LEAGUE GAME INFORMATION BY LEVEL								
All Playoff games will play the following time rules:								
LEVEL	**PERIODS**	**ICE CUT**	**WARM-UP**	**MINOR PENALTIES**	**MAJOR PENALTIES**	**MISCONDUCT PENALTIES**	**OVERTIME**	**REFS**
8U,9U,10U	15 min	YES	3:00 min	1:30 min	4:00 min	8:00 min	5 min, 3 on 3	2
Overtime is STOP Time								

Federation Championship Game Protocols

1. **Jerseys**
   - The Home team is required to wear light colored jerseys & Visiting team is required to wear a dark colored jersey unless agreed upon prior to the start of the game.
2. **In Game**
   - **Post-Game** - At the conclusion of each game have your team line up on their respective blue line for the **player of the game presentation.** One player from each team will be selected **by their respective coach and announced by the scorekeeper.**
3. **Playoff Roster**
   - Teams may only use players on their Time to Score roster.
   - Federations will consider the use of an emergency goalie if required.
4. **Time to Score/Game Scoring**
   - An unaffiliated person will be provided to score each game.
   - If your team's game has not been uploaded into Time to Score within 30 minutes of completion please contact (tournaments@defenderhockey.com)
5. **Tie Breakers & Round Robin Points Awarded**
   - Please refer to the Tie-Breaker sheet for all tie breakers and breakdown of points awarded.
6. **Game Format**
   - **Warm up** time will be 3 minutes.
7. **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 5 goals or more in the second or third period. If the goal differential returns to 4 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 playoff game. In situations beyond the control of the home team or the league, a single official can officiate a playoff game.