



2017-18 MID-STATES CLUB HOCKEY ASSOCIATION

VARSITY PLAYOFF RULES

A. First Round and Quarter Finals – Founders Cup, Two Game Series

Each game will have three (3) 15 minute periods with a two minute break between periods. There will not be any overtime period at the end of the first game of the series. The ice will be cleaned at the end of the second period of the second game of the Quarterfinals.

If at the end of the second game the following exists:

1. Win both games then advance to the next round
2. Win one and tie one then advance to the next round
3. Win one and lose one or both games end in a tie then

Game Three (Mini Game)

We take a 2 minute break. We do **NOT** clean ice, change benches, or change ends. We play a 10 minute regulation game. The full 10 minutes will be played.

If no winner is determined the procedure is:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set, there is no winner then a second set of 3 DIFFERENT players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner then the coach will submit a third list of 3 DIFFERENT players for participation.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

The penalties for Game Two do not carry over into Game Three (mini game). Game misconducts and/or match penalties do carry over to Game Three and the shootout.

B. Semi Final Games Founders Cup (Two game series)

Each game will have three (3) 15 minute periods with a two minute break between periods. There will not be any overtime period at the end of the first game of the series.

There will be a clean between the 2nd and 3rd periods.

If at the end of the second game the following exists;

1. Win both games then advance to the next round.
2. Win one and tie one then advance to the next round.
3. Win one and lose one or both games end in a tie then

Game Three (Mini Game)

We take a 2 minute break. We do **NOT** clean ice or change benches or change ends. We play a 10 minute regulation game. The full 10 minutes will be played. If a tie exists at the end of the game three (Mini Game), we will take a two minute break, change ends and continue with a five minute Sudden Death Period. The first goal wins the game. The overtime process is a continuation of the present game and all penalties carry over to the overtime period. Game Misconducts and/or Match Penalties carry over to the overtime process and the shootout.

If a winner has not been determined the following procedure applies:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

The penalties for Game Two do not carry over into Game Three (mini game) Game misconducts, and or match penalties do carry over to Game Three and the shootout.

C. Championship Founders Cup.

The game will be played as a regular season game of three periods with one minute between periods. There will be a clean between the 2nd and 3rd periods. If a tie exists at the end of the game, we will take a two minute break, change ends and continue with a 10 minute sudden death period. The first goal scored wins the game.

If at the end of the sudden death period if a winner has not been determined the following procedure will apply:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

CHALLENGE AND WICKENHEISER CUP SERIES

A. Preliminary Round: Three Game Round Robin

Each game will have three (3) 15 minute periods with a one minute break between periods. There will be no overtime periods for games in the round robin series.

Challenge Cup – three game round robin format

Conference	Blue		Red	
Division	A	B	A	B
Seeds	1	4	3	2
	8	5	6	7
	9	12	11	10

Each team in Conference Blue, Division A plays each team in Conference Blue, Division B once, the four top teams in this competition move on to the Quarter Finals.

Each team in Conference Red, Division A plays each team in Conference Red, Division B once, the four top teams in this competition move on to the Quarter Finals.

Win = 2 points

Tie = 1 point

Loss = 0 point

Where there is a tie in game points, standings shall be determined as follows:

- Total points (3 games)
- Head to head competition
- Most wins (3 games)
- Goal differential (3 games)
- Goals for (3 games)
- Original seed

The eight (8) teams to advance to the Quarter Finals will be seeded by original seeding rank into a standard quarter final bracket.

Wickenheiser Cup – three game round robin format

Division	A	B	C	D
	1	2	3	4
	8	7	6	5
	9	10	11	12
	16	15	14	13

Each team in each Division plays the other three teams in that Division once.

Two top teams in each Division as determined by this competition move onto the Quarter Finals.

Win = 2 points

Tie = 1 point

Loss = 0 point

Where there is a tie in game points, standings shall be determined as follows:

- Total points (3 games)
- Head to head competition
- Most wins (3 games)
- Goal differential (3 games)
- Goals for (3 games)
- Original seed

The eight (8) teams to advance to the Quarter Finals will be seeded by original seeding rank into a standard Quarter Final bracket.

B. Quarter final: Eight Teams Remain: Two Game Series Wick and Challenge Cup

Each game will have three (3) 15 minute periods with a two minute break between periods. There will not be any overtime period at the end of the first game of the series. The ice will not be cleaned at the end of the second period of the first game of the series. The ice will be cleaned at the end of the second period of the second game of the quarter finals.

If at the end of the second game the following situation exists:

- 1 Win both games then advance to the next round
- 2 Win one and tie one then advance to the next round.
- 3 Win one and lose one or both games end in a tie then:

Game Three (Mini Game)

If there wasn't any ice clean at the end of the second period, the ice will be cleaned before the mini game (game 3). If the ice was cleaned between second and third period we will take a 2 minute break and begin the mini game. The teams will not change ends or benches. Game three is a 10 minute stop time game, the full 10 minutes will be played.

If no winner is determined then the procedure is:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

The penalties from Game Two do not carry over into Game Three. Game misconducts and/or match penalties do carry over to Game 3 and the shootout.

C. Semi Final Games Wickenheiser and Challenge Cup

Each game will have three (3) 15 minute periods with a two minute break between periods. There will not be any overtime period at the end of the first game of the series.

There will be a clean between the 2nd and 3rd periods.

