

## LEAGUE GAME INFORMATION BY LEVEL

All Playoff games will play the following time rules:

LEVEL	PERIODS	ICE CUT	WARM-UP	MINOR PENALTIES	MAJOR PENALTIES	MISCONDUCT PENALTIES	OVERTIME	LENGTH	REFS
Full Ice Mites/9U/ 10U	15 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	5 min, 3 on 3	80	2
11U/12U	15 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	5 min, 3 on 3	80	2
13U/14U	16 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	5 min, 3 on 3	90	2
15U/16U/18U	17 min	NO	3:00 min	2:00 min	5:00 min	10:00 min	5 min, 3 on 3	100	2
<i>Overtime is STOP Time</i>									

## AHF Playoff Protocols

### 1. Jerseys

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

### 2. Playoff Roster

- Teams may only use approved USA Hockey rosters from December 31<sup>st</sup>. Any player not on your USA Hockey roster as of 12/31 is INELIGIBLE for playoff competition.
- The AHF will consider the use of an emergency goalie if required. Teams must follow the same process as the regular season.

### 3. Gamesheet/Game Scoring - Gamesheet Ipad key is: **ipad-ahfsfmq**

- The AHF will provide an unaffiliated person to score each playoff game.
  - Each team must provide a team representative in the score box to assist. The scorekeeper can dismiss the volunteers if they do not need assistance.
- If your team's game has not been uploaded into GameSheets within 30 minutes of completion please contact ([bmacnicol@blackbearsportsgroup.com](mailto:bmacnicol@blackbearsportsgroup.com) & [nmiller@blackbearsportsgroup.com](mailto:nmiller@blackbearsportsgroup.com))

### 4. Tie Breakers & Round Robin Points Awarded

- Please refer to the AHF Guidebook for all tie breakers and breakdown of points awarded. The AHF will NOT respond to each individual question regarding tie breaking scenarios.

### 5. Game Format

- Warm up** time will be a minimum of 3 minutes for all levels
- Full Ice Mites, 9U, 10U, 11U, and 12U games** will be 3 - 15-minute periods and the ice slot must be a minimum of 80 minutes of on-ice time (90 minutes including the ice cut at the end of the game).
- 13U & 14U games** will be 3 – 16 minute periods and the ice slot must be a minimum of 90 minutes of on-ice time (100 minutes including the ice cut at the end of the game).
- 15U, 16U, and 18U** games will be 3 – 17 minute periods and the ice slot must be a minimum of 100 minutes of on-ice time (110 minutes including the ice cut at the end of the game).

## 6. Penalties

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

## 5. 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

6. **Running Time** shall be applied when the goal differential is 5 goals or more in the second or third period. If the goal differential returns to 4 goals, stop time is applied. Coaches may agree to run time earlier in the game.

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