

Championship Weekend Rules

Major Tyke and Novice

Game Format:

All games will be three (3) fifteen (15) minute with three (3) minute shifts.

Goalies will change ends at the end of the 1st and 2nd periods.

Periods will be running time, **except** during the exchange of players. The clock will stop at the buzzer and restarted when the puck is dropped.

Only the referee can stop the clock due to injury. Unless notified by the referee, the clock will not stop until the shift is over.

Each team is allowed **ONE** thirty (30) second timeout during the game.

Gamesheet/Player Substitutions:

The gamesheet must be filled out according to NMHA policy.

The visiting teams (2nd and 4th place) fill out the gamesheet first.

All players will be listed on the gamesheet in any order as determined by the coach. There will be **no** splitting the gamesheet into forwards and defense.

All players are to receive equal ice time. Failure to ensure equal ice time will result in **automatic default** of the game.

In case of an injury, the **very next player** on the gamesheet will go out to replace the injured player and will remain on the ice for his own shift.

One HTCP trainer must be signed in on the gamesheet. (One trainer per game).

Penalties:

Penalties last the duration of the shift. All penalized players remain in the penalty box until the shift is over.

Players do NOT come out if a goal is scored.

Overtime:

Overtime will be five (5) minutes in duration.

The buzzer will be set at one (1) minute intervals. At the end of each minute a player is removed from the ice.

The coach is free to select **ANY** five players to be on the ice during the overtime and does not have to follow the shift rotations of the game. Substitutions can be made at the buzzer.

If a penalty occurs when there is one player left per side, it will be a penalty shot. If the game remains tied, the penalized player will continue to play.

If at the end of the five (5) minutes the game is still tied, the overtime will be repeated starting at five (5) minutes with five (5) players per side.

Minor/Major Atom and Minor/Major PeeWee

Game Format:

All games will be three (3) ten (10) minute stopped time periods.

Goalies will change ends at the end of the 1st and 2nd periods.

Each team is allowed **ONE** thirty (30) second timeout during the game.

Gamesheet/Player Substitutions:

The visiting teams (2nd and 4th place) complete the gamesheet first.

All players are to receive equal playing time. There will be **NO** double shifting. Any teams not providing equal ice time will be defaulted.

One certified HTCP trainer must be signed in on the gamesheet (one per game).

Penalties:

Penalties **WILL** carry into overtime.

All penalties assessed in the championship games that carry additional game suspensions will be carried over to the beginning of the following season and served in the first regular season game(s).

There will be ZERO tolerance for abuse of officials.

Overtime:

Overtime will be one five (5) minute sudden death period. If the game is still tied, then a second overtime period of five (5) minutes will begin.

During the second overtime, the buzzer will be set at one (1) minute intervals. At the end of each minute one (1) skater will be removed from the ice. Substitutions can be made at any time.

If the game remains tied, the second overtime will be repeated.

A penalty during one on one play will be assessed as a penalty shot. If there is no goal scored, the penalized player continues to play.

Championship Weekend Rules

Minor/Major Bantam

Game Format:

All games will be one (1) ten (10) minute and two (2) fifteen (15) stopped time periods.

Each team is allowed **ONE** thirty (30) second timeout during the game.

Gamesheet/Player Substitutions:

The visiting teams (2nd and 4th place) complete the gamesheet first.

All players are to receive equal playing time. There will be **NO** double shifting. Any teams not providing equal ice time will be defaulted.

One certified HTCP trainer must be signed in on the gamesheet (one per game).

Penalties:

Penalties **WILL** carry into overtime.

All penalties assessed in the championship games that carry additional game suspensions will be carried over to the beginning of the following season and served in the first regular season game(s).

There will be ZERO tolerance for abuse of officials.

Overtime:

Overtime will be one five (5) minute sudden death period. If the game is still tied, then a second overtime period of five (5) minutes will begin.

During the second overtime, the buzzer will be set at one (1) minute intervals. At the end of each minute one (1) skater will be removed from the ice. Substitutions can be made at any time.

If the game remains tied, the second overtime will be repeated.

A penalty during one on one play will be assessed as a penalty shot. If there is no goal scored, the penalized player continues to play.

Championship Weekend Rules

Minor Midget and Midget Juvenile

Game Format:

All games will be three (3) fifteen (15) stopped time periods with a flood occurring between the 2nd and 3rd periods.

Each team is allowed **ONE** thirty (30) second timeout during the game.

Gamesheet/Player Substitutions:

The visiting teams (2nd and 4th place) complete the gamesheet first.

All players are to receive equal playing time. There will be **NO** double shifting. Any teams not providing equal ice time will be defaulted.

One certified HTCP trainer must be signed in on the gamesheet (one per game).

Penalties:

Penalties **WILL** carry into overtime.

All penalties assessed in the championship games that carry additional game suspensions will be carried over to the beginning of the following season and served in the first regular season game(s).

There will be ZERO tolerance for abuse of officials.

Overtime:

Overtime will be one five (5) minute sudden death period. If the game is still tied, then a second overtime period of five (5) minutes will begin.

During the second overtime, the buzzer will be set at one (1) minute intervals. At the end of each minute one (1) skater will be removed from the ice. Substitutions can be made at any time.

If the game remains tied, the second overtime will be repeated.

A penalty during one on one play will be assessed as a penalty shot. If there is no goal scored, the penalized player continues to play.