



2011 CANADA WINTER GAMES

WOMEN'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 National Sport Organization's (NSO) version of prospective high performance athletes.

Every Games' coach, manager, sport leader, 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 the 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 the 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 size 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.

THANK-YOU/MERCI



2011 CANADA WINTER GAMES

TECHNICAL PACKAGE

1. SPORT: WOMEN'S HOCKEY

2. PARTICIPANTS:

Competitors: 20 female players

Staff: 3 Coaches, 1 Director of Operations and 1 Equipment Manager. One of the Coaches must be female.

3. CLASSIFICATION:

Female competitors under 18 years of age as of December 31, 2010.

YEAR OF BIRTH: 1993 to 2000 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 13, 2010).

4.2 Players:

Refer to Appendix 1

5. COMPETITION:

Hockey Canada Rules applicable for Minor Hockey with the adoption of the NO INTENTIONAL BODY CHECKING RULE [article 6.2 (B)].

All twenty players can dress for every game and four staff (excluding the director of operations), 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. The standby goaltenders must be available for the duration of the event and able to be on site in the venue in 2 hours or less. Hockey Canada will be responsible for working 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 grouped as follows (based on the final standings from the 2007 CWG):

Pool A	Pool B
1. Ontario 4. Saskatchewan 5. Newfoundland & Labrador 8. British Columbia 9. Alberta	2. Manitoba 3. Quebec 6. Nova Scotia 7. New Brunswick 10. Prince Edward Island 11. Yukon

Competition Format

The event will consist of two pools of even strength, in an unbalanced round robin (i.e. two pools with a different number of teams, where not all teams in pool B will play each other), followed by the a Quarter Final Round (8 teams), Placement Games (5th - 11th Place) and a Medal Round (4 Teams).

Preliminary Round: All teams will play a complete an unbalanced round robin within their Pool. The top four teams in the standing in Pool A & Pool B (once the Preliminary Round is complete) advance directly to the Quarter Final Round.

Placement Games for 9th – 11th place.

Quarter Final Round: The 1st, 2nd, 3rd and 4th Place teams from Pool A & B, will play in the Quarter Final Round. The 4 winning teams will advance to the Medal Round. The 4 losing teams will play in the Placement Games for 5th – 8th place.

Medal Round: The 4 winning teams from the Quarter Final Round will play in the semi finals in the Medal Round. The semi-final winning teams will advance to the Gold Medal game, the semi-final losing teams to the Bronze Medal game.

Game Format: (All games in the competition)

- Warm up will be 15 minutes. The ice will be re-surfaced following warm-up.
- All regulation time games will consist of three (3) stop-time periods of twenty-minute (20) minutes. The ice will be re-surfaced following the 1st and 2nd periods. An intermission time of 15 minutes will be set & on the score clock.
- Each team will be allowed (1) one (30) second time-out in a game. (A game is defined as regulation time or regulation and over time)

Overtime Operations

See 8. Tie Breaking Rule: Competition for details

6. SPORT SCORING:

3 points for the winning team at the conclusion of regulation time.

1 point for both teams at the conclusion of regulation time if the game is tied

1 additional point for the team winning the game in the overtime period or the Game Winning Shots Procedure

0 points for the team losing the game in regulation time

7. PROVINCIAL/TERRITORIAL RANKING:

The distribution of points to obtain the games flag will be done following the standings of the provinces and territories (if applicable) 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	13 th place - 0.5 point
4th place - 7 points	9th place - 2.5 points	
5th place - 6 points	10th place - 2 points	

8. TIE BREAKING RULE – COMPETITION

Preliminary Round, Qualifying Round, Quarter Finals, Placement Games 5th – 11th Place

- If a game is tied at the end of regulation time the teams will play one (1) five (5) minute sudden victory 4 vs. 4 overtime period.
- The teams will defend the same end as the 3rd period of the regulation game.
- If no goal is scored in the overtime period, then the Game Winning Shots Procedure shall apply.

Medal Round-Semi-Finals & Bronze Medal Game

- If a game is tied at the end of regulation time the teams will play one (1) ten (10) minute sudden victory 4 vs. 4 overtime period.
- The teams will defend the same end as the 3rd period of the regulation game
- If no goal is scored in the overtime period, then the Game Winning Shots Procedure shall

apply.

Gold Medal Game

- If a Gold Medal Game is tied at the end of regulation time, then a twenty (20) minute sudden victory 4 vs. 4 overtime period shall be played following the completion of a 15 minute intermission during which the ice will be re-surfaced. The teams will change ends for the overtime period.
- If no goal is scored in the overtime period, then the Game Winning Shots Procedure shall apply.

Note:

- Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- If either team declines to play in the necessary period or periods, the game shall be declared a loss for that team.

Game Winning Shots Procedure (taken from Current IIHF Sport Regulations)

1. Shots will be taken at both ends of the ice surface. The longitudinal centre section of the rink will be dry-scraped by the ice-resurfacing machine prior to the Game Winning Shots during the time required to organize the program accordingly.
2. The procedure will begin with three different shooters from each team taking alternate shots. The players do not need to be named beforehand. Eligible to participate in the Game Winning Shots will be the four goalkeepers and all players from both teams listed on the official game sheet except as specified in article 3 below.
3. Any player whose penalty had not been completed when the Overtime Period ended is not eligible to be one of the players selected to take the shots and must remain in the penalty box or in the dressing room until the end of the procedure.
4. 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 of whether her team will shoot first or second.
5. The goalkeepers from each team may be changed after each shot.
6. The shots will be taken in accordance with rule 509 of the IIHF Officials Rule Book.
7. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
8. If the result is still tied after 3 shots by each team the procedure shall continue with a tie-break shoot-out by one player of each team, with the same or new players with the other team starting to take the tie break shots. The same player can also be used until the duel of two players brings the decisive result.
9. The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.

