

LEAGUE GAME INFORMATION BY LEVEL

All games will play the following time rules:

LEVEL	PERIODS	ICE CUT	WARM-UP	MINOR PENALTIES	MAJOR PENALTIES	MISCONDUCT PENALTIES	OVERTIME	LENGTH	REFS
J18U	17 min	YES	5:00 min	2:00 min	5:00 min	10:00 min	5 min, 3 v 3	100	2
Overtime is STOP Time at all levels with 3 man shootout if score is tied after 5 minute 3 v 3									

J18 Playoff Protocols

1. Jerseys

- The Home team is required to wear light colored Jerseys & the Visiting team is required to wear a dark colored jersey unless agreed upon prior to the start of the game.

2. Game Format

- **Warm up** time will be 5 minutes
- Pucks will **NOT** be provided for warm-ups
- Games can **NOT** start earlier than scheduled time
- Each team has **1 timeout**

3. Playoff Roster

- The THF will consider the use of an emergency goalie if required. Teams must follow the same process as the regular season.

4. Time to Score/Game Scoring

- The THF will provide an unaffiliated person to score each playoff game
- The scorekeeper will NOT be able to add a player in Time to Score prior to the game.

5. Penalties

- We will follow USA Hockey Directives in regard to penalty lengths based upon period duration

6. Overtime/Shootout

- All games tied at the end of regulation will go to a 3 versus 3 sudden death overtime with a 5-minute STOP clock.
- Teams will switch ends for overtime (long change)
- If the game is tied after the 5-minute overtime, the game will go to a shootout.

A. (3) unique shooters for each team alternating shootout attempts with the Visiting team shooting first each time until all 6 shooters, 3 home and 3 visiting, have shot. The team that scores the most goals is declared the winner.

B. If tied after each team's (3) unique shooters have gone then we will move to a sudden death shootout.

- Eligible Shooters

- A player whose penalty has not expired before the end of the overtime period is ineligible for the shootout and sudden death shootout.
- After the first 3 rounds of the shootout the home team and away team may use the same shooter in consecutive rounds of the sudden death phase

7. **Running Time** shall be applied when the goal differential is 8 goals or more in the second or third period. If the goal differential returns to 7 goals, stop time is applied. Coaches may agree to run time earlier in the game.

8. A Minimum of two (2) **on-ice officials** shall be scheduled for every game. In situations beyond the control of the home team or the league, a single official can officiate a game.