



# 2022-23



# GAME MANUAL

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# CHMA MEN'S DIVISION 1



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# CHE MEN'S DIVISION 3



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# CHE MEN'S DIVISION 4



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# CHE WOMEN'S DIVISION 2



# TABLE OF CONTENTS

## **SECTION 1: SPORTSMANSHIP** (page 2)

- 1.1 – Participant Conduct
- 1.2 – Spectator Conduct
- 1.3 – Venue Standards

## **SECTION 2: DISCIPLINE** (page 6)

- 2.1 – Suspensions
- 2.2 – Participant Discipline
- 2.3 – Team Discipline
- 2.4 – Serving Suspensions

## **SECTION 3: ADMINISTRATION** (page 10)

- 3.1 – Scheduled Games
- 3.2 – Schedule Adjustments
- 3.3 – Postponements
- 3.4 – Forfeitures
- 3.5 – Suspended Games
- 3.6 – Protests

## **SECTION 4: EVENT** (page 15)

- 4.1 – Admissions
- 4.2 – Spectator Activities
- 4.3 – Media & Photography

## **SECTION 5: PERSONNEL** (page 18)

- 5.1 – Players
- 5.2 – Team Officials
- 5.3 – On-Ice Officials
- 5.4 – Medics
- 5.5 – Off-Ice Officials
- 5.6 – Auxiliary Personnel

## **SECTION 6: EQUIPMENT** (page 24)

- 6.1 – Jersey Designs
- 6.2 – Game Uniforms
- 6.3 – Game Equipment
- 6.4 – Player Equipment

## **SECTION 7: PROTOCOLS** (page 28)

- 7.1 – Start Times
- 7.2 – Protocol Provisions
- 7.3 – Protocol Procedures
- 7.4 – CHMA Men’s D1 Game Protocol
- 7.5 – CHE Men’s D3 Game Protocol
- 7.6 – CHE Men’s D4 Game Protocol
- 7.7 – CHE Women’s D2 Game Protocol
- 7.8 – Ice Resurfacing Protocol
- 7.9 – Overtime Protocol
- 7.10 – Shootout Protocol
- 7.11 – Mercy Protocol
- 7.12 – Ceremonies & Presentations

## **SECTION 8: OPERATIONS** (page 40)

- 8.1 – Rulebooks
- 8.2 – Game Rosters
- 8.3 – Scoring
- 8.4 – Change of Goaltenders
- 8.5 – Injured Players
- 8.6 – Video Review
- 8.7 – Score Reporting

## **SECTION 9: STANDINGS** (page 46)

- 9.1 – Points Systems
- 9.2 – Team Rankings
- 9.3 – National Qualifiers

## **SECTION 10: POST-SEASON** (page 48)

- 10.1 – Playoff Formats
- 10.2 – Playoff Eligibility
- 10.3 – Playoff Provisions
- 10.4 – Playoff Personnel
- 10.5 – CHMA Playoff Overtime
- 10.6 – CHE Playoff Overtime
- 10.7 – Playoff Shootouts

# SECTION 1

## SPORTSMANSHIP

### SECTION 1.1 – Participant Conduct

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- A) Participant Standard of Conduct:** The league standards for sportsmanship shall apply to all actions taking place on the venue property of – and in relation to – any league game or event. All participants and personnel of league games and events are expected to adhere to all of the following:
- 1) Treat all associated individuals with dignity and decency
  - 2) Exhibit behaviors that reflect positively on our members and partners
  - 3) Earn respect through integrity, sportsmanship, and fair play
  - 4) Accept the judgments and rulings of officials and league officers
  - 5) Refrain from using language that is abusive, discriminatory, or threatening
  - 6) Avoid actions that potentially endanger the health or safety of others
  - 7) Honor the responsibility and privilege of representing our teams, our schools, our league, and our sport
- B) Leadership Conduct:** Team leaders – particularly head coaches – have the obligation to discourage and diffuse situations within the team that violate the league standards for sportsmanship. The League Office shall include an evaluation of leadership action or inaction during all conduct reviews.
- C) Property Use:** Individuals shall be responsible for the proper care and use of all equipment, accommodations, and property on the premises of the host facility of each game. The team shall make full restitution for all damages found to be caused by any of its individual participants or any of its associated parties outside of the natural occurrence of the game.
- D) Disorderly Conduct:** Game officials reserve the right to suspend any game in which continuous or excessive disciplinary issues arise, including altercations prior to the game and disruptive behaviors outside of the playing surface.
- E) Controlled Substances:** Any participant on the premises of a game who is determined to be under the influence of alcohol or illegal drugs – or is found to have in personal possession illegal or banned substances – shall be barred from participating in the game and shall be immediately ejected from the premises.
- F) Tobacco Products:** Any participant found to be using any type of tobacco product or tobacco-replacement product inside the playing area shall be immediately ejected from the game, including the banishment from a game not yet started.

**G) Social & Electronic Media:** Teams shall be responsible for appropriate and professional content on their team website, from official team accounts on all social media platforms, and in all electronic communications issued by or on behalf of the team. Teams shall not create, post, link, comment on, promote, nor share content that represents any of the following:

- 1) Disapproves or disputes the rulings or decisions of a governing entity
- 2) Condemns, defames, or ridicules game or league personnel
- 3) Criticizes the ruling, judgment, or ability of an on-ice official
- 4) Cites or references the name of an on-ice official in a discrediting manner
- 5) Disparages the ability or performance of an opposing team or team member
- 6) Contains vulgarity or language that is abusive, libelous, or threatening
- 7) Misrepresents or is knowingly false regarding any person(s) or entity
- 8) Violates the rights or privacy of another person(s)
- 9) Violates an obligation of confidentiality
- 10) Provides visual content that brings attention to an incident involving a potential injury, Game Misconduct, or Disqualification

**H) Review of Conduct:** All alleged violations of sportsmanship and conduct standards – irrespective to the violation having been addressed at the time of the incident – shall be reported to the League Office. The League Office shall investigate all reported incidents and, when warranted, initiate a disciplinary review of accused individuals within 10 days of an incident being reported.

- 1) Disciplinary review of behaviors shall not be limited to situations in which a penalty, fine, restitution, or criminal offense is, is not, or cannot be applied.
- 2) Reporting and review of any alleged violation shall be limited to the current fiscal year of the league, except there shall be no league-imposed limit on the review of potential criminal offenses.
- 3) The League Office has the authority to issue a temporary suspension of league participation to accused individuals in cases involving a potential criminal offense or the alleged use of a controlled substance. The temporary suspension shall be in effect until a disciplinary hearing is held.

## **SECTION 1.2 – Spectator Conduct**

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**A) Spectator Standard of Conduct:** The league standards for spectators shall apply to all actions taking place on the venue property of – and in relation to – any league game or event. All spectators – regardless of affiliation – at league games and events shall not exhibit any of the following:

- 1) Conduct that is unruly or disruptive to the game or other spectators
- 2) Actions that are disrespectful to participants, officials, and game personnel
- 3) Language that is abusive, obscene, offensive, discriminatory, or threatening
- 4) Behavior that potentially endangers the health or safety of others
- 5) Possession or use of illegal drugs or drug paraphernalia
- 6) Appearing to be under the influence of alcohol or a controlling substance

- B) Removal of Spectators:** The league, the host venue, or their contracted agents retain the right to remove any or all spectator(s) – with or without warning – from the premises of a game due to violations of the Spectator Standard of Conduct.
- 1) No admissions refund of any kind nor in any amount is owed to a spectator who is removed from a game.
  - 2) Incidents resulting in the removal of multiple spectators shall be reported to the League Office for disciplinary review.
- C) Banishment of Spectators:** The League Office, with due cause, withholds the right to ban specific individuals, ban the spectators from any team, or ban all spectators entirely from attendance at specified league-sanctioned games and events for specified time periods, irrespective of the issue having been addressed at the time of the incident. A review shall be conducted by the League Office to determine such consequences, but no hearing shall be required for any affected party.
- 1) Banned individuals do not hold the right to appeal such decisions; the League Office shall solely determine if any decision is reconsidered.
  - 2) A team may appeal decisions regarding the banishment of 5 or more of its spectators, in accordance with Administrative Appeals policies. The ruling on the banishments shall remain in place during the appeal period.
- D) Restricted Areas:** Spectators shall remain in areas of the host site designated for viewing and general use. Violators shall be removed from the premises for entering restricted areas without authorization to do so.
- 1) At no time nor for any reason shall any spectator enter the ice surface without the explicit consent of an On-Ice Official.
  - 2) At no time nor for any reason shall any spectator enter a team or officials' room without prior consent of the occupants of the room, and no spectator shall cause a disturbance by being in unauthorized proximity of the locker room areas and accompanying access routes.
- E) Interfering Devices:** No person shall employ any object that causes a potential distraction or obstruction to the natural occurrence of the game. Any such action shall result in the removal of the person(s) at fault for the interference.
- 1) Audible devices – such as musical instruments and air horns – shall be permitted so as long as they are not operated in a manner to directly disturb game participants nor is employed in a manner that imitates a natural sound within the game (whistle, buzzer, announcement, etc.).

## **SECTION 1.3 – Venue Standards**

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- A) Facility Requirements:** The host facility of all league games must meet or exceed each of the conditions of this section. The host/home team shall take the responsibility of assuring that all requirements are satisfied by the facility.
- 1) Private room(s) of ample size for each team with direct access to private showers, available at least 30 minutes prior to the warm-up start time

- 2) Private room(s) of ample size for on-ice officials with direct access to private showers, available at least 20 minutes prior to the warm-up start time
- 3) Direct access between the utilized team/officials rooms and the ice surface, avoiding common areas and spectator traffic, as practically as possible
- 4) Access between utilized team rooms and the assigned team bench without a need to crossover with players of the opposing team in surrounding hallways or on the ice surface, as practically as possible
- 5) Ability to resurface the ice fully and satisfactorily within 12 minutes of the completion of a period of play, as needed

**B) Venue Variations:** Deviations to the Facility Requirements policy shall be addressed through the following means:

- 1) Any unusual or unexpected circumstance that suddenly creates an inadequate application of the Facility Requirements between the participating teams shall be resolved, as practically as possible, by providing the away team with the more-satisfactory accommodations. The home team shall notify the League Office of potential issues in advance of games; otherwise, the On-Ice Officials shall help mediate a resolution to these situations at the time of the issue, as needed.
- 2) Any team that feels its home facility is unable to consistently meet any Facility Requirement for the season – or significant portion of the season – due to circumstances beyond its control may petition the League Office in advance for an exemption from – or alternate option for – that standard.
- 3) Any venue proven to be in neglectful or repeated violation of any Facility Requirement shall be addressed by the League Office. The League Office reserves the right deem a facility unfit for continued use and thereby postpone upcoming games and/or required upcoming games to be rescheduled at a different venue. The League Office shall first communicate all concerns to the host team and provide a reasonable opportunity for the facility to adequately improve the deficiencies.

**C) Rink Conditions:** The League Office reserves the right deem a rink/venue unfit for continued use and thereby cancel/postpone upcoming games and/or reschedule upcoming games to a different venue. The League Office shall first communicate all concerns to the host team and provide a reasonable opportunity for the venue to adequately improve the deficiencies.

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# SECTION 2

## DISCIPLINE

### SECTION 2.1 – Suspensions

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- A) Length of Suspensions:** The overall length of a suspension shall be determined by all applicable rules. Official interpretations on suspensions shall only be provided via the League Office, and all inquiries on interpretations of suspensions shall only be directed to the League Office. Interpretations and/or citations from any other source shall not be valid.
- B) Enforcement of Suspensions:** The proper serving of suspensions is the responsibility of the penalized individual and the team’s head coach. The head coach shall also be responsible for ensuring the suspension is noted properly on the game’s scoresheet, in accordance with the league policy regarding Scoresheets. If a person participates in a game in which he/she was to be suspended, all the following shall apply:
- 1) The team shall be issued a Contested Forfeit for the game, including all provisions of the policy for Contested Forfeitures.
  - 2) The person who did not serve his/her suspension(s) shall still serve the suspension and shall be suspended for 1 additional game.
  - 3) The team’s head coach shall be suspended for 1 game.
- C) Suspension Errors:** The consequences for failure to follow the Enforcement rule of this section shall only apply to the game(s) in which a suspended individual was not permitted to participate and shall not apply to additional games in which the person participated due to any delay in recognizing the original error.

