

## ROOKIE SHOWCASE RULES 2026

### 1. General Rules

All games will be played in accordance with the rules of the Manitoba Women's High School Hockey League (MWHSHL), with the following modifications to the game format outlined below.

### 2. Showcase Format - Based on 12 Teams

The female showcase will consist of **three (3) pools of four (4) teams**, with each pool playing a round robin format. Points will be awarded as follows:

- **2 points** for a win
- **1 point** for a tie
- **0 points** for a loss

Teams will be ranked 1 through 4 in their respective pools based on total points earned. The **top team from each pool**, along with the **best second-place team overall** (based on total points, then tiebreakers), will advance to the **semi-final round**.

### 3. Tiebreaker Procedures

If two or more teams are tied in the standings, the following tiebreakers will be applied in order:

- a. Head-to-head result between the tied teams
- b. Fewest goals against
- c. Highest goal differential (Goals For minus Goals Against), with a maximum of +5 per game
- d. Coin toss

When determining the **best second-place team** across all pools, the same tiebreaker format applies.

### 4. Game Format

All games will consist of two (2) 12-minute stop time periods and one (1) 15-minute stop time third period.

If a game is running behind schedule, game time may be reduced (down to 2-minute periods) at the discretion of the officials.

In the third period, if the score differential reaches **5 goals or more**, the clock will run continuously for the remainder of the game. If the goal difference drops below 5, the game will revert to stop time.

## 6. Overtime Procedures

There will be no overtime in round robin games.

If a playoff game is tied at the end of regulation:

- A 5-minute stop-time 3-on-3 sudden death overtime period will be played.
- Line changes are only permitted on the fly. (Standard MWHSHL overtime rules apply.)
- If still tied, a **three (3) round shootout** will occur:
  - Each coach selects 3 shooters.
  - The visiting team shoots first.
  - If still tied, a **sudden death shootout** continues until a winner is determined.
  - All players must shoot once before any player may shoot again, regardless of roster size.

## 7. Referee Decisions

All on-ice decisions made by the referees are final.