

2026 CPKC Hockey Tournament Rules

April 16th-18th Winnipeg, MB

Disclaimer

All tournament committee members and or volunteers are not responsible for any injury, damage or loss of any kind suffered by any participant throughout the duration of the tournament.

You and/or your team members are free to purchase your own team or individual insurance and must be arranged on your own.

Rules of Play

A) If your intention is to play on a 2nd team as well as your own, you must complete the following:

- An extra \$100 must be paid by the end of Wednesday night at the latest, it does not matter if you play one game or 5 games, the cost is \$100.
- All players must be registered and must have played in at least one round robin game (for the 2nd team) in order to qualify to play in playoff round.
- Your name must be on the 2nd team's roster no later than, the end of Wednesday night.

Keep in mind:

- Players may only play up a division, not down

Example: A +35 Open Player can play in the Open, however may not play in the +35 Rec
You cannot play in the same division you're registered in.

- **It is the responsibility of the player to seek out a committee member to pay the fee(s).**

B) Maximum of 3 NON-CPKC players allowed per team.

Exempt from this rule are Retirees, Goalies, Ex Employees and Women's Division

If you require more than 3 non-CPKC players you will have to gain permission from the Committee, prior to the Tournament starting.

C) Neck Guards are highly recommended.

- 1) Players in all divisions must be CPKC employees, pensioners or ex-employees (except goaltenders and women's divisions) or have been grandfathered in.
- 2) All women's division players (including spouses and daughters of employees or pensioners) must be 16 years of age or older as of January 01, 2026

All players in the division of 35 and older must be 35 or older as of January 01, 2026.

All players in the division of 45 and older must be 45 or older as of January 01, 2026.

The tournament committee will consider exceptions *in advance*. Picture ID and CPKC ID are required and can be requested at any time by anyone on the committee.

- 3) Playing with illegal players not listed on your roster:
 - If a player is not registered to play on two teams and plays anyways that player will be ejected from the tournament.
 - Teams caught playing with unregistered players will forfeit that game plus any goals scored during that game will not count towards a tie breaker.
- 4) Any team making it to either the Consolation or Championship games are not allowed to pick up any players from other teams unless agreed upon by both teams playing.
- 5) **The tournament committee rulings and decisions are final.**
- 6) I player substitutions are either changed on the fly or at a whistle. However, at a whistle you will have 15 seconds to get into position or the puck will be dropped. Each team must ice 6 players to start the game or the game will be forfeited.
- 7) There will be no center line used for two-line passes.
- 8) **Half/Full visors or cages are *mandatory* for all players. No exceptions will be made.**
- 9) A maximum of 3 goals per player/per game.
- 10) Each game will start with a 3-minute warm-up.
- 11) Round-robin games will consist of three 12-minute stop time periods (no overtime) with the last 2 minutes of the 3rd period being running time if the score difference is 2 goals or more. There is a 2-minute break allotted between periods.
- 12) 12) Consolation or championship games will consist of three 12-minute stop time periods with the last 2 minutes of the 3rd period being running time if the score difference is 2 goals or more. There is a 2-minute break allotted between periods. If the score is tied at the end of regulation time, please refer to overtime rules in bullet #17 below.
- 13) Penalties are to be served as follows:
 - Minor: 3 minutes straight time. 2 minutes stopped time.
 - Major: 7 minutes straight time. 5 minutes stopped time.
 - Misconduct: 15 minutes straight time. 10 minutes stopped time.
 - Any player receiving a major or 3 minor penalties in any one game will be ejected from that game.

- Penalties issued in the 3rd period of any consolation or championship games will carry over into overtime.

14) **Fighting will result in immediate expulsion from the tournament, no exceptions.**

15) Slap-shots are not permitted in any division. If a slap shot results in a player being injured, the player who executed said slap shot will be ejected from that game.

16) When a play is blown down for a shot with a stick above the knee, the resulting face-off will always occur in the defending zone of the team committing the infraction.

17) Points and tie-breaking round-robin rules:

- 2 points for a win.
 - 1 point for a tie.
- a) Winner of the game between the tied teams will be the team who advances.
 - b) If teams are tied after a) then the team with the best win record in the overall round robin round advances.
 - c) If the teams are still tied after a) and b) then the team with the best goals for/against differential advances (each team is capped at a maximum +/- 7).
 - d) If the teams are still tied after a), b) and c) then the team with the least penalty minutes advances.
 - e) If the teams are still tied after a), b), c) and d) then the team that scored the earliest goal in the game against the team they are tied with advances.
 - f) The coin toss will be used after all of the above tie breaking rules are exhausted.

Note: In the event more than two teams are tied, once the tie breaking rules have been used to

advance the first team, the procedure to break the remaining ties will revert back to the beginning of the criteria.

Overtime rules – applicable to consolation games or championship games only:

- a) If tied, 5 minutes (stop time or running time) 3 on 3 will occur.
- b) If still tied, after (a) each team selects 3 players for a shoot-out.
- c) If still tied after (a & b) each team selects 3 new players to shoot until you go through the full team.

PLAY HARD AND PLAY SAFE

2026 CPKC Hockey Committee