### SECTION 2.2 – Participant Discipline

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- A) Accumulation of Disqualifications:** All persons assessed a Disqualification Penalty in a game shall be immediately suspended from game participation. In addition to any other applicable suspension, the progressive Disqualification structure for a single season shall be:
- 1) First Disqualification = 1-game suspension
  - 2) Second Disqualification = 2-game suspension
  - 3) Third Disqualification = 3-game suspension, plus a disciplinary hearing scheduled within 10 days to determine if additional discipline is warranted

- B) Accumulation of Game Misconducts:** All persons assessed three or more Game Misconduct Penalties in a season shall be immediately suspended from game participation. In addition to any other applicable suspension, the progressive Game Misconduct structure for a single season shall be:
- 1) Third Game Misconduct = 1-game suspension
  - 2) Fourth Game Misconduct = 1-game suspension
  - 3) Fifth Game Misconduct = 1-game suspension, plus a disciplinary hearing scheduled within 10 days to determine if additional discipline is warranted
- C) Running-Clock Discipline:** Any player or team official who is assessed a Disqualification for Fighting during a Running-Clock Scenario shall serve 1 additional game suspension, notwithstanding any other suspension(s) received as a result of the penalties assessed in conjunction with the game.

## **SECTION 2.3 – Team Discipline**

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- A) Multiple Team Disqualifications in a Season:** Any team that accumulates 4 or more Disqualification Penalties over the course of a single season shall receive the following disciplinary actions:
- 1) A team with 4 Disqualification Penalties shall be fined \$50.
  - 2) A team with 5 Disqualification Penalties shall have its head coach suspended for the team's next-scheduled league game.
  - 3) A team with 6 Disqualification Penalties shall have its head coach scheduled for a disciplinary hearing regarding the team's conduct.
- B) Multiple Team Fighting Disqualifications in a Game:** Any team that accumulates 3 Fighting Disqualifications in the same game shall receive all the following disciplinary actions:
- 1) A supplemental suspension of 1 game to each player to whom a Fighting Major was assessed in the game, in addition to any other suspensions required from the penalties issued in the game.
  - 2) A supplemental suspension of 1 game to the team's head coach, in addition to any other suspensions required from the penalties issued in the game.
- C) Multiple Team Fighting Disqualifications in a Season:** Any team that has 3 separate games in the same season in which a Fighting Disqualification(s) was received shall be scheduled for a disciplinary hearing within 10 days.
- 1) The head coach of the team shall be required to attend this hearing and shall be issued a suspension of at least 1 league game. Additional consequences may be levied to the team, to the head coach, or to specified players on the team, as determined at the hearing.
  - 2) All additional Fighting Disqualifications incurred in future games of the same season after the initial disciplinary hearing shall result another disciplinary hearing for the head coach and the penalized player(s).

## SECTION 2.4 – Serving Suspensions

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- A) Suspension Application:** All suspensions shall be served consecutively within scheduled games, including non-league games.
- 1) Games may not be added nor rescheduled for the purposes of allowing for a suspension(s) to be served differently than the game schedule at the time that the suspension was incurred.
  - 2) If a game is a forfeiture (of any type) by the opposing team, a suspension shall be considered to have been served by that game.
  - 3) Non-Contested Forfeitures by the team of a suspended individual shall never count towards serving a suspension.
  - 4) A Contested Forfeiture by the team of a suspended individual shall count towards serving a suspension, as long as the suspended individual did not participate in the game.
- B) Suspended Levels of Play:** All suspensions shall be served with the team and at the Level of Play in which the suspension was incurred.
- 1) Any player or team official levied a suspension shall not be eligible to participate in any game at any Level of Play (i.e., with a team in another division) until he/she has served the entirety of the suspension at the Level of Play in which the suspension was issued. The start/finish time of any game shall not be a factor; a player completing a suspension shall not be eligible to participate in a game for another team on the same day in which the suspension was served.
  - 2) Games missed for another team on which the individual is also rostered shall not count as games served towards the suspension.
  - 3) No team shall use roster/participation rules to defer nor lessen the impact of any suspension.
- C) Suspension Restrictions:** Unless otherwise prohibited as part of supplemental discipline, a suspended individual shall be permitted to be in the venue during a game but shall be restricted in the areas in which he/she may be present in conjunction with the game.
- 1) A suspended individual shall not be in the proximity of or in communication with a player bench, serve in a position listed under Game Personnel, enter the ice surface for any reason, nor participate within the playing area in any other capacity.
  - 2) A suspended team official shall not be in the locker room nor conduct any instructional session with a player(s) or coach(es) from the team on the premises of a game in which he/she is serving a suspension.
  - 3) The League Office shall investigate any reported or suspected violation of this policy, and if found to be in violation, the suspended individual shall be issued an additional 1-game suspension.

- D) Carryover Suspensions:** Suspensions received in a single season that are not fully served by the suspended individual within that season shall transfer to the following season, regardless of which league team(s) the suspended person is rostered on for the following season.
- 1) Carryover suspensions shall begin with the team's first-scheduled regular-season game of the following season and shall run consecutively until the required number of games has been served.
  - 2) Team officials with carryover suspensions who are not rostered with a team at the start of the following season shall only be eligible to be placed on a team roster after the new team has played the number of games required by the suspension.
  - 3) Unserved carryover suspensions shall not extend beyond one season.
  - 4) All instances of carryover suspensions shall result in a fine of \$50 per unserved game, with a maximum fine of \$250, to the current team at the conclusion of the season, regardless of whether that suspension will be served in the following season.
  - 5) The League Office withholds the right to determine the correct application of any carryover suspension and retains the authority to prohibit a team or individual from using roster/participation rules to lessen the impact of any carryover suspension.
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# SECTION 3

## ADMINISTRATION

### SECTION 3.1 – Scheduled Games

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- A) **Official Schedule:** The official listing of league-sanctioned games shall be posted and maintained on the league website by the League Office, which shall cite the date, start time, home team, away team, and venue for each game. No other source shall serve as the official schedule, and the host team shall be responsible for ensuring that the official listing of the game is accurate.
- B) **Game Commitments:** All league teams shall play all scheduled games, as listed on the official league schedule and in accordance with league scheduling policies. A Non-Contested Forfeit shall be issued to any team that fails to appear for a scheduled game and has not complied with the league process for Schedule Adjustments or Postponements, as applicable.

### SECTION 3.2 – Schedule Adjustments

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- A) **Adjustment Requests:** Teams shall only submit requests for changes to the official schedule with due cause and via the appropriate channels.
- 1) Any adjustment requested within 14 days of a game that changes the date, the start time by more than 30 minutes, and/or the venue must follow the league rule for Postponements through the League Office.
  - 2) Any adjustment requested 14 or more days of a game shall first be agreed upon by the affected teams and then communicated to the League Office, with proof of consent of all affected teams. Any affected team that does not wish to consent to a change request shall communicate with the League Office to resolve the matter, as needed.
- B) **Adjustment Approvals:** The League Office shall address all adjustment requests in a timeframe that provides ample notice to any affected party.
- 1) The League Office reserves the right to reject any requested schedule adjustment, with explicit due cause, even if both teams have agreed to the change. The request may be resubmitted by the teams in a manner that corrects any issue that prevented an initial approval.
  - 2) The League Office has no authority nor jurisdiction over a schedule adjustment or game postponement implemented by a non-league team or non-league entity. However, all such adjustments must be communicated to the League Office by the affected league team at the time of the change.

## SECTION 3.3 – Postponements

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- A) Postponement Process:** A league team wishing to initiate a potential postponement – for any reason and at any location – must first gain approval to do so from the League Office. All such inquiries must be made at the earliest possible opportunity, at which time each affected team shall designate one person to communicate with the League Office regarding the potential postponement.
- 1) The League Office shall only approve postponement requests that are backed by due cause, as determined by the League Office.
  - 2) A fine of \$100 shall be assessed to any team that circumvents this process by initiating a postponement inquiry with another party.
- B) Postponement Notification:** The League Office shall provide the official notification of a postponement of a league game, and the League Office shall authorize a league team to provide official notification of the postponement of a non-league game. Notification from any other entity – unauthorized league team, host venue, participating institution, related vendor, etc. – shall not be honored.
- 1) The host team shall be responsible for notifying the host venue and all game personnel of any official postponement.
  - 2) The League Office shall update the official website schedule accordingly.
- C) Weather Postponements:** The League Office shall serve as the sole arbitrator in potential postponements of all games hosted by league teams and all requests initiated by a league team due to severe weather by using commercially reliable resources to determine forecasts, advisories, and travel conditions.
- D) Institutional Postponements:** In cases where a member institution mandates that student/athletic/club activities may not occur in relation to a scheduled game, the League Office must be notified of this mandate via an official school-based source at least 3 hours prior to the scheduled start of the game. The League Office reserves the right to discuss the application of the institution’s requirement with any school official before issuing a decision regarding a postponement.
- E) Extenuating Postponements:** Potential and forced postponements due to sudden rink unavailability, local emergencies, health & safety issues, or other any other unanticipated cause beyond the immediate control of a participating team shall be reported to the League Office for review and applicable ruling.
- F) Postponement Resolution:** The League Office shall review all postponed games and determine appropriate action on the matter, which may include – but shall not be limited to – any of the following:
- 1) Order a new game to be rescheduled between the teams
  - 2) Cancel the game and remove it from the schedule of both teams
  - 3) Issue a Non-Contested Forfeit to a participating team for unjustly or negligently causing the postponement

## SECTION 3.4 – Forfeitures

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- A) Non-Contested Forfeits:** Any team charged with a forfeiture for not honoring a game commitment of a scheduled game shall:
- 1) Be assessed a 9-0 loss to the opposition (3 goals per period)
  - 2) Have 2 points deducted in the standings
  - 3) Incur all unrecoverable costs of related goods and services
  - 4) Incur a \$100 fine
- B) Contested Forfeits:** Any team charged with a forfeiture due to violations committed in conjunction with a game already played shall:
- 1) Lose credit for all goals scored by the team in the game, plus grant one additional goal in the scoring to the opponent's team bench
  - 2) Lose credit for any points awarded towards the standings in the game
  - 3) Incur a \$100 fine
- C) Multiple Forfeitures:** Any team that incurs two (or more) unique instances of game forfeitures of any type in the same season shall no longer be eligible to participate in postseason league games. For the purposes of this rule, a single instance shall be defined as a set of directly connected violations that result in one or more game forfeitures, which may include one or more simultaneous infractions of the same rule by one or more participants.
- D) Forfeiture Relief:** If the Multiple Forfeitures provision is applicable to a single instance wherein more than \$300 in fines are incurred by a team for forfeitures, then the total fine for the instance shall be capped at \$300. All other acquired costs related to the instance shall still be owed in addition to the monetary fine, with no option for further financial relief on those matters.
- E) Forfeiture Review:** The League Office reserves the right to initiate an investigation into any situation in which a team is suspected to have purposefully or neglectfully incurred a Contested Forfeit in order to avoid a Non-Contested Forfeit. If found guilty through due process by a preponderance of the evidence, the offending team shall be issued a Non-Contested Forfeit and shall be immediately ineligible for participation in postseason play.
- F) Forfeiture Appeal:** A team may appeal an adverse decision regarding an issued forfeiture(s), in accordance with Administrative Appeals policies. A forfeiture ruling may only be overturned if a preponderance of the evidence proves that a forfeiture was improperly issued, and no forfeiture ruling shall not be modified via an appeal as a means of providing punitive relief from the required consequences of the violation.

## SECTION 3.5 – Suspended Games

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- A) Definition of Suspended Game:** Any game that is terminated due to reasons other than the natural or rules-based expiration of the game shall be considered a Suspended Game. Such instances include – but are not limited to – the following:
- 1) Situations defined as a Suspended Game within applicable playing rules
  - 2) Adverse playing conditions, as determined only by the On-Ice Officials
  - 3) A shortage of available players for a team to continue a game
  - 4) A shortage of the required number of On-Ice Officials
  - 5) Referees stopping a game due to excessive or continuous disciplinary issues
  - 6) The host venue stopping a game for any reason
  - 7) An Act of God or natural disaster that interrupts the game
- B) Suspended Game Resolution:** The League Office shall provide a ruling to resolve all instances of Suspended Games within 5 days of the date of the game. Resolutions may include – but shall not be limited to – any of the following:
- 1) Ordering the game to be resumed at a future date
  - 2) Nullifying all proceedings of the game and rescheduling a new game
  - 3) Canceling the game and removing it from the schedules of both teams
  - 4) Modifying the outcome to an appropriate, justifiable result
  - 5) Issuing a forfeit (Non-Contested or Contested) to a participating team
  - 6) Ruling the game complete and final at the point of termination
- C) Suspended Game Appeal:** A team may appeal an adverse decision to resolve a Suspended Game, in accordance with Administrative Appeals policies. There shall be no appeal against the decision of any party to initiate the Suspended Game.

## SECTION 3.6 – Protests

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- A) Protest Application:** Protests shall only be heard in relation to the proper application of a rule/policy and not against the judgment of any On-Ice Official. A ruling made by an On-Ice Official to resolve a matter not specifically covered in the rules shall also not be eligible for protest unless the basis of the protest is against such a decision that a team believes is addressed within the rules.
- B) Protest Procedure:** Each of the steps cited below must be fully and properly performed regarding all game protests. It is the responsibility of the team initiating and filing to the protest to complete the procedure.
- 1) The Head Coach lodging the protest must notify the League Office, in writing, of the intent to protest within 12 hours from the start time of the game, stating the preliminary grounds for the protest.
  - 2) The protesting team's Head Coach must then send one, comprehensive email to the League Office within 48 hours of the first notification with full and factual details for the basis of the protest, plus all supporting evidence.

