

PARKISSIMO HOCKEY LEAGUE

PROCEDURE MANUAL

Parkissimo Hockey League (PHL) Procedure Manual

The organization formed to coordinate the local activities of the Manitoba Amateur Hockey Association (MAHA), also referred to as Hockey Manitoba, will be called the Parkissimo Hockey League and herein referred to as the PHL or the League.

The Procedure Manual purpose is to provide each age category with direction in completing a successful minor hockey season in which every association uses the same rules, guidelines, and playing surfaces.

Each category listed below will have its own page for reference.

Page 3 ..... U7 (Formerly known as Pre-Novice, Initiation, and/or Squirts)
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The Procedure Manual should be reviewed annually and can be revised without altering the Parkissimo Hockey League Constitution.

U7 (formerly known as Pre-Novice, Initiation, and/or Squirts)

Although there is no formal league for U7, it is the expectation that all PHL Associations follow Hockey Manitoba guidelines for all exhibition games between member associations.

PHL Game Guidelines

- Cross-ice format (1/3 ice).
- Nets are a maximum size of 4' x 3'.
- Game and Shift Lengths – coaches can agree to use one of the following formats:
  - 2 x 24-minute periods with shifts 2 minutes in length (clock stops between shifts).
  - 2 x 30-minute periods with shifts 3 minutes in length (clock does not stop between shifts).
- 5 players maximum per team per shift (4 skaters plus 1 goalie).
  - Coaches can agree to use less if necessary.
- Score is not kept or recorded.
- Coaches will do their best to ensure equal playing time.

Resources

Please refer to the following resources for more information:

- Hockey Manitoba Under-7 (U7) Program: https://www.hockeymanitoba.ca/players/timbits-under-7-program/

- Hockey Manitoba Under-7 (U7) MHA Resource Guide: https://www.hockeymanitoba.ca/wp-content/uploads/2021/06/Timbits-Under-7-Resource-Guide.pdf

- Hockey Canada Under-7 (U7) Player Pathway: https://mcusercontent.com/e65e14975a2525faebf71e1d0/files/7e373ef6-b7ee-8992-8c77-02b8eb6e5afe/Timbits_U7_Pathway_e.pdf

U9 (formerly known as Novice)

Game Guidelines

- Half-ice format (1/2 ice).
- Nets are a maximum size of 4' x 3'.
- Game length = 2 x 24-minute periods.
- Shifts are 2 minutes in length (run time).
  - If both coaches agree, shifts can be 2 minutes in length with the clock stopping between shifts. If there is an issue with this, the game will use run time as per Hockey Manitoba guidelines.
- 5 players maximum per team per shift (4 skaters plus 1 goalie).
- The goalie may only be pulled for the last shift of the game.
- Score is kept and recorded.
- Coaches will do their best to ensure equal playing time.

Regular Season Guidelines

- Faceoffs only occur at the beginning of each shift.
- After a save or a goal, the offensive teams retreats (or "backs off") to the ringette line (or top of the of circles) and the defending team receives the puck below the goal line. Both teams resume play on the official's signal.
- There is no overtime. Games can end in a tie.
- A player can score five (5) goals maximum per regular season game.

Playoff Guidelines

- Faceoffs only occur at the beginning of each shift.
- After a save or a goal, the offensive teams retreats or "backs off" to the ringette line (or top of the of circles) and the defending team receives the puck below the goal line. Both teams resume play on the official's signal.
- There is overtime if tied after regulation. The game continues using 2-minute shifts until a goal is scored (sudden victory).
- A player can score five (5) goals maximum per playoff game in regulation. A player who has scored five (5) goals in regulation can score a goal in overtime.

