



## GAME PROTOCOL

This game protocol shall be used for all league games.

### **Ice Time:**

Ice slots shall be 2 hours and 30 minutes in length.

In the event that there is a lack of ice time due to injury or as a result of travel conditions for the away team, the game may be played but the length of the periods shall remain at 20 minutes. With mutual agreement by both teams, warmup time may be reduced, ice cuts can be cancelled, and running time may be used. If such ice time restrictions impact the ability to play overtime, a tie shall be recorded based on the score at the end of regulation play.

### **Game Format:**

20-minute FIRST period

Ice cut

20-minute SECOND period

Ice cut

20-minute THIRD period

If tied after regulation, teams shall remain on the ice for a 2-minute rest period followed by a 5-minute (3-on-3) sudden death overtime – see overtime protocol below.

### **Choice of Ends:**

The home team shall have the choice of ends at the start of the pregame warm-up.

The teams shall change ends at the beginning of each subsequent regular period.

**Warmup:**

No team shall enter the ice until the game officials are on the ice.

Pucks (15 per team) shall be supplied by the home team or the arena for warm-ups.

Warmups shall not exceed 7 minutes in length.

**Intermissions:**

There shall be a 12-to-15-minute intermission between each period. The timekeeper shall start the clock for intermission when the last officials exit the ice surface.

**Timeouts:**

Each team shall be allowed a 1-minute timeout during regulation play in the game; the timeout may be taken anytime during a stoppage of play.

The game timekeeper shall be responsible for timing and signaling the termination of the timeout by blowing the horn.

**Team:**

A team shall be composed of 22 players (19 skaters and up to 3 goalkeepers).

**Coaches:**

Each team shall have at least 1 coach behind the bench for each scheduled game.

If none of the coaching staff is present 15 minutes prior to the start of the contest, the captain of the team shall assume all coaching duties.



### **Referees:**

D1: NEIHC member teams shall schedule 4 on-ice officials, 2 referees and 2 linesmen.

D2/D3: NEIHC member teams shall schedule 3 on-ice officials, 2 referees and 1 linesman.

In the event of a failure for an on-ice official to show up, and upon mutual agreement between the teams, a 2-man referee system may be implemented.

### **Equipment:**

Mouth guards must be worn by all players.

### **Off ice:**

The home team or arena shall supply clock operators and scorekeeper as needed.

The Home team or arena may opt for music between periods or between whistles for fans.

The Home team or arena may remove any fans deemed unruly.

### **Mercy Rule:**

Any game in which there is a 10-goal differential (or more):

A running clock may be instituted by mutual agreement of the teams at any time after the 10-goal differential occurs and as long as a minimum 10-goal differential remains in place or;

The game may be called by mutual agreement of the teams at any time after the 10-goal differential occurs and as long as a minimum 10-goal differential remains in place.



## **NEIHC Sudden Death Overtime Protocol for Regular Season Games:**

During regular season games, if at the end of the 3 regular 20-minute periods, the score is tied, the teams shall then play an additional overtime period of 5 minutes with the team scoring first declared the winner.

The overtime period shall be played with each team at a numerical strength of 3 skaters and 1 goalkeeper.

A 2-minute intermission time shall be placed on the clock between the end of regulation play and the start of the 5-minute (3-on-3) sudden victory overtime.

The teams shall change ends for the 3-on-3 sudden-victory overtime period.

When regulation ends and the teams are 5-on-3, teams will start the 3-on-3 overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to 4-on-3 or 3-on-3, as appropriate. When 5-on-5 regulation ends and teams are 4-on-4, teams will start 3-on-3 overtime 3-on-3. If at the end of the 5-on-5 regulation teams are 3-on-3, the 3-on-3 overtime starts 3-on-3. Once player strength reaches 4-on-4, 5-on-4 or 5-on-5, at the next stoppage player strength is adjusted to 3-on-3 or 4-on-3 as appropriate.

### *Note(s):*

At no time will a team have fewer than 3 players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed. If a team is penalized in the 3-on-3 overtime, teams play 4-on-3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3-on-3. In overtime, if a team is penalized such that a 2-man advantage is called for, then the offending team will remain at 3 skaters while the non-offending team will be permitted 5 skaters. At the first stoppage of play after the 2-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4-on-3 or 3-on-3, as appropriate.

Rules for coincidental vs. non-coincidental penalty assessment do not change from regulation to overtime, only the numerical strength is adjusted.

Penalized players shall remain on the penalty bench.

Each team shall be awarded 1 team timeout if the game is tied after 60 minutes of play.



If tied after the overtime period the game will end in a tie, teams shall remain on the ice for a 2-minute rest period followed by a mandatory shootout – see shootout protocol below.

### **NEIHC Sudden Death Shootout Protocol for Regular Season Games:**

At the conclusion of the 5-minute (3-on-3) overtime, 1 referee will instruct the timekeeper to put 2 minutes on the clock and immediately start the clock.

The referees will meet at the referee's crease with the captains to explain the protocol during the 2-minute period.

The goalkeepers will defend the goal closest to their bench.

The home team has the option of shooting first or defending first. If Team A's first 2 players score, while none of Team B's players score, the shootout is over, and Team A wins the shootout.

If the shootout remains tied at the end of this round, each coach will select a different shooter, this time in a sudden-victory situation. The first 3 shooters are ineligible until all other bench players have attempted a shot, if necessary. Each team has an equal number of chances to shoot before a winner is declared.

Note(s):

AAU college hockey does not recognize the outcome of shootout as the official result for ranking purposes.

Players serving penalty time shall not be eligible for the shootout and shall remain in the penalty box during the shootout.

Goalkeepers may be substituted, but no warm-up time will be allowed.

If a goalkeeper is injured in the shootout, the goalkeeper may be immediately replaced by a goalkeeper off the bench. The injured goalkeeper may reenter the shootout.

All players not participating in the shootout shall remain on their bench.



No player may shoot twice until everyone who is eligible has shot. If, however, because of injury or penalty, 1 team has fewer players eligible for the shootout than its opponent, both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters.

### **NEIHC Overtime Protocol for Playoff Games:**

The same rules for regular season games shall apply to playoff games except that teams will play 5-minute overtime periods until a winner is determined.

Note(s):

The rules governing play in the NEIHC shall be exactly as those prescribed in the NCAA Ice Hockey Guide unless superseded by AAU College Hockey's Standards and Procedures.

**Any exceptions to game protocol MUST be approved by the commissioner(s) and/or President.**