- C) **Withdrawn Protests:** A protest request may be withdrawn by the team after the initial notification but shall result in a fine of \$30. A protest request that is withdrawn after the second notification requirement shall result in a fine of \$40.
  - D) **Incomplete Protests:** Failure of a team to complete or comply with any portion of the protest procedure after initiating a protest via the first written notification shall result in the automatic loss of the protest and a fine of \$50 to the team.
  - E) **Protest Resolution:** All protests of league games shall be heard and ruled upon only by the League Office using a process determined by the League Office at the time of the protest being filed.
  - F) **Protest Appeal:** A team receiving an adverse decision from a protest – including the opponent of the team lodging the protest – reserves the right to appeal that decision, in accordance with Administrative Appeals policies.
  - G) **Protest Fee:** A protest that is not upheld by the League Office shall result in a \$50 administrative fee to the team. An additional \$50 administrative fee shall be applied if an appeal on the protest ruling is not upheld through the appeals process. There shall be no fee if the protest is upheld by either manner.
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# SECTION 4

## EVENT

### SECTION 4.1 – Admissions

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- A) Admission Standards:** Each team reserves the right to charge an admissions fee, if it so chooses, at its regular-season home games. Any host team choosing to charge an admission fee must charge a standard fee to all general attendees, and the fee charged to general spectators shall not vary based on team affiliation.
- B) Admission Fees:** Any admission fee charged to attendees for regular-season games shall not exceed the following amounts:
- 1) \$10 for adults
  - 2) \$5 for students (with student ID)
  - 3) \$3 for children ages 12 and under
- C) Admissions Collections:** The home team shall be responsible for arranging the personnel to collect the admission fees at its regular-season home games.
- 1) The host facility shall not be entitled to any of the monies collected for admissions unless the host facility provides the staffing for admissions or otherwise establishes a written agreement with the home team regarding the distribution of admissions monies.
  - 2) The away team shall not be entitled to any of the admission monies collected by the home team unless a written agreement is established between the teams in advance of the game.
  - 3) Any distribution of funds to any other entity shall be the responsibility of the host team to negotiate and facilitate, as needed.
- D) Admissions for Post-Season Games and Special Events:** The League Office shall set the admission fees, if any, for all post-season games, all-star games, and league-sponsored special events.
- 1) The League Office shall arrange for the staffing and collection of all admission fees, raffles, and drawings for all such events.
  - 2) The league shall be entitled to all admissions monies for all such events and shall coordinate any subsequent distribution of such proceeds.
  - 3) Neither the participating teams nor the participants of such events shall be entitled to any of the admissions proceeds unless otherwise agreed upon in writing with the League Office prior to the event.
  - 4) The League Office shall determine if any special passes/credentials will be issued or honored for such events.

## SECTION 4.2 – Spectator Activities

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- A) **Raffles and Auctions:** The host team reserves the right to conduct an optional raffle, auction, drawing, or similar, if it so chooses, at any of its regular-season home games.
- 1) These activities shall be permitted throughout the game as long as they do not affect nor interfere with the on-ice activity of the game.
  - 2) Any team wishing to conduct such an activity shall be solely responsible for securing the necessary personnel, supplies, and start-up monies.
- B) **In-Game Contests:** Ice-related activities involving contests of any kind during any portion of the allotted game slot – including Chuck-A-Puck, teddy bear toss, games of skill, and similar – shall take place only during the standard time allotted for intermissions with an ice resurfacing -- while still allowing ample time for the resurfacing – and shall not interfere with the game nor its participants.

## SECTION 4.3 – Media & Photography

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- A) **Broadcast Policies:** Any entity which desires to perform any type of audio and/or video broadcast or similar (webcast, stream, etc.) of a league-sanctioned game – live or recorded – must obtain written permission from the host entity at least 24 hours prior to the start of the game.
- B) **General Photography Policies:** All of the following provisions shall apply to photography and videography at all league-sanctioned games:
- 1) No photographs nor videos shall be taken in restricted areas without explicit consent from the Head Coach of any affected team.
  - 2) No person shall be photographed/filmed while being treated for an injury.
  - 3) Camera operators shall honor the request of any player to refrain from being photographed and/or filmed while outside of the playing surface.
  - 4) Camera operators shall not delay the game for any reason.
  - 5) No flash photography shall be used at any time during active play.
  - 6) Photographers and camera operators willingly and assumptively position themselves and their equipment at their own risk.
  - 7) The bodies of all photographers and camera operators must remain fully outside of the playing surface during play.
  - 8) No equipment shall extend more than 12 inches inside the playing area and shall be manually retracted by an active operator when the focal point of the on-ice play is within proximity of the equipment.
  - 9) No standalone equipment shall be positioned inside the playing area nor in a manner that interferes with the game or its personnel.
  - 10) No audio nor video shall be recorded from the playing surface during any game through use of equipment affixed to a game participant.

- C) Event Media Policies:** All of the proceeding provisions, in addition to the general policies, shall apply to league-sanctioned special events, including playoffs, all-star games, and tournaments. The League Office reserves the right to establish and publish additional provisions for these events.
- 1)** Media members must provide approved affiliation upon arrival at the event in order to receive official designation as Event Media. Any issued credential must be conspicuously worn by the individual at the event when performing duties related to media coverage.
  - 2)** Only approved photographers and camera operators shall be permitted to perform duties outside of the general seating areas, including the periphery of the playing surface away from those seating areas. Use of cameras within the general seating areas shall be limited to the applicable provisions of the General Photography Policies.
  - 3)** The league – and only the league – withholds the right to differentiate media access in a manner that may allow some media members no special access at all, some media members access only to restricted areas, some media members access to the ice surface for post-game ceremonies, and some media members access to the penalty box areas during the game. Those without permission shall not enter unapproved areas under any circumstance and shall be removed from the premises for violations.
  - 4)** Media members with approved access to the playing surface for championship celebrations and/or post-game presentations shall only enter this area when explicitly granted permission to do so by the league.
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# SECTION 5

## PERSONNEL

### SECTION 5.1 – Players

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- A) Player Registration:** Only players who are fully registered with and explicitly approved by the League Office may play in games conducted by a team under the auspices of the league. The use of an unapproved player in any game shall result in a Contested Forfeiture to the offending team.
- B) Player Eligibility:** Player eligibility shall follow the academic and participation policies established by the league for all games (league & non-league) in which the member team and the player participates. The use of an ineligible player in any such game shall result in a Contested Forfeiture to the offending team.
- C) Player Numbers:** Each player shall be assigned a single, uniquely-identifying number, as listed on the team roster and to be used in all games.
- 1) The number assigned to a player must be the same for all jerseys to be used in all games played by that player for that team.
  - 2) Numbers shall not contain a leading zero (e.g., 0, 00, 01, 02, etc.).
  - 3) In the event that a player must wear a different number during a game, the scoresheet shall be marked in accordance with the policy for Scoresheet Rosters. The League Office reserves the right to restrict the use of substitute numbers for teams exhibiting excessive adjustments in a season.
- D) Player Movement:** Any host institution that organizes more than one team in any college league/organization shall be restricted in how many games in which any given player may participate for more than one team.
- 1) A player may only be on the roster of a maximum of two applicable teams in a single season, and those teams must be in adjacent order of hierarchy within the levels of play offered by the institution.
  - 2) A player is permitted to participate in up to 4 games for the team in the higher club league/division without losing participation rights for the team in the lower club league/division. Once a player participates in a 5<sup>th</sup> game for the higher team, the player may not participate again with the lower team for the remainder of the season.
  - 3) The basis for player movement shall be the team(s) on which the player is registered at the start of the season. If only on one roster at the start of the season, the player may only be added to the roster of the next-highest team field by the institution while still retaining participation rights on both teams within the parameters of this movement rule.

- 4) If a player appears on the roster of an NCAA team at any point of the season, that player shall no longer be eligible for participation with a league team for the remainder of the season.
- 5) The Head Coach of the team using a player from a lower level shall be responsible for tracking the usage of the player within the limits of this rule.
- 6) The Commissioner shall resolve any conflict regarding the movement rule and shall reserve the right to rule a player ineligible for a lower team if the player is deemed to be over-qualified for use in that level of play.

## SECTION 5.2 – Team Officials

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- A) **Team Official Registration:** Only persons who are fully registered with and explicitly approved by the League Office for specified capacities (coaches, managers, trainers, and similar) shall be permitted on the team bench during games conducted by a member team under the auspices of the league. The presence of an unapproved person on the team bench shall result in a \$100 fine to the team, per person, per game.
- B) **Team Official Capacities:** Any person acting as a Head Coach or Assistant Coach in any game must not be serving in any other official capacity in the game (such as player, medic, off-ice official, etc.). If a coach is needed to serve in another capacity, he/she must fully relinquish his/her duties and actions as a coach and may not be on the team bench. A person may return to the role of a coach if a substitute is found for the role in which the coach had temporarily assumed.
- C) **Team Official Movement:** There shall be no restriction on the number of teams for which a person can be registered as a Team Official, but the individual must be explicitly registered with each team for which he/she serves as a Team Official.

## SECTION 5.3 – On-Ice Officials

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- A) **Officiating Systems:** All games shall be assigned to meet the required on-ice officiating system based on the level of play. An alternate approved system may be implemented if given consent by the League Office in advance of a particular game. If an assigned official(s) does not appear for a game or is unable to resume his/her duties in a game, the On-Ice Officials withhold the right, at their sole discretion, to adjust the on-ice officiating system so as long as the minimum number of officials are present.
  - 1) Men's D1: 1 referees and 2 linesmen ("1-2 system")
  - 2) Men's D3: 2 referees and 1 linesman ("2-1 system")
  - 3) Men's D4: 2 referees ("2-referee system")
  - 4) Women's D2: 2 referees ("2-referee system")

- B) Minimum Number of Officials:** All league games require at least 2 officials to be participating on the ice. At no time shall play start or resume in any game without the minimum number of certified officials.
- 1) An available official who meets all applicable requirements shall be eligible to enter a game at any point, as agreed upon by the On-Ice Officials, to meet the minimum requirement or to restore the original officiating system.
  - 2) If the minimum number of officials cannot be readily attained to start or resume play, the game shall be stopped as a Suspended Game.
- C) Assignor of Officials:** Teams are required to use one independent entity as their Assignor of Officials for all home games and shall coordinate their home game schedule and required officiating system with their Assignor.
- 1) This entity must assign officials to multiple, unrelated teams/games to be defined as “independent,” as determined by the League Office.
  - 2) All entities acting as an Assignor of Officials must adhere to all officiating guidelines of the league, but each entity shall retain autonomous discretion in the assignment of qualified officials.
  - 3) The League Office withholds the right to ban any entity from serving as a Assignor of Officials for violation(s) of officiating policies or for multiple instances of failing to supply a sufficient quantity and/or quality of officials.
  - 4) The process of assigning officials shall not be influenced by the exertion of power nor financial persuasion from any team-affiliated person(s). The League Office shall investigate any suspected violations of this policy and shall schedule a disciplinary hearing if evidence is found against a team.
- D) Requirements of On-Ice Officials:** An On-Ice Official assigned to a league game shall meet the following requirements:
- 1) Must be currently certified as a referee by an applicable governing body
  - 2) Must be deemed by the assignor to have sufficient knowledge, abilities, and experience to adequately perform at the level of the assigned game
  - 3) Must be available to perform duties on the ice at the designated time and must remain available to work until the full conclusion of the game
- E) Limitations on Officiating Assignments:** No person shall serve as an On-Ice Official in a league-sanctioned game in which any of the interpersonal connection(s) listed below are applicable. The League Office reserves the ability to grant an exemption, per instance, to the appropriate Assignor of Officials, or in the event a conflicted official is needed to officiate a game in an emergency situation, both head coaches must verbally consent to the use of the official in-question.
- 1) Has a first-degree interpersonal relationship (relative, partner, employer, coworker, etc.) with any rostered individual of either team, regardless of that individual participating in the game
  - 2) Has been on a roster (player, coach, manager, etc.) or has held decision-making powers (board member, officer, general manager, etc.) with either participating team within the past 12 months

- 3) Has been a student, employee, volunteer, or similar of an entity operating under the auspices of either host institution within the past 6 months
  - 4) Has a role on another team – or a first-degree relationship with a person with a role on another team – within the same division of play in the league, as defined by official standings where the outcome of the game affects the position of one or more teams in those standings
- D) **Goal Judges:** In the event goal judges are explicitly pre-approved by the League Office to be used in a game, the same requirements and assigning procedures for the On-Ice Officials shall apply to the assignment of the Goal Judges.

