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**JWHL 2018-19 Play-off Rules & Information**

U19 Games:

5 minute warm up

20-20-20 minute periods

Ice cut after the 2nd period (time permitting), and between games

Running time commences immediately when there is a 5 goal differential at any point in the game, and returns to stop time should the lead become less than 5 goals at any time.

U16 Games:

3 minute warm up

17-17-17 minute periods

Ice cut after the 2nd period (time permitting), and between games

Running time commences immediately when there is a 5 goal differential at any point in the game, and returns to stop time should the lead become less than 5 goals at any time.

All Team Rules/Information:

All games (except U19 games labeled Consolation) will have a winner. In the event of a tie, after a 1-minute break, teams will play a 5-minute sudden death overtime 3 v 3 without changing ends from the 3rd period. If that is still tied teams will have an NHL-style shootout, 3 players each to start, and then if still tied, it becomes a sudden death shootout until there's a winner. All players (except goalies) must shoot before a team can have a player go again. Players in the penalty box at the end of the 3 v 3 are not eligible for the shootout. Home team elects to go first or last in the shootout.

* USA Hockey rules.
* Home teams will wear LIGHT, away teams will be DARK
* Teams please check the stickers on the scoresheet and mark any scratches
* Teams will supply their own warmup pucks
* At the JWHL Tournament desk on Friday, teams should pick up its JWHL Team Packet that will include the admission tickets for the annual Banquet that your team has booked through Kelly Hickey.
* Player eligibility: players on JWHL Play-off rosters must have played in 10 JWHL games this season. In the event of return from injury, teams must contact the JWHL prior to the play-offs and each will be reviewed individually
* Teams must be prepared to submit approved USA or Hockey Canada rosters

Standings & Tiebreakers

U19 Division: teams play a round robin in their division, the top 2 teams move on to the semis.

U16 Division: teams play a round robin in their division, the top 2 teams move on to the finals.

During Round Robin play, teams will receive 3 points for a win, 2 points for an overtime or shootout win, 1 point for an over-time or shootout loss, no points for a loss in regulation.

If two teams are tied for points in the Round Robin, the tie will be broken by applying the

tiebreakers in this order:

- Head to Head results between the tied teams

- The differential between goals for and goals against

- By dividing goals for by goals against

- Least amount of goals allowed

Scorekeeper Information:

-Be sure you are familiar with all rules

-Please announce starting line up, goals & penalties

-It is important to keep a count of shots on goal for each team per period. A “shot” is anything that would go in if the goalie was not in the net

-Make sure refs & coach sign score sheet . Each team is given a copy, along with the top copy going to the JWHL