

AHF 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 5 Minute STOP Time</i>									

AHF Playoff Game 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

- Team's may only use approved USA Hockey rosters from December 31st. 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. Team's must follow the same process as the regular season.

3. Time to Score/Game Scoring

- The AHF will provide an unaffiliated person to score each playoff game.
- If your team's game has not been uploaded into Time to Score within 30 minutes of completion please contact (avi@atlantichockeyfederation.com)

4. Tie Breakers & Round Robin Points Awarded

- Please refer to the AHF Rulebook 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
- 8U-12U** 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 & 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.

8. At the conclusion of each **Championship game** the following will take place:

- Teams will shake hands.
- The losing team will leave the ice surface.
- The winning team will be called up and *individually* awarded their hat and ring, then AHF Champion Banner to the team.
- The winning team will gather for a picture with the scoreboard in the background. **Send team picture to ccostello@blackbearsportsgroup.com**
 - 1 parent or manager permitted on ice to take team photo (if Carmo Photography is not on site)