## SECTION 5.4 – Medics

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- A) **Assignment of Medics:** The host team shall arrange for a Medic – certified as an Emergency Medical Technician-Basic (EMT-B) or higher – to be present for the duration of each league-sanctioned game.
- 1) No game shall start nor resume unless a qualified Medic is on-duty and adhering to the parameters of Medic Stationing. A forfeit shall be issued to the host team if a game is played without a Medic. A fine of \$100 shall be issued to a visiting team that agrees to play a game without a Medic.
  - 2) An adult present at the game who is certified as an EMT-B or higher may fill the role of the Medic if the assigned Medic becomes unavailable. In such instances, the substitute must meet and abide by all requirements and provisions of the Medic, including access to all required medical equipment.
- B) **Medical Equipment:** The Medic shall have, at a minimum, the following supplies readily available at each game:
- 1) Ice packs
  - 2) Bandages, wraps, gauze, and medical tape
  - 3) Disinfectant wipes/solution
  - 4) Nitrile exam gloves
  - 5) Traction shoes (optional but recommended)
- C) **Medic Stationing:** Unless otherwise attending to an injured player, the Medic shall be stationed in an area between the team benches that is directly accessible to the ice surface. The Medic shall immediately enter the ice surface and quickly tend to an injured player when play is stopped for an injury or when summoned to do so by an On-Ice Official.
- 1) For team benches that are side-by-side, the Medic shall be positioned on the end of either bench that is nearest to the adjacent bench.
  - 2) For team benches with penalty/scorer's boxes between them, the Medic shall be stationed in one of the penalty/scorer's boxes.
  - 3) The assigned Medic shall not concurrently serve in another official role in the game (player, coach, On-Ice Official).

## **RULE 5.5 – Off-Ice Officials**

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- A) Duties of Off-Ice Officials:** The general responsibilities of the Off-Ice Official(s) are:
- 1) Serve as the Official Scorer by entering accurate and complete scoring records on the official scoresheet at the time of each scoring play
  - 2) Serve as the Official Timekeeper by accurately operating the game clock, including setting the clock in accordance with the established game protocol, posting the current score, and maintaining all visible penalty time
  - 3) Serve as a Penalty Box Attendant to assist with penalty expiration times and the operation of the penalty box doors
  - 4) Monitor penalty times to be served and communicate the correct time at which specified players are to be released from the penalty box
  - 5) Track minutes played, shots faced, and goals allowed by each participating goaltender, all to be recorded on the official scoresheet
  - 6) Provide in-game announcements on scoring plays
- B) Assignment of Off-Ice Officials:** The home team shall arrange for a least one individual to serve as an Off-Ice Official for the duration of each league-sanctioned game. It is recommended that 2 individuals are assigned to the role. The Off-Ice Officials fall under the authority of the referee(s) during the game and therefore may be relieved of duties at any time by a referee for a failure to adequately perform duties and/or failure to adhere to the requirements of the position.
- 1) The away team is not entitled to have an individual serve as an On-Ice Official in a game unless agreed upon by the home team prior to the start of the game, except the away team does reserve the right to place an individual in its penalty box to serve as its Penalty Box Attendant.
  - 2) An Off-Ice Official shall not concurrently serve in another, unrelated capacity with either team during the game – such as coach, player, or statistician – and shall relinquish such roles if needed as an Off-Ice Official.
  - 3) The home team shall appoint a capable substitute in the event an Off-Ice Official is relinquished of his/her position or is unable to continue in the position, as approved by the On-Ice Officials for situations where a substitute is deemed necessary by the On-Ice Officials.
- C) Requirements of Off-Ice Officials:** An individual assigned to the role of Off-Ice Official for a game must meet and adhere to all of the following requirements:
- 1) Must be an adult (age 18 or older)
  - 2) Must not be listed on the game roster as participating with either team
  - 3) Must be capable of adequately performing the duties of the position
  - 4) Shall not dispute the call of any On-Ice Official
  - 5) Shall not interfere with the application of a ruling by an On-Ice Official
  - 6) Shall not exhibit bias for or against either team
  - 7) Shall not openly cheer for or against either team
  - 8) Shall not exhibit nor encourage disrespectful behavior
  - 9) Shall not cause a disturbance to the operation of the game

- D) Secondary Off-Ice Officials:** Additional individual(s) present in proximity to the scorer's box specifically to provide in-game music and/or conduct scoring announcements during the game shall be considered Off-Ice Officials, shall not require additional approval as Auxiliary Personnel, and shall fall under the requirements of Off-Ice Officials and Auxiliary Personnel.

## **RULE 5.6 – Auxiliary Personnel**

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- A) Definition of Auxiliary Personnel:** Auxiliary Personnel shall include photographers, videographers, and similar individuals who wish to conduct specific activities inside or near the scorer's box and/or penalty benches during games that are not directly related to the standard operations of the game.
- B) Limitations to Auxiliary Personnel:** Auxiliary Personnel are only permitted within the proximity of the scorer's box under the conditions listed below. Any such person shall be immediately removed, without warning, upon the violation of any of the stated conditions.
- 1)** The On-Ice Officials first approve of the presence of the individual prior to the game or are informed by the League Office of pre-approval.
  - 2)** The individual is not conducting any such activities on a team/player bench.
  - 3)** The individual is not disruptive of the event operations, the team functions, nor the duties of the game personnel.
  - 4)** The individual does not exhibit nor encourage any disrespectful actions, language, nor behavior at any time.
  - 5)** Music and scoring announcements shall only be done at appropriate times, shall not be disruptive to the proceedings of the game, and shall not contain inappropriate language or lyrics.
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# SECTION 6

## EQUIPMENT

### SECTION 6.1 – Jersey Designs

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- A) Jersey Colors:** Each team shall have no less than two color options for league-compliant jerseys at all games: a white-based jersey and a dark-based jersey.
- 1) The base color (white/dark) shall be the predominant color of the jersey in a manner that clearly distinguishes it as a white or dark jersey.
  - 2) The colors gold, yellow, gray, powder blue, and similar shall be considered dark colors and shall be of a shade that is not in visual conflict with white.
- B) Jersey Numbers:** Each participating player jersey shall display a uniquely identifying number, as listed on the scoresheet roster. The primary color of the number shall be in stark visual contrast to the overall color of the jersey and to the periphery of the number (e.g., black uniforms shall not have black numbers nor have white numbers inside of a large white stripe). The assigned number must be affixed to the jersey in multiple locations, under the following obligations:
- 1) Centered on the back of the jersey and at least 10 inches in height
  - 2) Either on the upper-half of both sleeves or on the upper-half of the front of the jersey, with either option being at least 4 inches in height
- C) Jersey Sponsorships:** Teams are permitted to solicit sponsorships and thereby wear a sponsorship patch/logo on a jersey under the following conditions:
- 1) Sponsorship patches/logos shall not be incorporated into the front crest of the jersey, shall not overlap with the numbers on any portion of the jersey, nor shall be the largest logo on the uniform.
  - 2) A patch/logo shall not represent, promote, nor imply subject matter related to violence, drugs, alcohol, tobacco, sex, or illegal activity.
  - 3) Sponsorship patches/logos shall not be placed on any other equipment.
- D) Jersey Compliance:** The League Office shall investigate any circumstance where a team is potentially in violation of these rules and establish a resolution, which may include determining that no violation has occurred, providing a timeline to reach compliance, issuing a fine of \$100 for a clear violation, and/or ruling that a violation must be immediately resolved.
- 1) Possession of – nor financial commitments to – jerseys shall not constitute grounds for an exception to any applicable rule nor grant an automatic grace period for establishing compliance.
  - 2) Unapproved use of a non-compliant uniform in a subsequent game(s) shall result in a Non-Contested Forfeiture of the game(s).

## SECTION 6.2 – Game Uniforms

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- A) Color Selection:** The home team shall select its primary uniform color for the game and must directly inform the opponent at least 30 minutes prior to the start of the warm-up period. The away team shall then wear a uniform color that is not in visual conflict with the home team.
- 1) The home team does not reserve the ability to change its selection once the away is informed of the home team's choice, regardless of the amount of time remaining until the start of the warm-up period.
  - 2) The choice of a dark uniform by the home team does not require the away team to wear its white uniform, so as long as the dark uniform of the away team is not in color conflict with the dark uniform of the home team.
  - 3) In the event of a dispute regarding a potential color conflict between the team uniforms, the On-Ice Officials shall issue a decision to resolve the matter prior to the start of the game.
- B) Jerseys:** Each skater and each goalkeeper participating in a game for a team shall wear a matching jersey of the same colors and similar striping.
- 1) A player wearing a jersey of matching base color but without similar striping, such as solid-colored "practice jerseys," shall not constitute compliance of this rule and therefore shall not be permitted.
  - 2) Similar crests shall be required on the front of the jersey, but additional patches/logos in other areas of the jersey do not need to match.
  - 3) All jersey numbers must be of matching base color and similar style while meeting all of the requirements for Jersey Numbers under the Team Uniforms policy.
- C) Socks:** Each level of play shall set requirements for similar colors and design of the socks of all skaters. Goaltenders shall not be required to meet requirements for socks. Matching patches/logos are not required of any socks.
- 1) Men's D1: Socks must be of matching colors and similar striping
  - 2) Men's D3: Socks are recommended to be of matching base colors
  - 3) Men's D4: No requirements for socks
  - 4) Women's D2: Socks must be of matching base colors
- D) Pants:** Each level of play shall set requirements for similar colors and design of the pants/shells of all players. Goaltenders must meet the same requirements for pants. Matching patches/logos are not required of any pants.
- 1) Men's D1: Pants must be of matching colors and similar striping
  - 2) Men's D3: Pants are recommended to be of matching base colors
  - 3) Men's D4: No requirements for pants
  - 4) Women's D2: No requirements for pants

- E) **Exterior Equipment:** Each level of play shall set requirements for similar colors of exterior equipment of skaters. There shall be no color/design requirements at any level of play for the exterior padding of goaltenders. Matching patches/logos/embellishments are not required for exterior equipment.
- 1) Men's D1: Helmets and gloves must be of matching base colors
  - 2) Men's D3: No requirements for exterior equipment
  - 3) Men's D4: No requirements for exterior equipment
  - 4) Women's D2: No requirements for exterior equipment
- F) **Game Uniform Compliance:** All participating players must be in compliance with all Game Uniform policies at all times during game play.
- 1) Unexpected issues with uniform compliance at any game shall be presented to the On-Ice Officials prior to the game, with enough time to avoid a delay in starting the game at the designated time.
  - 2) The On-Ice Officials shall make the final determination on "same colors and/or similar striping" for a temporary uniform piece, and when in reasonable doubt, the portion of game uniform in-question shall be permitted for use in that game.
  - 3) The On-Ice Officials shall not stop play for uninform compliance issues unless a safety concern exists. The On-Ice Officials shall inform the Head Coach prior to the start of the game or during a stoppage in play of any player(s) deemed not in compliance.
  - 4) If any non-compliant player participates in play after the Head Coach has been informed of the violation, a Misconduct Penalty for Equipment Violation shall be issued to that player. A subsequent violation by the same player within the same game shall result in a Game Misconduct Penalty to the player.

## SECTION 6.3 – Game Equipment

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- A) **Pucks:** The host team shall be responsible for providing a continuous supply of suitable pucks for game play. It is recommended that game pucks be kept in a container of ice/snow or placed on a cold surface prior to use.
- B) **Goal Anchoring:** An anchoring system with a release aspect – commonly achieved via pins or pegs – shall be used to maintain the proper placement of the goal posts.
- C) **Playing Conditions:** The On-Ice Officials reserve the sole authority to deem the current conditions within the host venue or inside the playing area unfit for continued use in any game. A game that does not start or does not reach a natural conclusion due to playing conditions shall be considered a Suspended Game.