10. Only the decisive goal will count in the result of the game. It shall be credited to the player who scored and the goalkeeper concerned.
11. If a team declines to participate in the game winning shots procedures the game will be declared a loss for that team and the other team will be awarded 3 points for a win. If a players declines to take a shot it will be declared “no score” for her team.

9a ROUND ROBIN PROVINCIAL/TERRITORIAL RANKING - TIE BREAKING:

Two Teams Tied

Step 1

The tie-breaking system for two teams with the same number of points in a standing will be the game between the two teams, the winner of the game will be placed higher than the one team they are tied with.

Step 2

Should the teams not face each other in round robin play the team with the most regulation time wins in the round robin will become the higher ranked team.

Step 3

Should the teams still remain tied then the team with a lower amount of goals against in the round robin will receive the higher ranking.

Step 4

Should the teams still remain tied then the penalty minutes received by each team in ALL games played in the Preliminary Round Robin will determine the placement of the two teams. Teams with the lower number of penalty minutes will be ranked higher.

Step 5

Should the teams still remain tied the team that scored the quickest goal in round robin play will receive the higher ranking.

Step 6

Should the teams still remain tied a coin flip will determine the higher ranked team.

Three Teams Tied

Due to the fact that the three point system does not allow a game to end in a tie, then the following tie breaking procedure is applicable when three teams are tied in points.

Should three teams be tied, a tie breaking steps (1-5) will be applied by creating a sub group of the three tied teams. The tie breaking sequence will apply until the tie is broken. Once one (1) team is eliminated from the 3 team tie (can be 1st or 3rd) the winner of the game between the two remaining teams would qualify for the higher standing position.

Step 1

Taking into consideration only the games between each of the tied teams, a sub group is created applying the points awarded in the direct games amongst the three tied teams from which the teams are then ranked accordingly.

Step 2

Should the teams still remain tied then the better goal difference in the direct games amongst the three tied teams will determine the placement of the three teams. **A maximum goal differential of 7 against each team will be used to determine the goals for and against (i.e. 7-0, 9-2, 11-4). There is no advantage to beating a team by more than 7 goals.**

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

Example: for = 10 goals;
 against = 4 goals;

$$\text{Percentage} = \frac{10}{10+4} = \frac{10}{14} = .714$$

Step 3

Should the teams still remain tied then the team with a lower amount of goals against in the round robin will receive the higher ranking.

Step 4

Should the teams still remain tied then the penalty minutes received by each team in ALL games played in the Preliminary Round Robin will determine the placement of the three teams. Teams with the lower number of penalty minutes will be ranked higher.

Step 5

Should the teams still remain tied the team that scored the quickest goal in round robin play will receive the higher ranking.

Step 6

If teams are still tied after all previous methods have been applied, the higher rank will be decided by a single toss of a coin.

10. MEDALS:

GOLD	20 (one for each athlete of the team)
SILVER	20 (one for each athlete of the team)
BRONZE	20 (one for each athlete 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 **must** have sleeve numbers. If helmet numbers are utilized, they must match the respective sweater numbers.

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. APPENDICES:

The appendices form an integral part of this technical package.

APPENDIX 1

2011 (Halifax) 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 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 2010-2011 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 Provincial Sport Organizations must bring forward any unclear cases to their Chef de Mission and to their National Sport Organization as early as possible before the competition for forwarding to the Sport Committee of the Canada Games Council.**
10. Where a team/province or territory/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 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 through its medical partners 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

APPENDIX 3

REGULATIONS FOR PRACTICE SCHEDULES AND DRESSING ROOM ALLOTMENT

PRACTICE TIMES

The Hockey Canada Representative will work with the organizer to establish the practice schedule.

On the day of the game the practice times will be scheduled 45 minutes duration and will take place as much as possible in the same arena as the game of the respective team.

On the day of rest the practice time will be scheduled for 75 minutes duration (as long as there is sufficient ice available). If there is insufficient ice available, the minimum time allotment must be 45 minutes.

In principle the team which plays earlier will also practice earlier with the necessary adaptation following the timing of games on the preceding day.

The home team has the option to practice first; the visiting team may practice at the same time if another arena is available.

If, for time reasons, two opposing teams have to practice at the same time in different arenas, then the team in higher seeded team will have the choice of practice arena.

Practical switches or adjustment of practice times may be agreed between the respective teams and the organizer.

DRESSING ROOMS

If permanent dressing rooms can be assigned, the permanent dressing rooms will be allotted to the teams by the following criteria:

- a) Higher number of games and practices of a team to take place in one of the arenas
- b) The dressing rooms will be ranked by quality and distance to the ice surface and allotted to the teams following their seeding numbers.
- c) If the teams have to change the arenas after the Preliminary Round of the event, then the dressing room in the arena to where a team is moving will again be allotted following the team seeding number and the ranking numbers of the available (free) dressing rooms.

Teams already in the facility will not be expected nor permitted to move dressing rooms.

The organizer must work out an exact time schedule for such changes of dressing rooms in advance.