

## LEAGUE GAME INFORMATION BY LEVEL

All games will play the following time rules:

LEVEL	PERIODS	ICE CUT	WARM-UP	MINOR PENALTIES	MAJOR PENALTIES	MISCONDUCT PENALTIES	OVERTIME	LENGTH	REFS
9U/10	15 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	5 min, 3 v 3	80	2
11U/12U	15 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	5 min, 3 v 3	80	2
13U/14U	16 min	NO	3:00 min	1:30 min	4:00 min	8:00 min	5 min, 3 v 3	90	2
15U/16U/18U	17 min	YES	3:00 min	2:00 min	5:00 min	10:00 min	5 min, 3 v 3	100	2
Overtime is STOP Time at all levels with 3 man shootout if score is tied after 5 minute 3 v 3									

## THF Playoff Protocols

### 1. Jerseys

- The Home team is required to wear light colored Jerseys & the Visiting team is required to wear a dark colored jersey unless agreed upon prior to the start of the game.

### 2. Game Format

- **Warm up** time will be a minimum of 3 minutes for all levels
- Pucks will **NOT** be provided for warm-ups
- Games can **NOT** start earlier than scheduled time
- Each team has **1 timeout**

### 3. Playoff Roster

- Any player not on your USA Hockey roster as of 12/31 is INELIGIBLE for playoff competition unless they dressed in 50% of THF games.
- The THF will consider the use of an emergency goalie if required. Teams must follow the same process as the regular season.

### 4. Gamesheet/Game Scoring - Gamesheet Ipad key is: XXXXXXXXXX

- The THF will provide an unaffiliated person to score each playoff game
- The scorekeeper will NOT be able to add a player in GameSheet prior to the game.

### 5. Penalties

- We will follow USA Hockey Directives in regard to penalty lengths based upon period duration

### 5. Overtime/Shootout

- All games tied at the end of regulation will go to a 3 versus 3 sudden death overtime with a 5-minute STOP clock.
- Teams will switch ends for overtime (long change)
- If the game is tied after the 5-minute overtime, the game will go to a shootout.

A. (3) unique shooters for each team alternating shootout attempts with the Visiting team shooting first each time

until all 6 shooters, 3 home and 3 visiting, have shot. The team that scores the most goals is declared the winner.  
B. If tied after each team's (3) unique shooters have gone then we will move to a sudden death shootout.

- Eligible Shooters
  - A player whose penalty has not expired before the end of the overtime period is ineligible for the shootout and sudden death shootout.
  - After the first 3 rounds of the shootout the home team and away team may use the same shooter in consecutive rounds of the sudden death phase

6. **Running Time** shall be applied when the goal differential is 8 goals or more in the second or third period. If the goal differential returns to 7 goals, stop time is applied. Coaches may agree to run time earlier in the game.

7. A Minimum of two (2) **on-ice officials** shall be scheduled for every game. In situations beyond the control of the home team or the league, a single official can officiate a game.