## SECTION 6.4 – Player Equipment

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- A) Required Equipment:** Each participant is personally responsible for properly wearing all protective equipment as designed and as required under current NCAA rules. Players shall not be permitted to participate in any portion of the game – including the warm-up period – until equipment requirements have been satisfied.
- B) Helmets:** Players must wear helmets at all times while on the ice surface, except during the playing of the national anthem and during postgame celebrations. This requirement applies while exiting the playing area for an ice resurfacing and while entering the playing area for the start of any period. Players are not to leave helmets on the team bench when exiting the playing area and are not to conduct warm-up activity without a helmet when returning to the playing area.
- C) Equipment Violations:** The On-Ice Officials shall inform the Head Coach prior to the start of the game, during the current stoppage of play, or at the next stoppage of play of any player(s) deemed not in compliance. The On-Ice Officials reserve the right to stop play if a possible equipment violation is deemed to pose a safety or injury risk to any participant.
- 1) If any non-compliant player participates in play after the Head Coach has been informed of the violation, a Misconduct Penalty for Illegal Equipment shall be issued to that player.
  - 2) A third violation by the same player within the same game shall result in a Game Misconduct Penalty for Illegal Equipment.
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# SECTION 7

## PROTOCOLS

### SECTION 7.1 – Start Times

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- A) **Official Start Time:** The official start time of the game shall be considered the time listed on the league website, which shall represent the intended start time of the pre-game introduction. Both participating teams shall uphold the responsibility for ensuring that the game begins at the appropriate start time.
- B) **Early Starts:** Games may start earlier than the official start time only if all the following conditions are satisfied:
- 1) The host facility offers or approves of an earlier start time.
  - 2) The On-Ice Officials are present and approve of the earlier start time.
  - 3) Both head coaches explicitly agree to the earlier start time.
  - 4) All required game personnel will be present for the earlier start time.
- C) **Delayed Starts:** In gameday situations where a team may cause any type of unexpected delay to the start time of a game, the team shall contact the League Office at the time the issue is first presented. The League Office shall determine any actions necessary to address the matter.
- 1) Any game that starts later than 30 minutes from its scheduled start time shall be reviewed by the League Office. Any team that is determined to have irresponsibly created the delay shall be issued a \$50 fine, to be credited to the opponent in the game.
  - 2) Any game that is delayed by more than 60 minutes from the official start time shall not begin, unless ruled otherwise at the time by the League Office due to warranted circumstances and available ice time to complete the full game. Any team that is determined to have irresponsibly created the delay shall be issued a Non-Contested Forfeit.

### SECTION 7.2 – Protocol Provisions

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- A) **Applied Protocols:** All games (league and non-league) shall adhere to the protocols assigned to the division of the host team.
- B) **Posted Protocols:** A copy of the applicable pregame protocol shall be printed and placed in a visible location outside of both the visitor's room and official's room at least 30 minutes prior to the start of the warm-up period.

- C) Protocol Control:** The host team shall arrange for the protocol clock to start at the appropriate time and remain running for the duration of the designated time. The protocol clock shall only be paused or reset with approval of an On-Ice Official and with due cause.
- D) Protocol Deviations:** No activity shall delay any part of the protocol nor the start of the ice resurfacing by more than 3 minutes unless otherwise approved in advance by the League Office under provisions for Ceremonies & Presentations.
- E) Protocol Delays:** Unexpected delays to the start of the protocol beyond the control of the host team shall result in the protocol being started at the point that the teams and officials are given a 2-minute notice to the start of the warm-up period.
- F) Protocol Violations:** Failure of a team or any team member(s) to properly adhere to any portion of the applicable game protocol may result in a Bench Minor Penalty for a Protocol Violation, at the discretion of the On-Ice Officials. Potential violations may include – but shall not be limited to – any of the following:
- 1) A player(s) entering or using the ice surface at times not designated for the warm-up or game play
  - 2) A player(s) not immediately departing the ice surface at the conclusion of the warm-up period or at the start of any intermission period involving an ice resurfacing
  - 3) A player(s) crossing the center red line during the warm-up period without permission of an On-Ice Official, except in the natural occurrence of entering and exiting the ice surface for the warm-up period
  - 4) Player(s) not wearing helmets while entering or exiting the ice surface
  - 5) A player(s) not proceeding directly or indirectly to the team bench at the start of any period by conducting excessive warm-up activities (including on-ice stretching), using a puck(s), interfering with the opposing goaltender or goaltender's crease, or needlessly intermixing with opponents
  - 6) Teams entering or exiting the ice surface through unapproved access points
  - 7) A team not being ready to start a period of play at required manpower
- G) Curfews:** There shall be no curfew applied to any league-sanctioned game except in the instance that an extended delay in the game requires the host facility to implement a curfew prior to the natural completion of the game.
- 1) The facility shall provide a minimum of a 10-minute notice to the On-Ice Officials prior to imposing a curfew, at which time the referees shall notify both head coaches and the Off-Ice Officials of the impending curfew time.
  - 2) No adjustments shall be made to the clock nor playing rules due to an impending curfew.
  - 3) No timeouts shall be permitted once a notification of impending curfew is given to the On-Ice Officials.
  - 4) The facility shall be responsible for signaling the point of curfew, which shall only take place during a natural stoppage in play.
  - 5) All instances of curfew shall result in a Suspended Game.

## SECTION 7.3 – Protocol Procedures

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- A) **Access Points:** Players shall only enter and exit the ice surface through the designated entry point(s) directly between the team room areas and the ice surface. In instances where both teams are to utilize the same or overlapping entry point, order of entry shall be given preference to the team whose bench is farthest from the entry point. Similarly, the order of exit shall be given preference to the team whose bench is closest to the entry point.
- B) **Pregame Ice Usage:** Upon entering the ice for the pregame period, players shall proceed directly to and remain in their team’s designated half of the ice, which shall be the end they will defend in the first period. No player shall cross the center red line during the pregame period unless approved to do so by an On-Ice Official.
- C) **Pregame Pucks:** The host team shall supply the warm-up pucks for both teams, including at least 20 pucks to the away team (regardless of the total quantity of pucks available to distribute to both teams).
- D) **Warm-up Restrictions:** The following restrictions shall apply to warm-up activity:
- 1) No player is permitted on the ice surface prior to the warm-up period.
  - 2) No player is permitted warm-up activity on the ice surface involving the use of pucks except during the pregame warm-up period and during a timeout.
  - 3) Warm-up activity without pucks is permitted during on-ice rest periods at intermissions, as long as players do not cross the center red line.
  - 4) Warm-up activity without pucks is briefly permitted when players are returning to the ice at the conclusion of a resurfacing, as long as the teams are skating – directly or indirectly – to their team bench in a timely manner.

## SECTION 7.4 – CHMA Men’s Division 1 Game Protocol

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- A) **M1 Pregame Protocol:** The pregame period of CHMA Men’s Division 1 (M1) games shall be conducted using the applicable protocol cited at the end of this section. The warm-up period shall start 30 minutes prior to the game and shall be 15 minutes in duration, followed by an ice resurfacing.
- B) **M1 Game Timing:** Each M1 game shall consist of three, 20-minute, stop-time periods. The timing of the game shall not be altered, nor shall the Mercy Protocol be implemented during any M1 game.
- C) **M1 Timeouts:** Each team shall be permitted to take one timeout, of 1-minute in length, during regulation time of a M1 game.
- D) **M1 Intermissions:** The intermission periods of M1 games shall be controlled by the On-Ice Officials and conducted under the following protocol:

- 1) First Intermission: the Ice Resurfacing protocol shall be applied during a rest period of 12 or 15 minutes (as pre-determined by the host team)
  - 2) Second Intermission: the Ice Resurfacing protocol shall be applied during a rest period of 12 or 15 minutes (as pre-determined by the host team)
- E) **M1 Overtime:** All M1 games with a tied score at the end of regulation time shall then have an overtime period, and the procedures for overtime shall be done in accordance with the Overtime Protocol. The winner of the overtime shall be declared the winner of the game.
- F) **M1 Shootouts:** All M1 games with a tied score at the end of overtime shall then have a shootout, and the procedures for shootouts shall be done in accordance with the Shootout Protocol. The winner of the shootout shall be declared the winner of the game.

## **SECTION 7.5 – CHE Men’s Division 3 Game Protocol**

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- A) **M3 Pregame Protocol:** The pregame period of CHE Men’s Division 3 (M3) games shall be conducted using the applicable protocol cited at the end of this section. The warm-up period shall start 30 minutes prior to the game and shall be 15 minutes in duration, followed by an ice resurfacing.
- B) **M3 Game Timing:** Each M3 game shall consist of three, 20-minute, stop-time periods. Variations to game timing shall only occur under the Mercy Protocol.
- C) **M3 Timeouts:** Each team shall be permitted to take one timeout, of 1-minute in length, during regulation time of a M3 game.
- D) **M3 Intermissions:** The intermission periods of M3 games shall be controlled by the On-Ice Officials and conducted under the following protocol:
- 1) First Intermission: the Ice Resurfacing protocol shall be applied during a 12-minute rest period
  - 2) Second Intermission: the Ice Resurfacing protocol shall be applied during a 12-minute rest period
- E) **M3 Overtime:** All M3 games with a tied score at the end of regulation time shall then have an overtime period, and the procedures for overtime shall be done in accordance with the Overtime Protocol. The winner of the overtime shall be declared the winner of the game.
- F) **M3 Shootouts:** No M3 regular-season game shall have a shootout except for a tournament game in which a winning team is required. A non-playoff game that is tied at the conclusion of overtime shall be declared a tie, even if a shootout is then conducted for tournament purposes.

## SECTION 7.6 – CHE Men’s Division 4 Game Protocol

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- A) **M4 Pregame Protocol:** The pregame period of CHE Men’s Division 4 (M4) games shall be conducted using the applicable protocol cited at the end of this section. The warm-up period shall start 10 minutes prior to the game and shall be 10 minutes in duration, with no ice resurfacing to follow.
- B) **M4 Game Timing:** Each M4 game shall consist of three, 20-minute, stop-time periods. Variations to game timing shall only occur under the Mercy Protocol.
- C) **M4 Timeouts:** Each team shall be permitted to take one timeout, of 1-minute in length, during regulation time of a M4 game.
- D) **M4 Intermissions:** The intermission periods of M4 games shall be controlled by the On-Ice Officials and conducted under the following protocol:
  - 1) First Intermission: Ice Resurfacing protocol shall be applied during a 12-minute rest period
  - 2) Second Intermission: on-ice rest period of 2 minutes shall take place
- E) **M4 Overtime:** All M4 games with a tied score at the end of regulation time shall then have an overtime period, and the procedures for overtime shall be done in accordance with the Overtime Protocol. The winner of the overtime shall be declared the winner of the game.
- F) **M4 Shootouts:** No M4 regular-season game shall have a shootout except for a tournament game in which a winning team is required. A non-playoff game that is tied at the conclusion of overtime shall be declared a tie, even if a shootout is then conducted for tournament purposes.

## SECTION 7.7 – CHE Women’s Division 2 Game Protocol

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- A) **W2 Pregame Protocol:** The pregame period of CHE Women’s Division 2 (W2) games shall be conducted using the applicable protocol cited at the end of this section. The warm-up period shall start 10 minutes prior to the game and shall be 10 minutes in duration, with no ice resurfacing to follow.
- B) **W2 Game Timing:** Each W2 game shall consist of three, 20-minute, stop-time periods. Variations to game timing shall only occur under the Mercy Protocol.
- C) **W2 Timeouts:** Each team shall be permitted to take one timeout, of 1-minute in length, during regulation time of a W2 game.
- D) **W2 Intermissions:** The intermission periods of W2 games shall be controlled by the On-Ice Officials and conducted under the following protocol:

- 1) First Intermission: Ice Resurfacing protocol shall be applied during a 12-minute rest period
  - 2) Second Intermission: on-ice rest period of 2 minutes shall take place
- E) **W2 Overtime:** All W2 games with a tied score at the end of regulation time shall then have an overtime period, and the procedures for overtime shall be done in accordance with the Overtime Protocol. The winner of the overtime shall be declared the winner of the game.
- F) **W2 Shootouts:** No W2 regular-season game shall have a shootout except for a tournament game in which a winning team is required. A non-playoff game that is tied at the conclusion of overtime shall be declared a tie, even if a shootout is then conducted for tournament purposes.

## SECTION 7.8 – Ice Resurfacing Protocol

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- A) **In-Game Resurfacings:** The ice shall be resurfaced at least once prior to the start of the first period, as determined by the level of play. In instances where the required pre-game resurfacing is after the warm-up period, a resurfacing prior to the warm-up period can be done at the option of the host team.
- 1) Men’s D1: after the warm-up period, after the 1<sup>st</sup> period, after the 2<sup>nd</sup> period
  - 2) Men’s D3: after the warm-up period, after the 1<sup>st</sup> period, after the 2<sup>nd</sup> period
  - 3) Men’s D4: before the warm-up period, after the 1<sup>st</sup> period only
  - 4) Women’s D2: before the warm-up period, after the 1<sup>st</sup> period only
- B) **Resurfacing Procedures:** The following procedure shall be implemented, in order, during all intermissions with an ice resurfacing:
- 1) Both teams shall immediately depart the ice surface unless instructed otherwise by an On-Ice Official to allow one team to exit first.
  - 2) The clock shall be set to the designated length of the rest period and started as the players depart the ice surface.
  - 3) The ice shall be fully and adequately resurfaced.
  - 4) No player shall return to the ice surface until the intermission countdown clock has expired.
  - 5) Players shall proceed – directly or indirectly – to their team bench upon entering the ice surface, during which time no pucks shall be employed.
  - 6) A whistle from the On-Ice Officials shall indicate to each team to immediately put the correct number of players on the ice and put all remaining players on the team bench.
  - 7) A center-ice face-off to start the period shall be conducted.
- C) **Resurfacing Deviations:** A required ice resurfacing shall not be waived for any game-related reason, including score differential, time of day, and travel considerations. If a mechanical issue precludes the host venue from performing an ice resurfacing, the teams shall still follow the intermission protocol.

