for the other game.
- Jerseys: Home teams will wear dark and visiting teams will wear white. If teams only have one jersey, please have the coaches work it out.

Team Composition

- Roster Size: Each team should consist of 12 skaters and 1 goalie, for a total of 13 players per team. In the event a team is short a player due to injury, illness, etc. please inform the committee.
- Structure: Teams will follow the A, B, and C structure, fostering inclusivity and balanced competition. Home team coaches will determine sequence.

Game Structure

- Game Duration: Each match consists of two 24-minute halves, with a running clock throughout
- Face-offs will ONLY occur at the start of each period.
- The team who was scored on is responsible for pulling the puck out of the net and start the attack on the other team. The defending team must back out and give them space to get puck out of the net. Once the puck carrying team starts moving forward, the defending team can start their attack.

- **Switching Ends:** We will switch ends between periods. If you have the net without the crease, you can draw a crease with a marker or bingo dabber. Home team will have the crease for the first period. Away team will take the net in the neutral zone
- **Shift Changes:** Players will rotate shifts every 2 minutes, signaled by the buzzer
- **Line Change Procedures:** Coaches must ensure smooth, safe line changes, with players entering and exiting the ice promptly and safely. When making a line change you must have all players on the ice line up beside your door, when the last player lines up you can release your players from the bench to go get the live puck
- All participants are expected to follow line change rules honestly; intentional violations will result in warnings and/or penalties.
- **Intermission:** There will be a 2-minute intermission
- **Goaltenders** can be substituted for an extra attacker at any point in the last 2 minutes of the game.
- **Minor Penalties:** In the event of a penalty, the player will be removed from the ice for the duration of their shift, or until the other team scores a goal. They can play again when the buzzer sounds, or the other team scores, whichever comes first. The player will be removed from the game if they've taken 4 minor penalties with no further suspension.
- **Major Penalties:** Subject to Hockey Manitoba decision on the penalty call. Players can expect a 1 to 5 game suspension

Warmup

- **Warmup Time:** Teams are allotted a 3-minute warmup period before each game.
- **Pucks Provided:** Tournament staff will supply warmup pucks; coaches are responsible for collecting them after warmup.

Player and Team Recognition

- All players will receive tournament gift bags including BWK tickets
- **Player of the Game:** After each match, a "Player of the Game" will be selected by the other teams' coaches and recognized in a brief on-ice presentation. Players will only be eligible to win once.
- The selected players on Friday and Saturday will be eligible to participate in the shootout at the BWK game on Friday or Saturday.
- The Championship trophy will be presented to the winning team at the end of the final game

Points and Qualifying

- The 1st place team in the Ridly Greig division will play the 1st place team in the Mark Stone Division with the second place teams in each of the divisions playing for 3rd place
- **Points System:** 2 Points for a Win. 1 Point for Tie. 0 Points for a Loss.
- **If there is a tie at the of regulation in the round robin, there will be no overtime.**
- In the final and 3rd place game, there will be 6 minutes of 4 on 4 sudden death overtime following the A, B, C line format with 2-minute shifts. In the event it remains tied, it will be followed by a 3 player shootout. If it is still tied, one additional shooter that has not shot from each team will continue until the tie is broken.
- **Standings Tie Breaker:** If there is a tie in the standings the tie breaker will go as follows:
 - If team A beat team B in the round robin, Team A will get the higher seed.
 - If it is still a tie, then it will be determined based on goal differential.
 - If it is still a tie, then the team with the lowest goals against will be awarded the higher seed.
 - If there is still a tie, then the team with the lowest PIM's will win the tie-breaker.
 - In the event there is a still a tie, a coin flip will take place.

Conduct

- **Dressing Room Cleanliness:** Teams are responsible for maintaining clean dressing rooms and prompt exits following the games as there are limited rooms available.
- **Sportsmanship:** Respectful behavior is mandatory on and off the ice. Disrespect of any kind including abuse of officials and unsportsmanlike conduct will not be tolerated.

Adhering to these rules ensures a positive tournament experience for all. In the event of a dispute, the committee's decision will be final. For questions or clarification, please contact the BWK Foundation Tournament Committee.

Thank you for your cooperation and commitment to youth hockey excellence.