

Midwest Hockey League Finals Rules & Regulations

(January 08)

GAME FORMATS

- Purpose – The intent of these procedures is to provide a uniform format for all games sanctioned by MHL. Elapsed time for games will vary somewhat based on the amount of scoring, the incidence of penalties and the occurrence of injuries. It is the responsibility of the host team's tournament coordinator / director to maintain the game schedule. Each game should be held to the time allotted so subsequent games do not have to be shortened to fit the available time. If, at the end of the second period of the game, it appears the game will run beyond its scheduled completion time, the tournament coordinator will reduce the time allotted for the third period and will notify each coach and the referees.
- Time Outs
 - One (1) timeout for each team will be allowed only during MHL Finals games for Mites through Bantams.
- **FINALS WEEKEND PLAY** (See section 6 for finals played with 6 or less teams) *Note: Higher seeded team for Finals is always the home team.*

Select Teams: Mites - Bantams

- On ice time approximately 1 hour 15 minutes
- Warm up – 5 Minutes
- All periods 12 minute stop clock
- 1 Minute Break between periods
- Overtime – 5 minutes stop clock (5 on 5 with penalties carrying over from regulation time) Games are played until a winner is determined. There are no points awarded for overtime losses in pool play finals format.
- 1 – Minute Break
- Shootout – 5 players (players serving penalties at the end of the Overtime period are excluded from the shootout)
- Sudden Death Shootout

Overtime and Shootout Procedures

All games played to a winner:

If the game is tied following regulation play, one five-minute sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a three-minute rest period. The teams will remain on the ice. The teams will not change ends. **If no goal is scored in the overtime period, there will be a shootout.**

The winner of the shootout will be credited with one additional goal in the final score.

a. Shootout

The shootout will be conducted as follows:

- ♦ A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- ♦ The referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- ♦ All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- ♦ Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- ♦ The shootout procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- ♦ The goalkeepers from each team may be changed after each shot.
- ♦ The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- ♦ If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

b. Sudden Death Shootout

The sudden death shootout will be conducted as follows:

- ♦ A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- ♦ Teams will select their shooters to participate in sudden death shootout, whether or not they shot in the previous round.
- ♦ All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- ♦ Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- ♦ Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.

- ♦ The goalkeepers from each team may be changed after each shot.
- ♦ The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

□ RUNNING CLOCK

- If there is a 10-goal lead at the beginning of or during the 2nd period, time will shift to a running clock and remain so as long as there is a 10-goal lead. At such a time the clock will continue to run at all times except for goals, penalties and injuries.
- If there is a 5-goal lead at the beginning of or during the 3rd period, time will shift to a running clock and remain so as long as there is a 5-goal lead. At such a time the clock will continue to run at all times except for goals, penalties and injuries.

□ PENALTIES

- STOP CLOCK OR RUNNING CLOCK
 - Minors – 2 minutes
 - Majors – 5 minutes
 - Misconduct – 10 minutes

** Note – if a player (or team official) receives a Game Misconduct penalty in a MHL game, the MHL requires that player or team official to sit out his or her next *scheduled* MHL game. USA Hockey requires the player or team official to sit out the next scheduled USA Hockey game. If the next game is not a MHL game, the player or team official will sit out a total of two games: the next USA Hockey sanctioned game and the next MHL game. Such a situation would arise where the Game Misconduct penalty occurred in the last game of a MHL weekend and the next game played by a team would be a non-MHL game (e.g., a Minnesota tournament game). If the player is doubled rostered, he or she must serve their game suspension for the team in which the misconduct occurred.