## SECTION 7.9 – Overtime Protocol

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- A) Overtime Intermission:** An overtime period in regular-season games shall begin with a 2-minute rest period.
- 1) Teams shall remain in the playing area and gather in, at, or near their respective team benches.
  - 2) No warm-up activity involving pucks shall be permitted by any player.
  - 3) The ice shall not be resurfaced, and any maintenance done to the ice surface must result in – or restore – an equal playing surface for both teams.
  - 4) Teams shall switch defending end zones between the end of regulation time and the start of overtime.
- B) Overtime Length:** Only one overtime period shall be played, which shall be 5 minutes of sudden-victory, stop-time play.
- C) Overtime Timeouts:** Each team shall be permitted a maximum of one timeout of 1 minute in length in the overtime period, regardless of whether a timeout was or was not used by the team during regulation time.
- D) Overtime Manpower:** The on-ice manpower for the overtime period shall be based on the division of play, as cited below.
- 1) Men's D1: 3-on-3 (plus goaltenders)
  - 2) Men's D3: 3-on-3 (plus goaltenders)
  - 3) Men's D4: 3-on-3 (plus goaltenders)
  - 4) Women's D2: 3-on-3 (plus goaltenders)
- E) Overtime Manpower Adjustments:** Applicable penalties that either carryover into the overtime period or are assessed during the overtime period shall adjust the on-ice manpower.
- 1) Penalties during 3-on-3 manpower shall subsequently adjust the on-ice manpower by increasing the number of skaters for the non-penalized team and shall never reduce a team to less than 3 skaters on the ice.
  - 2) The on-ice manpower shall revert to the applicable condition at the first natural stoppage after a penalty(s) has expired.
  - 3) Rules for coincidental penalty assessment do not change for overtime, but manpower shall be 3-on-3 during all such situations. The players serving the penalties shall return to the ice at the expiration of the penalty time, creating 4-on-4 play. Teams shall then revert to 3-on-3 manpower at the next natural stoppage of play, except if another penalty(s) are assessed to either team in the interim.
  - 4) The numerical on-ice strength is adjusted accordingly for any penalties that carryover (unexpired) from the end of regulation time into overtime.

## SECTION 7.10 – Shootout Protocol

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- A) Shootout Application:** Shootouts shall be conducted only under the following circumstances:
- 1) All M1 games with a tied score at the end of overtime
  - 2) As required for tournament/playoff games for M3, M4, and W2, in which the tournament host shall establish the shootout protocol to be used if in variation from the provisions of this section
- B) Shootout Intermission:** A shootout period in regular-season games shall begin with a 1-minute rest period.
- 1) The ice shall not be resurfaced and any maintenance done to the ice surface must result in an equal playing surface for both teams.
  - 2) No warm-up activity involving pucks shall be conducted by any player.
- C) Shootout Provisions:** All the following shall apply to the shootout:
- 1) All players must remain fully inside the team bench throughout the shootout unless he/she is a goaltender participating in the shootout or the skater attempting the current shot.
  - 2) A different goaltender may be used at any point of the shootout as long as that goaltender meets the shootout participation requirements.
  - 3) No warm-up activity of any kind shall be granted to any player once the shootout begins, including the changing of a goaltender.
- D) Shootout Participation:** The following criteria applies to shootout eligibility:
- 1) The player must be cited on the scoresheet as participating in the game and still be in full uniform at the conclusion of the overtime period.
  - 2) A player who has uncompleted penalty time at the conclusion of overtime is not eligible to participate in the shootout.
  - 3) A player who was injured during the game is still eligible to participate in the shootout unless that player has been barred from participation by a directive of the Medic.
  - 4) Goalies are not eligible as shooters; skaters are not eligible as goaltenders.
- E) Shootout Protocol:** The shootout procedure shall be, as follows:
- 1) The goaltenders shall defend the net closest to the respective team benches throughout the shootout.
  - 2) The home team shall have the option of shooting first or defending first, which shall then apply to all rounds of the shootout.
  - 3) All shots shall be governed in accordance with NCAA rules for Penalty Shots.
  - 4) The shootout shall consist of 3 rounds unless, at any point, one team holds a lead greater than the number of shooters remaining for the opponent.
  - 5) Teams must use 3 eligible shooters in an order of their choice. Coaches do not need to report shooters to the On-Ice Officials prior to the shootout; an official shall track which players from each team have taken shots.

- F) Shootout Tiebreaker:** If the shootout score is tied after 3 rounds, a sudden-victory shootout shall be initiated:
- 1) Each eligible shooter on a team roster must be used once during any portion of the shootout and shall only be eligible to make another shootout attempt once all other eligible shooters on the roster have made an attempt.
  - 2) Each team will have an equal number of chances to shoot in the sudden-death rounds until a winner is declared.
- G) Shootout Scoring:** Statistics from the shootout (goals/saves) shall not count towards individual nor team game totals. The final score of the game at the end of a shootout shall be determined by awarding 1 additional goal to the team that wins the shootout, regardless of how many goals were scored during the shootout. This unassisted goal shall be credited to the "Team Bench."

## **SECTION 7.11 – Mercy Protocol**

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- A) Mercy Application:** Games eligible for the use of the Mercy Protocol shall only be:
- 1) Games between two league teams, except for M1 games
  - 2) Non-league games hosted by league teams in which both teams consent to the application of the Mercy Protocol prior to the start of the third period
- B) Mercy Situations:** Games with a large score differential after the second period shall enact the following adjustments for the remainder of regulation time:
- 1) A running-clock format shall be implemented if a team establishes a lead of 8 goals or greater in the third period.
  - 2) Stop-time format shall be reimplemented if the goal differential is reduced to 6 goals.
- C) Running-Clock Provisions:** All the following shall apply during the Mercy Protocol:
- 1) The clock shall run continuously, with no exceptions.
  - 2) Penalty times shall be posted to the game clock immediately prior to conducting the ensuing face-off.
  - 3) No timeouts shall be granted to either team.
  - 4) Running-clock discipline shall be in effect.
- D) Running-Clock Penalties:** Penalty times during running-clock situations shall be recorded on the scoresheet as the standard time and similarly applied to game/player statistics. The actual time served for penalties and thereby posted on the game clock, as applicable, in these situations shall be:
- 1) Minor Penalty: 4 minutes
  - 2) Major Penalty: 10 minutes
  - 3) Misconduct Penalty: 20 minutes

## SECTION 7.12 – Ceremonies & Presentations

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- A) Ceremony Limitations:** There shall be no ceremony, presentation, activity, or similar that causes a delay of more than 3 minutes to the opening face-off of any period or to the start of an ice resurfacing unless otherwise approved, in writing, by the League Office at least 48 hours prior to the start of the game.
- 1) Any activity that takes place during an intermission shall not alter the standard protocol time allotted for the intermission.
  - 2) No such activity shall interfere with a game in-progress by delaying a forthcoming face-off nor taking place on any portion of the playing surface.
  - 3) The host team shall inform the away team of any pending delays due to a ceremony at least 24 hours prior to the start time of the game.
- B) Lengthy Ceremonies:** All ceremonies – including Senior Recognition Ceremonies – requiring more than 3 minutes in duration shall be conducted prior to the start of the applicable game protocol; no adjustments shall be made to the protocol in a manner that delays the proceedings of the game once the protocol is initiated. The official start time of the game shall be listed in a manner that accounts for any scheduled ceremony that will start prior to initiating the applicable game protocol.
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## MEN'S DIVISION 1 GAME PROTOCOL

CLOCK	EVENT
35:00	Pre-game countdown clock begins (35:00)
33:00	Teams & officials notified of 3 minutes until start of warm-ups
30:00	WARM-UP: Teams & officials enter the ice surface
16:00	Warm-up activity concludes; Teams exit the ice surface
15:00	Horn sounds; Ice resurfacing begins
10:00	Game roster & starting line-ups due to Official Scorer
3:00	Teams & officials notified of 3 minutes until game time
1:00	Officials enter ice surface; Nets are placed
0:00	GAME TIME: Teams enter the ice surface when horn sounds
0:00	Teams assemble on respective goal lines
0:00	Introduction, National Anthem, and Fan Message
20:00	Opening Face-Off
INTERMISSIONS	
1 <sup>st</sup>	12 or 15 minutes with ice resurfacing
2 <sup>nd</sup>	12 or 15 minutes with ice resurfacing
OT/SO	2 minutes with no ice resurfacing

## MEN'S DIVISION 3 GAME PROTOCOL

CLOCK	EVENT
35:00	Pre-game countdown clock begins (35:00)
33:00	Teams & officials notified of 3 minutes until start of warm-ups
30:00	WARM-UP: Teams & officials enter the ice surface
16:00	Warm-up activity concludes; Teams exit the ice surface
15:00	Horn sounds; Ice resurfacing begins
10:00	Game roster & starting line-ups due to Official Scorer
3:00	Teams & officials notified of 3 minutes until game time
1:00	Officials enter ice surface; Nets are placed
0:00	GAME TIME: Teams enter the ice surface when horn sounds
0:00	Teams assemble on respective goal lines
0:00	Introduction, National Anthem, and Fan Message
20:00	Opening Face-Off
INTERMISSIONS	
1 <sup>st</sup>	12 minutes with ice resurfacing
2 <sup>nd</sup>	12 minutes with ice resurfacing
OT/SO	2 minutes with no ice resurfacing

## MEN'S DIVISION 4 GAME PROTOCOL

CLOCK	EVENT
20:00	Ice resurfacing begins
15:00	Pre-game countdown clock begins (15:00)
13:00	Teams & officials notified of 3 minutes until start of warm-ups
10:00	WARM-UP: Teams & officials enter ice
7:00	Game roster & starting line-ups due to Official Scorer
1:00	Warm-up activity concludes prior to final horn
0:00	GAME TIME: Teams assemble on blue lines
0:00	Introduction, National Anthem, and Fan Message
20:00	Opening Face-Off
INTERMISSIONS	
1st	12 minutes with ice resurfacing
2nd	2 minutes with no ice resurfacing
OT	2 minutes with no ice resurfacing

## WOMEN'S DIVISION 2 GAME PROTOCOL

CLOCK	EVENT
20:00	Ice resurfacing begins
15:00	Pre-game countdown clock begins (15:00)
13:00	Teams & officials notified of 3 minutes until start of warm-ups
10:00	WARM-UP: Teams & officials enter ice
7:00	Game roster & starting line-ups due to Official Scorer
1:00	Warm-up activity concludes prior to final horn
0:00	GAME TIME: Teams assemble on blue lines
0:00	Introduction, National Anthem, and Fan Message
20:00	Opening Face-Off
INTERMISSIONS	
1st	12 minutes with ice resurfacing
2nd	2 minutes with no ice resurfacing
OT	2 minutes with no ice resurfacing

# SECTION 8

## OPERATIONS

### SECTION 8.1 – Rulebooks

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- A) Playing Rules:** All league-sanctioned games shall be played under the current edition of the NCAA Ice Hockey Rules and the league’s published Game Manual for the current season. The Game Manual shall always supersede in the event of any conflict arising between that manual and any other rules document during any league game.
- 1) The On-Ice Officials shall be responsible for ensuring that the NCAA rulebook is readily accessible – electronically or otherwise – during games. The host team shall be responsible for ensuring that the Game Manual is readily accessible – electronically or otherwise – during games.
  - 2) Any team which believes a playing rule was not correctly applied during a game shall use the procedures for Protests to properly resolve the matter through the League Office.
- B) Authority on Games:** The On-Ice Officials, as the representatives of the governing rules, shall serve as the ultimate authority during all games. Authority is transferred to the League Office at the conclusion of the game regarding protests, disputes, disciplinary actions, suspended games, and similar.
- C) Rule Disputes:** The On-Ice Officials reserve the right to consult with the Game Manual, any applicable rulebook, league officials, and/or other authoritative resources on matters requiring a ruling during a game, including those not explicitly addressed within applicable rules.
- 1) Decisions made by the On-Ice Officials to address an undefined situation shall not be eligible for appeal, but a Protest may be filed if a team believes an existing playing rule was not applied to resolve the dispute.
  - 2) Rulings made by the On-Ice Officials during games to resolve a dispute on a matter not covered within applicable playing rules shall not be retroactively overturned by the League Office, even if a new policy is later enacted to address the disputed matter.
  - 3) Rulings made by the League Office on disputes not resolved within a game by the On-Ice Officials may be appealed using league policies for Administrative Appeals.
  - 4) The League Office shall be further empowered to make decisions, resolve disputes, and enact temporary policies to address matters not covered within this Game Manual or applicable governing documents.

## SECTION 8.2 – Game Rosters

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**A) Scoresheet Rosters:** Prior to the start of a game, each team shall identify on the official scoresheet the names and jersey numbers of all players who will participate in the game. Each player cited on the scoresheet as participating in the game shall be on the players' bench and dressed to play prior to the end of that game. The Head Coach shall have the responsibility, on his/her own accord, to verify the team's game roster prior to the expiration of the pregame period.

