

1. Playoff Game Rules Policies & Procedures

1.1. Warm-up

A. Each team will be allowed a 5 minute coincidental warm-up period prior to each game. Warm-ups shall not be extended to allow late goaltenders additional time or within reason, teams without sufficient players to avoid forfeiture by waiting for additional players to enter the playing area.

1.2. Game Forfeiture

A. Each team must have six (6) skaters and a goaltender or seven (7) skaters on the ice at the start of the game or the game will be forfeited to the opposing team. (Some minor discretion is recommended if it can easily be determined that sufficient players are on the ice to commence the game, (5 players + a goaltender or 6 players), and that at least one additional player is in the dressing room who will be entering the ice area ready for immediate play).

B. Upon forfeiture of a game a 1-0 score will be entered on the official score sheet with the win being awarded to the team not forfeiting. Upon determining a game is forfeited the referees and linesmen shall immediately leave the ice and not attempt to officiate the game. If neither team can field sufficient players to avoid a forfeiture, at the time the game is to start, the game score will be 0-0 with each team being assessed a loss.

1.3. UHSH-Certified Coaches

A. If, at the start of the game, (not the warm-up period), a Utah High School Certified coach is not available on the bench, the team without the coach shall forfeit the game. If neither team has a certified coach on the bench at game time, the teams will take a 0-0 loss.

B. In the event of forfeiture the teams may remain on the ice and conduct a practice if, and only if, there is at least one certified coach present and he/she runs the practice for both teams. If no certified coach is present, both teams must immediately exit the ice until such time as a certified Coach is present on the ice.

1.4. Period Length

A. All periods will be no more than thirteen (13) minutes and will be stop time. The third period shall be shortened to end the game within the allotted time.

Example: If ten minutes are left in the allotted time, the third period clock shall be set at five (5) minutes, etc.

1.5. Between-Period Length

A. Between periods, only sufficient time for goalies to change ends will be allowed.

1.6. Tie Games - Other than for a Championship

A. The winner of a game ending in a tie during playoffs, other than a game which could determine a championship, will be determined by a sudden death shootout, even if the allotted game time will be exceeded.

B. Shootout Rules for games other than a potential Championship Game:

1. The coach of each team will present to the referee in writing his/her first five (5) shooters and place them in the order of participation.
2. The team denoted as the "Guest" team on the official score sheet will shoot first.
3. The first team to score a goal that is not matched on the next shot of the opposing team will be declared the winning team and will have a point added to their score. The goal will be awarded to the shooter.

Example: The 1st shooter from the Guest Team scores. The 1st shooter from the Home Team must then score. If he/she doesn't, the Guest Team is the winner. If he/she does, each team must shoot again. If the Guest Team misses and the Home Team then scores, the Home Team is the winner.

4. If, at the conclusion of the first shootout, the teams are still tied and a winner has not been determined, an additional sudden death shootout will be held and B.1.3 will be repeated until a winner is determined. Each coach will hand a written list of his/her next five (5) shooters, in the order they are to shoot, to the referee. Again, the team designated as "Guest" on the official score sheet will shoot first. The first team to score a goal which is not matched by an equal number of shots by the opposing team will be declared the winner.

5. If the score is still tied, repeat "1.6.4" until there is a winner. Different shooters will be selected each round until one team has used all available shooters. At that time each coach may use players that have already participated in prior shootouts.

C. Any player who has left the ice for any reason and who is not serving a penalty when regulation time ends, shall be allowed to participate in any shootout play. If a team has only four eligible players remaining on the ice with no additional eligible players on the bench at the end of regulation time, the first shooter shall be eligible to shoot again as the fifth shooter.

D. The number of players on a team will determine at what point a coach may start over again with his/her roster in designating the shooters. (If Team A has 13 players and 2 goaltenders on the roster with one player in the penalty box at the end of regulation, and Team B has 14 players and 1 goaltender on the roster with 3 players in the penalty box at the end of regulation, the Coach of team B must use his/her entire roster of 11 available shooters, (goaltenders don't count). The Coach of Team A must also use his/her first 11 players. When Team B is out of original shooters (11), both Team A & B may start through their rosters again. Team A shall not be required to use its last available shooter.

1.7. Tie Games - For a Championship

A. All games, the outcome of which could determine the Championship, will have a 5 - minute sudden death overtime period. The first team to score will be declared the winner.

B. If, at the end of the first sudden death overtime period the game is still tied, a 2nd 5 - minute sudden death period shall be held.

C. If, at the end of the second sudden death overtime period the game is still tied, a 3rd 5 - minute sudden death period shall be held.

D. If, at the end of the 3rd 5 - minute overtime period the game is still tied, regulation shoot-outs. (not sudden death), shall be held until such time as a winner can be declared.

E. Shootout Rules for Championship Games

1. There shall be NO sudden death shootout in any game which could determine a Championship regardless of the time it takes to complete the game. All shoot-outs shall be regulation 5-man shoot-outs.

2. The coach of each team shall indicate to the referee, in writing, his/her first five (5) shooters in their order of participation.

3. The team denoted as the "Guest" team on the official score sheet will shoot first.

4. The first team to gain an advantage in scoring that cannot be overcome by the remaining shooters on the opposing team will be declared the winner and will have one (1) point added to the score.

5. Credit for the goal shall be given to the last winning team player to score during the shootout.

6. If, at the conclusion of the shootout, the teams are still tied, an additional shootout will be held following the same format indicated above in "1.7.E.2-5."

7. The coach may select only players who have not already shot to shoot in the next five (5) man round.

1.8. Time Outs

A. Each team will be allowed one (1) 30-second time out during each playoff game.

1.9. Uniforms

A. No player shall be on the ice in a uniform deceptively similar to the uniform worn by the opposing team. (If Team A is in red, then all players on Team A must be in a red uniform. No player from Team B shall be allowed to wear any uniform with the predominate color being red).

B. In situations where uniforms of both teams are similar, referees must ensure that no player from one team is wearing a color deceptively similar to the colors of the other team. If, in the referees judgment, there exists a situation where a player or team is wearing a uniform(s) deceptively similar to that of the other team, the referee may do one of the following:

1. Prohibit an offending player from participating until he/she has replaced the offending jersey.

2. Allow five minutes for the offending team to change uniforms and assess a two (2) minute delay of game penalty at the start of the game on the offending team, or

3. If no change of uniform is available, he may forfeit the game and award the win to the home team.

C. A coach may request a player from the opposing team to change uniform by notifying the opposing head coach or trustee that, in his/her judgment, the opposing player's uniform will be confusing to his/her team. If the opposing coach refuses to comply, the final decision as to this issue will rest with the referee.

1.10. Minor Officials

A. Whenever possible, no minor official shall work the scorer's box who represents either participating team.

B. In games which may determine a championship, all minor officials shall be appointed by the scheduler and may not represent either team.

1.11. Goaltenders For Shoot-outs

A. Goaltenders may be substituted at the beginning of any five man shootout.

1.12. Other Rules and Regulations Governing Playoff Games

A. All other aspects of championship games shall follow USA Hockey guidelines for sanctioned games.