Resources

- Hockey Manitoba Under-9 (U9) Program: https://www.hockeymanitoba.ca/players/under-9-hockey/

U11 (formerly known as Atom)

Game Guidelines

- Full-ice format.
- Nets are regulation size (6' x 4').
- Game length = 1st and 2nd periods are 15 minutes each, 3rd period is 20 minutes.
- Games are stop time. If the goal differential is 6 or more goals in the 3rd period, the game will use run time. If the score differential returns to 5 or less, stop time will be reinstated.
- Score is kept and recorded.

Regular Season Guidelines

- There is no overtime. Games can end in a tie.
- There is no goal limit per player.

Playoff Guidelines

- There is overtime if tied after regulation, teams will play one 5-minute overtime (sudden victory). If the score remains tied a 5-player shootout will occur. If necessary, a 1-player shootout will occur until a winner is determined. Players can be reused without limit if the 5-player shootout does not produce a winner.
- The overtime period will be played 4 vs 4 (plus a goalie for each team).
- There is no goal limit per player.

Resources

- Hockey Manitoba Under-11 (U11) Program: https://www.hockeymanitoba.ca/under-11-u11-program/

U13 (formerly known as Peewee)

Game Guidelines

- Full-ice format.
- Nets are regulation size (6' x 4').
- Game length = 1st and 2nd periods are 15 minutes each, 3rd period is 20 minutes.
- Games are stop time. If the goal differential is 6 or more goals in the 3rd period, the game will use run time. If the score differential returns to 5 or less, stop time will be reinstated.
- Score is kept and recorded.

Regular Season Guidelines

- There is no overtime. Games can end in a tie.
- There is no goal limit per player.

Playoff Guidelines

- There is overtime if tied after regulation, teams will play one 5-minute overtime (sudden victory). The overtime period will be played 4 vs 4 (plus a goalie for each team).
- If the score remains tied a 5-player shootout will occur. If necessary, a 1-player shootout will occur until a winner is determined. Players can be reused without limit if the 5-player shootout does not produce a winner.
- There is no goal limit per player.

U15 (formerly known as Bantam)

Game Guidelines

- Full-ice format.
- Nets are regulation size (6' x 4').
- Icing: A team that commits an icing violation will not be permitted to make any player substitutions prior to the ensuing face-off.
- Game length = 1st and 2nd periods are 15 minutes each, 3rd period is 20 minutes.
- Games are stop time. If the goal differential is 6 or more goals in the 3rd period, the game will use run time. If the score differential returns to 5 or less, stop time will be reinstated.
- Score is kept and recorded.

Regular Season Guidelines

- There is no overtime. Games can end in a tie.
- There is no goal limit per player.

Playoff Guidelines

- There is overtime if tied after regulation, teams will play one 5-minute overtime (sudden victory). The overtime period will be played 4 vs 4 (plus a goalie for each team).
- If the score remains tied a 5-player shootout will occur. If necessary, a 1-player shootout will occur until a winner is determined. Players can be reused without limit if the 5-player shootout does not produce a winner.
- There is no goal limit per player.

U18 (formerly known as Midget)

Game Guidelines

- Full-ice format.
- Nets are regulation size (6’ x 4’).
- Icing: A team that commits an icing violation will not be permitted to make any player substitutions prior to the ensuing face-off.
- Game length = 1st, 2nd, and 3rd periods are 20 minutes each.
- Games are stop time. If the goal differential is 6 or more goals in the 3rd period, the game will use run time. If the score differential returns to 5 or less, stop time will be reinstated.
- Score is kept and recorded.

Regular Season Guidelines

- There is no overtime. Games can end in a tie.
- There is no goal limit per player.

Playoff Guidelines

- There is overtime if tied after regulation, teams will play one 5-minute overtime (sudden victory). There is overtime if tied after regulation, teams will play one 5-minute overtime (sudden victory). The overtime period will be played 4 vs 4 (plus a goalie for each team).
- If the score remains tied a 5-player shootout will occur. If necessary, a 1-player shootout will occur until a winner is determined. Players can be reused without limit if the 5-player shootout does not produce a winner.
- There is no goal limit per player.