- 1) Players appearing on the game roster who are not participating in the game shall be noted as such by drawing a single, thin line evenly through the name and jersey number of that player (name and number shall still be visible).
- 2) A player temporarily wearing a uniform number other than his/her uniquely assigned number shall be listed with the assigned number crossed-out by a thin line and the temporary number listed adjacent to the assigned number.
- 3) Goaltenders (max of 3), the captain (max of 1), and alternate captains (max of 2) shall be denoted with the letters "G", "C", and "A", respectively.
- 4) An individual serving a suspension in a game shall be designated on the official scoresheet as not participating in the game by drawing a thin line through that name and only noting an "S" adjacent to the jersey number.
- 5) The person legally serving as the team's head coach for the game shall be listed on the game roster and denoted as the Head Coach.

**B) Maximum Game Participants:** All the following limitations shall be applied to game participation:

- 1) No more than 22 players may participate in a game for any team, of which no more than 19 can be non-goaltenders ("skaters"). A bench minor shall be issued upon discovery of a violation and the team must immediately comply with the limitation.
- 2) No more than 8 approved Team Officials (coaches, managers, trainers, etc.) may occupy the team bench at any time during a game. The team must immediately comply with the limitation when issued a warning.
- 3) A player on the team roster who is unable or ineligible to play in a game – other than through suspension -- may be on the team bench during a game but shall count towards the maximum number of Team Officials.

**C) Minimum Game Participants:** A team must have – eligible and in uniform – a minimum number of players at the start of a game, as prescribed below. The team must be able to place at least 6 eligible players on the ice and have at least 1 eligible coach on its bench throughout the game. Failure to meet this requirement prior to the start of any game shall result in a Non-Contested Forfeit; failure to meet this requirement during the game shall result in a Suspended Game.

- 1) Men's D1: 14 skaters, 2 goaltenders
- 2) Men's D3: 5 skaters, 1 goaltender
- 3) Men's D4: 5 skaters, 1 goaltender
- 4) Women's D2: 5 skaters, 1 goaltender

- D) **Game Participation:** A player is considered to have participated in a game when he/she is dressed for and/or is listed as participating on the game roster of the official scoresheet for the game, regardless of whether the player had any playing time or was truly present for that game. The League Office shall investigate any suspected instance of a team incorrectly noting the participating status of a player(s) as a means of circumventing a rule, requirement, suspension, or similar.
- E) **Team Captains:** Teams may designate no more than 1 captain and 2 alternate captains per game. Captains shall be noted on the scoresheet, and no other player shall wear a corresponding captain's letter on his/her jersey.
- 1) Goaltenders cannot perform the duties of a captain nor alternate captain. If a goaltender is designated as a captain – on the scoresheet and/or via a captain's letter on the jersey – that designation shall not be honored by the On-Ice Officials. The team shall still not exceed the maximum number of players designated as captains, counting the goaltender.

## SECTION 8.3 – Scoring

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- A) **Scoresheets:** An official division scoresheet shall be used for all league-sanctioned games – as obtained and provided on-site by the host team – and shall serve as the official record of the game.
- B) **Scoring Information:** The Official Scorer shall record all required details for goal and penalties on the official scoresheet for the game, as reported only by the On-Ice Officials. The time of all scoring information shall be recorded and announced as the time on the game clock at the stoppage for the scoring play (not elapsed time in the period).
- C) **Scoring Changes:** Any scoring changes within a game – or immediately following a game, prior to the On-Ice Officials departing the ice surface – must first be approved by an On-Ice Official. No scoring changes shall be accepted once the On-Ice Officials have departed the ice surface, and any potential changes needed to the scoresheet after that time shall be reported to the League Office for review.
- D) **Goaltender Records:** The Official Scorer, with assistance from other Off-Ice Officials, shall track and record the applicable goaltender statistics for the game.
- E) **Scoresheet Verification:** The referee(s) who were responsible for assessing the penalties shall review the scoresheet immediately following the game to ensure all correct scoring information is accurately listed. The referee(s) shall then initial the scoresheet in the designated area; no other person shall provide sign-off.

## SECTION 8.4 – Change of Goaltenders

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- A) Goaltender Check-In:** Any team opting to change its goaltender during a game must report this change directly to the Official Scorer, either via a Team Official or the replacement goaltender, at the time of the change.
- 1) Failure to report the change does not guarantee that the change will be recorded on the official scoresheet, and the records and statistics of the game cannot be later modified to reflect the change of goaltenders.
  - 2) The change shall always be considered to have taken place at the time of the game in which the report was made, even if the change is reported at a subsequent point of the game.
- B) Incapacitated Goaltenders:** In the event the lone goaltender in uniform for a team is unable to resume play, the referee(s) shall apply any of the following options:
- 1) Delay the game for a reasonable length to allow the goaltender to receive sufficient medical attention
  - 2) Delay the game for an adequate length to allow the goaltender's equipment to be transferred to another eligible player on the team
  - 3) Require the team to play with 6 skaters and no goaltender on the ice, which shall only be an option after the second intermission
  - 4) Initiate a Suspended Game due to having no viable option for resolution

## SECTION 8.5 – Injured Players

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- A) Authority on Participation:** Only the Medic shall make an official determination regarding the further participation of any player deemed to be injured or ill. No other entity – regardless of affiliation, title, or certification – shall overrule, interfere, nor unduly influence the Medic on this matter.
- B) Treatment of Players:** The Medic shall evaluate any player suspected to be injured or ill to determine the condition of the player, provide appropriate treatment, and determine if the player may continue to participate in the game. The Medic reserves the right to transfer further treatment of a player to any appropriate individual (doctor, nurse, trainer, etc.), but authority on participation does not transfer from the Medic.
- C) Participation of Injured Players:** If the Medic determines that a player is not capable of safely continuing to participate in the game, the player shall be deemed an ineligible player for the remainder of that game or until that player complies with the treatment prescribed by the Medic, as applicable.
- 1) Violation of this policy shall result in a Game Misconduct to the Head Coach of the team and a Game Misconduct to the ineligible player. All such incidents shall be reviewed by the League Office for consideration of further disciplinary action against the coach, player, and/or team.

## SECTION 8.6 – Video Review

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- A) Video Review of Suspensible Offense:** The on-site use of video review is permissible only to attempt to correctly identify a player(s) to whom a Game Misconduct or Disqualification is to be issued, under the following conditions:
- 1) The review begins only within 10 minutes of the conclusion of a game.
  - 2) The issued penalty was witnessed and assessed by an On-Ice Official, but the correct offending player is in-question by the On-Ice Officials.
  - 3) The use of any video is explicitly accepted by an On-Ice Official.
  - 4) The video can be viewed on-site by an On-Ice Official in a private room, free of disruption and/or intervention of any other persons.
  - 5) No further penalty(s) is assessed, and no assessed penalty(s) is retracted.
  - 6) The On-Ice Officials only report any discovered error on the scoresheet to the League Office to formally request a change to the scoresheet.
- B) Video Review Restrictions:** The use of video replay shall not be permissible during any game – or immediately following any game – for any reason other than a Video Review of Suspensible Offense, regardless of the situation or of the footage that may be available, including the following:
- 1) To determine whether there was or was not a legal goal, including the possibility of goaltender interference
  - 2) To change a penalty call or have a penalty called
  - 3) To determine a correct faceoff location
  - 4) To determine time left on the clock
- C) League Office Video Review:** The League Office, at its discretion, may review video footage for the following reasons:
- 1) To perform a Video Review of Suspensible Offense – beyond the restrictions applicable at the game – to correctly identify the player to whom a Game Misconduct or Disqualification Penalty is to be assessed
  - 2) To review an incident that potentially warrants supplemental discipline
  - 3) For use in a Disciplinary Hearing
  - 4) To rule on a protest
  - 5) To obtain further explanation of a unique or complicated situation
  - 6) To provide a teachable example of or training material for a scenario
- D) Video Review Criteria:** The League Office shall only accept video footage that meets the following criteria:
- 1) The video must be submitted to the League Office only by a head coach.
  - 2) Ample duration of the incident is provided in the footage, including an adequate sequence of events surrounding the act(s) in question.
  - 3) The footage clearly shows the specific incident, including being in-focus and remaining within reasonable view of any incident.
  - 4) Additional footage from any or all portions the game remains available and can be submitted, if so requested, within 72 hours of the initial submission.

- E) **Supplemental Video:** The League Office reserves the right to watch any additional footage of an incident that may not meet all the above criteria but may be supplemental to video that does meet the necessary criteria.
- F) **Ancillary Video Review:** The League Office reserves the right to view the duration of any game footage and issue any applicable discipline beyond the incident(s) brought into question by a video review request.
- G) **Video Review Limitations:** The following constraints shall apply to video review:
  - 1) The League Office reserves the right to decline any video review request, with due cause, and is not required to provide any formal response to a submitted request, at its discretion.
  - 2) No video review requests shall be submitted to any individual nor entity related to the On-Ice Officials of a game, and violators shall be subject to disciplinary review by the League Office.

## **SECTION 8.7 – Score Reporting**

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- A) **Score Submission:** The final score of the game shall be communicated to the League Office by each league team within 3 hours of the conclusion of a game, regardless of location, home/away designation, and league/non-league opponent. If overtime was played, that information shall be included in the score report.
  - B) **Scoresheet Submission:** An electronic copy of all scoresheets must be submitted to the League Office by Monday at 10 PM for any game from the previous 7 days.
    - 1) The home team shall assume this responsibility for games involving two league teams. The league team shall assume this responsibility for games against non-league opponents, regardless of location.
    - 2) The team responsible for submitting the scoresheet is required to keep a hard copy of the scoresheet on file for the remainder of the season. If the League Office requests that copy, the team in possession must submit it electronically within 24 hours.
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# SECTION 9

## STANDINGS

### SECTION 9.1 – Points Systems

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- A) **Men’s Division 1 Points System:** Each regular-season M1 league game is worth up to 3 total points towards the applicable division standings. Points are awarded to the participating teams in accordance with the result of the game:
- 1) 2 points for a win (regulation, overtime, shootout)
  - 2) 1 point for a loss in extra time (overtime, shootout)
  - 3) 0 points for a loss in regular time (regulation)
- B) **Men’s Division 3 Points System:** Each regular-season M3 league game is worth 2 total points towards the applicable division standings. Points are awarded to the participating teams in accordance with the result of the game:
- 1) 2 points for a win (regulation, overtime)
  - 2) 1 point for a tie (overtime)
  - 3) 0 points for a loss (regulation, overtime)
- C) **Men’s Division 4 Points System:** Each regular-season M4 league game is worth 2 total points towards the applicable division standings. Points are awarded to the participating teams in accordance with the result of the game:
- 1) 2 points for a win (regulation, overtime)
  - 2) 1 point for a tie (overtime)
  - 3) 0 points for a loss (regulation, overtime)
- D) **Women’s Division 2 Points System:** Each regular-season W2 league game is worth 2 total points towards the applicable division standings. Points are awarded to the participating teams in accordance with the result of the game:
- 1) 2 points for a win (regulation, overtime)
  - 2) 1 point for a tie (overtime)
  - 3) 0 points for a loss (regulation, overtime)

### SECTION 9.2 – Team Rankings

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- A) **Group Rankings:** The teams shall be ranked within the applicable groupings (division, conference, etc.) according to their points percentages, calculated by total points accumulated divided by total points attainable. Points shall be awarded in accordance with the Points System for the applicable division. Teams with equal points percentages shall be sorted using the Tiebreaker System.

- B) Tiebreaker System:** A tiebreaker system shall be used to determine the ranking order of any teams that are tied in the group rankings. If a tiebreaker criterion in the sequence ranks one or more teams within the tie, that order of ranking shall be applied. If a tiebreaker criterion in the sequence does not rank any of the teams (all remain tied), the next criterion in the sequence shall be applied. At a point in which any team(s) is ranked (top or bottom) by a criterion but multiple other teams remain in a tie, the tiebreaker system starts over at the first criterion, with only those remaining teams, to continue the ranking process.
- 1) Least number of forfeits in all games
  - 2) Best points percentage versus teams involved in the tie:  $PTS/(GP \times 2)$
  - 3) Best average goal differential versus teams involved in the tie:  $(GF-GA)/GP$
  - 4) Least average goals against versus teams involved in the tie:  $GA/GP$
  - 5) Least average penalty minutes versus teams involved in the tie:  $PIM/GP$
  - 6) Best average wins in all league games:  $W/GP$
  - 7) Least average penalty minutes in all league games:  $PIM/GP$
  - 8) Least average goals against in all league games:  $GA/GP$
  - 9) Coin flip

## SECTION 9.3 – National Qualifiers

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- A) Automatic Tournament Bids:** In the event that a national governing body grants an eligible league team an automatic bid to a national tournament, the team earning the right of first refusal to represent the league shall be determined by each division prior to the start of each season.
- 1) CHMA Men's D1: league playoff champion
  - 2) CHE Men's D3: league regular-season champion
  - 3) CHE Men's D4: league regular-season champion
  - 4) CHE Women's D2: league playoff champion
- B) National Tournament Eligibility:** If a specified number of division teams must meet minimum requirements – individually and/or collectively – for the league to be eligible to grant a member team an automatic bid to a national tournament, all applicable teams of that division shall adhere to the stated requirements for the league's bid eligibility.
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# SECTION 10

## POST-SEASON

### SECTION 10.1 – Playoff Formats

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- A) **M1 Playoff Format:** The top 6 ranked teams in the final M1 standings shall qualify for the CHMA M1 Playoffs.
- 1) The #1 and #2 ranked teams shall receive a first-round bye.
  - 2) The #3 team shall play the #6 team in the first quarterfinal game; the #4 team shall play the #5 team in the second quarterfinal game.
  - 3) Within 30 minutes of the conclusion of the second quarterfinal game, the #1 seeded team shall inform the League Commissioner (or his designee) of its selection for its opponent in the semifinals. The selection must be one of the winning teams from the quarterfinals (cannot be a losing team nor the #2 team), and the selection cannot be changed once formal notification is given to the League.
  - 4) The #1 team shall play its selection in the first semifinal game; the #2 team shall play the remaining seed in the second semifinal game.
  - 5) The two semifinals winners shall play each other in the CHMA M1 Championship Game.
- B) **M3 Playoff Format:** The top 6 ranked teams in the final M3 standings shall qualify for the CHE M3 Playoffs.
- 1) The #1 and #2 ranked teams shall receive a first-round bye.
  - 2) The #3 team shall play the #6 team in the first quarterfinal game; the #4 team shall play the #5 team in the second quarterfinal game.
  - 3) The #1 team shall play the lowest-remaining seed in the first semifinal game; the #2 team shall play the highest-remaining seed in the second semifinal game.
  - 4) The two semifinals winners shall play each other in the CHE M3 Championship Game.
- C) **M4 Playoff Format:** The top 3 ranked teams in the final M4 standings shall qualify for the CHE M4 Playoffs.
- 1) The #1 ranked team shall receive a first-round bye.
  - 2) The #2 team shall play the #3 team in a semifinal game.
  - 3) The semifinal winner shall play the #1 ranked team in the CHE M4 Championship Game.

- D) W2 Playoff Format:** The top 3 ranked teams in each conference of the final W2 standings shall qualify for the CHE W2 Playoffs.
- 1) The bracket shall consist of two pods. The first pod shall be the higher-ranked conference winner (inclusive of tiebreakers), the #2 team from the opposite conference, and the #3 team from the same conference. The second pod shall consist of the remaining teams, ranked in the same order.
  - 2) The #1 ranked team from each conference shall receive a first-round bye.
  - 3) The #2 seed shall play the #3 seed from its pod in each of the quarterfinal games. The higher-ranked #2 seed, inclusive of tiebreakers, shall play the first quarterfinal game.
  - 4) The #1 seeds shall each play the winner of the quarterfinal game within its pod, in accordance with the advancement process of the playoff bracket. The semifinal game from the first pod shall be played first; the semifinal game for the second pod shall be the later start time.
  - 5) The winner of the first semifinal game shall face the winner of the second semifinal game in the CHE W2 Championship Game.

## **SECTION 10.2 – Playoff Eligibility**

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- A) Playoff Team Eligibility:** The League Office shall replace any team who qualifies for the playoffs but is barred from participation due to failure to maintain good standing with the league, applied disciplinary action via due process, or automatic disqualification due to specified rules violations.
- 1) The next-applicable team from the rankings/standings shall be the first option as a replacement.
  - 2) If the first option for a replacement team declines the invitation to league playoffs, the invitation is then extended to the next-applicable team from the rankings/standings. That sequence shall continue until an eligible team accepts the invitation.
  - 3) If no eligible team accepts the invitation, that spot in the playoff bracket shall result in a bye for the opponent.
  - 4) The teams participating in the playoffs shall be sorted and seeded based on the standings/rankings once the participating teams have been finalized for each division.
- B) Playoff Player Eligibility:** Players must meet all of the following requirements to participate in the league playoffs with a team:
- 1) Have been approved for and added to the team roster by the Roster Freeze Deadline (February 15 for M1; January 31 for M3, M4, W2)
  - 2) Remain eligible for participation under all Participation Policies
  - 3) Appear on a game roster (scoresheet roster) as participating in at least 1 of the team's regular-season league games, with exceptions approved only by the League Office for proven injury situations
  - 4) Participate with only one team in the postseason across all divisions/levels offered by the leagues

## SECTION 10.3 – Playoff Provisions

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- A) Playoff Timeouts:** Each team shall be permitted a maximum of one timeout of 1 minute in length in regulation time. Each team shall be permitted a maximum of one timeout of 1 minute in length in overtime, regardless of whether a timeout was or was not used by the team during regulation time. The use of a timeout is not restored nor increased for any subsequent overtime period.
- B) Playoff Authority:** The League Office remains the authority on all post-season games conducted by the league. The League Office is empowered to make rulings on unique situations, enact any appropriate policies required to address any matter, resolve all disputes, conduct all disciplinary reviews, and manage all supplemental discipline. No such action shall violate an established league By-Law, and all such actions shall be final and therefore not eligible for appeal.
- C) Playoff Discipline:** All pending suspensions and disciplinary actions acquired by individuals and associations shall apply to the postseason.
- 1) Suspensions and disciplinary actions from the regular season shall carry-over into the playoff games.
  - 2) Suspensions and disciplinary actions obtained in playoff games shall apply to the subsequent rounds for winning teams and/or into the next regular season for losing teams under the terms of the rules for Carryover Suspensions.
- D) Playoff Protests:** Protests of playoff games shall follow the league policy for Protests, with the following exceptions:
- 1) The initial protest must be filed within 2 hours, and the protesting team's Head Coach must then send one email to the League Office within 2 additional hours of the first notification with full and factual details, plus all supporting evidence, of the basis for the protest.
  - 2) There shall be no appeal on adverse rulings issued by the League Office on protests in the postseason.

## SECTION 10.4 – Playoff Personnel

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- A) Playoff Personnel Assignment:** The League Office shall arrange for the On-Ice Officials, the Medic, the Official Scorer, and the Clock Operator.
- 1) The League Office withholds the option of providing additional game personnel, such as goal judges, a PA Announcer, and Arena DJ.
  - 2) Each participating team has the option of providing one person to serve as its Penalty Box Attendant for its playoff game(s). If a team does not provide such a person, the League Office can provide someone to fill this role, if deemed necessary.

- B) Playoff Officiating Systems:** League playoff games shall use the following officiating systems for all rounds:
- 1) CHMA M1 games shall use 2 referees and 2 linesmen (“4-man system”)
  - 2) CHE M3 games shall use 2 referees and 2 linesmen (“4-man system”)
  - 3) CHE M4 games shall use 2 referees and 1 linesman (“2-1 system”)
  - 4) CHE W2 games shall use 2 referees and 1 linesman (“2-1 system”)

## **SECTION 10.5 – CHMA Playoff Overtime (M1)**

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- A) CHMA Playoff Overtime Format:** Sudden-victory overtime shall be played for all playoff games with a tied score at the end of regulation time.
- 1) Non-Championship Format: Each playoff overtime period shall be 20 minutes of stop-time play; a shootout shall be conducted if the score remains tied at the conclusion of the third overtime period
  - 2) Championship Format: Each championship overtime period shall be 20 minutes of stop-time play; all championship games shall play continuous overtime periods until a winner is determined (no shootouts)
- B) CHMA Playoff Overtime Manpower:** The on-ice manpower shall start at 5-on-5 for the first overtime period and shall be modified in subsequent overtime periods. Applicable penalties shall adjust the on-ice manpower in accordance with the playing rules and shall never reduce a team to less than 3 skaters on the ice.
- 1) First overtime period: 5-on-5; championship games shall be 5-on-5
  - 2) Second overtime period: 4-on-4; championship games shall be 5-on-5
  - 3) Third overtime period: 3-on-3; championship games shall be 4-on-4
  - 4) Subsequent overtime periods: 3-on-3, applicable only championship games
- C) CHMA Playoff Overtime Intermissions:** All intermissions shall use the following format throughout overtime, except for the point at which a shootout shall be initiated after the third overtime period:
- 1) Intermissions shall be 12 minutes in length, as controlled by the game clock.
  - 2) The teams shall exit the ice surface prior to any resurfacing.
  - 3) The ice shall be resurfaced prior to the start of each overtime period but shall not be resurfaced prior to a shootout.
  - 4) Teams shall switch defending end zones after each ice resurfacing.

## **SECTION 10.6 – CHE Playoff Overtime (M3, M4, W2)**

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- A) CHE Playoff Overtime Format:** Sudden-victory overtime shall be played for all playoff games with a tied score at the end of regulation time.
- 1) Non-Championship Format: Each playoff overtime period shall be 10 minutes of stop-time play; a shootout shall be conducted if the score remains tied at the conclusion of the third overtime period

- 2) **Championship Format:** Each championship overtime period shall be 20 minutes of stop-time play; all championship games shall play continuous overtime periods until a winner is determined (no shootouts)
- B) CHE Playoff Overtime Manpower:** The on-ice manpower shall start at 5-on-5 for the first overtime period and shall be modified in subsequent overtime periods. Applicable penalties shall adjust the on-ice manpower in accordance with the playing rules and shall never reduce a team to less than 3 skaters on the ice.
- 1) First overtime period: 5-on-5
  - 2) Second overtime period: 4-on-4
  - 3) Third overtime period: 3-on-3
  - 4) Subsequent overtime periods: 3-on-3
- C) CHE Playoff Overtime Intermissions:** Intermissions shall use the following format:
- 1) A 2-minute intermission shall take place immediately following the conclusion of regulation time, with the teams remaining on their benches.
  - 2) Teams shall switch defending end zones to start each overtime period.
  - 3) The ice shall be resurfaced following the conclusion of odd-numbered overtime periods (1st, 3rd, 5th, etc.), except in the instances that a shootout will take place at the conclusion of the third overtime period.
  - 4) Intermissions in overtime involving an ice resurfacing shall be 10 minutes in length; intermissions in overtime without an ice resurfacing shall be 2 minutes in length.

## **SECTION 10.7 – Playoff Shootouts**

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- A) Playoff Shootout Application:** Except for championship games, if the score remains tied at the conclusion of the third overtime period of a playoff game, a shootout shall be conducted to determine the winner, in accordance with Playoff Shootouts.
- 1) A 2-minute intermission shall take place prior to the shootout, with the teams remaining on their benches and no ice resurfacing.
- B) Playoff Shootout Protocol:** Shootouts for playoff games shall follow the Shootout Protocol for the regular season, with the following changes:
- 1) The shootout shall consist of 5 rounds unless, at any point, one team holds a shootout lead greater than the number of shooters remaining for the opposing team.
  - 2) Teams must use 5 eligible shooters in the order of their preference during the standard shootout rounds.
  - 3) Any eligible shooter may be used by a team during any necessary tiebreaker rounds, regardless of the number of previous shot attempts by any player.

# LEAGUE OBJECTIVES

The objectives of College Hockey Mid-America and College Hockey East are:

- Place the experiences of the student-athletes as the top priority in all league matters
- Emphasize the on-ice product and the long-term benefits of athletic competition
- Offer games, tournaments, and events that highlight and promote the league
- Cultivate sportsmanship and respect among all participants, personnel, and spectators
- Establish an exemplary culture by holding all individuals to a high standard of conduct
- Uphold the longstanding spirit and values of interscholastic sports
- Facilitate the development of character, teamwork, and leadership in players and coaches
- Encourage inter-participant interaction through league events and initiatives
- Promote community and social service activities that are mutually beneficial to all parties
- Nurture the development and advancement of players, coaches, and referees
- Partake in educational pursuits that enhance the performance and training of participants
- Provide guidelines, structure, and procedures to regulate operation and activity
- Implement practical policies that augment the positive experiences of the players
- Establish key initiatives and strategic direction to achieve the mission and objectives
- Represent and safeguard the collective interests of all stakeholders of the league
- Encourage coaches and team leaders to have an open forum for ideas and opinions
- Identify and initiate actions that will improve and strengthen the league
- Sustain the welfare of the sport of ice hockey by fostering integrity and safety
- Create opportunities for the establishment and prosperity of additional hockey teams
- Promote the growth and stability within the geographic footprint of the league
- Affiliate and liaise with entities that will enhance the league's objectives and operations
- Support the goals of the governing bodies of ice hockey and similar athletic organizations

[www.CHMAhockey.com](http://www.CHMAhockey.com)

[www.CollegeHockeyEast.com](http://www.CollegeHockeyEast.com)