If at the end of the second game the following exists;

1. Win both games then advance to the next round.
2. Win one and tie one then advance to the next round.
3. Win one and lose one or both games end in a tie then

Game three (Mini Game) we take a 2 minute break. We do **NOT** clean ice or change benches for change ends. We play a 10 minute regulation game. The full 10 minutes will be played. **If a tie exists at the end of the game three (Mini Game), we will take a two minute break, change ends and continue with a five minute Sudden Death Period. The first goal wins the game. The overtime process is a continuation of the present game and all penalties carry over to the overtime period. Game Misconducts and/or Match Penalties carry over to the overtime process and the shootout.**

If a winner has not been determined the following procedure applies:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

The penalties for Game Two do not carry over into Game Three (mini game) Game misconducts, and or match penalties do carry over to Game Three and the shootout.

D. Championship Wickenheiser ONLY

The game will be played as a regular season game of three periods with one minute between periods. The game will be played with a clean between the second and third periods. If a tie exists at the end of the game, we will take a two minute break, change ends and continue with a 10 minute sudden death period. The first goal scored wins the game. The overtime process is a continuation of the present game and all penalties carry over to the overtime period. Game misconducts and/or match penalties carry over to the overtime process and the shootout.

If at the end of the sudden death period if a winner has not been determined the following procedure will apply:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

E. Challenge Cup Championship Game

The game will be played as a regular season game of three periods with a two minute break between periods.

The game will be played with a clean between the second and third periods. If a tie exists at the end of the game we will take a three minute break, change ends, and continue with a 10 minute sudden death overtime period. First goal scored wins the game. This procedure continues until a winner is determined. (This is not a mini game.) The overtime process is a continuation of the present game and all penalties carry over to the overtime process.

OTHER APPLICABLE RULES FOR ALL VARSITY PLAYOFFS

1. Each game will be covered by a Rules Official (who is not necessarily a referee). The Rules Official will be at the scorekeepers table and will be the final authority on the application, interpretation and enforcement of our rules. He will not rule on judgment calls, which are the sole responsibility of the referees. The Rules Official will make a final decision as to the rules, but he may take time to consult with anyone he/she feels will help in the decision making process. There will be no protests. The Rules Official shall have the final authority in terminating any game if he/she determines it is in the best interest of both teams involved (blow outs) and only if two (2) periods have been completed. The Rules Official does not have to consult the referee but may do so as a common courtesy. There will be no further appeals following this process.

2. A coach through his captain, may ask for a rules interpretation from the Rules Official, by first asking the referee to speak to the Official. If the request results in the questioning of a judgment call, the referee will assess a bench minor for delay of game. All requests must be made at the time of the occurrence, before play resumes. The rules official may bring a rules violation to the attention of the referee if he/she feels that not reporting such would have an adverse effect on the outcome of the game.

3. Team with the higher seed will be designated the home team in Game 2 (and if necessary Game 3), as well as all games in the round robin format. The home team has the choice of benches but must notify the Rules Official, Referee and the opposing coach at least 15 minutes before the start of the game. Failure to do so may result in a delay of game penalty. Choice of benches by the home team will not result in the home team's student fan section being behind the visiting team player's bench.

4. Each team will be allowed to take only one 60 second time out during each game (Game One, Game Two and Game Three (mini game) but not the shootout series.

- a. The time out can only be called during a stoppage of play. USA hockey rules apply.
- b. The captain or alternate will request the time out.
- c. Only one time out per team per game including the mini-game. A bench minor for delay of game will be assessed for each subsequent time out called after the first time out.
- d. A bench minor penalty will be assessed for delay of game if a team is not ready to play after the referees warning.

5. An automatic fine of \$100.00 per penalty will be assessed to a team for each player, coach or other team representative receiving a game misconduct or match penalty. In addition to the penalty already assessed a game suspension will be assessed by the Board of Directors to a player, coach, or other team representative receiving a game misconduct for fighting, leaving the bench and participating in an altercation (including the penalty box), obscene gestures, removing a player's helmet, first to intervene in an altercation or any match penalty. All fines must be paid at the time directed by the Board of Directors. The Board of Directors reserves the right to assess suspensions and/or fines, in addition to any suspension and/or fine that have already been imposed. Any Senior Allstar candidate receiving any of the above penalties may be removed as the team representative by the MSCHA Board of directors or their own team administration.

6. Rule 9-G-4 in the rule book is in effect, except the fine is to be paid within 24 hours of the offense in order to continue play in the playoffs.

7. Rules 4-JV-1 and 4-JV-2 are in effect. If any swing player or coach receives a suspension penalty in a JV game, he must also sit out the next scheduled varsity playoff game. The reverse is also true.

8. Rule 2-JV-3 AND 2-JV-4 applies.

9. Any suspension penalty received during an overtime period will remove that player for the rest of the overtime periods and shoot outs needed to determine a winner of that series. This suspension penalty will carry over to the next game or if the penalty is received by the losing team, the appropriate fine will be assessed.

10. The fifteen penalties per game rule does apply to all clubs, coaches and administrators and will apply to any Game 3 (Rule 2-P-6 applies).

11. Rule 1-P-2 applies shortage of time remaining (page 23) when the ice time is not extended by the rink to allow for the completion of the game. This does not apply to mini-games, overtimes or shootouts.

12. **Playoff games may be cancelled by the President.**

13. The referee will act as the Rules Official if one is not present (duties outlined in Paragraph 1) and as the final authority on any appeals when the Rules Official is not present. The bench minor rules will apply if the appeal of the referee involves the questioning of a judgment call.



2017-18 MID-STATES CLUB HOCKEY ASSOCIATION JUNIOR VARSITY PLAYOFF RULES

1. A typed or printed roster noting the starting lineups must be submitted to the scorekeeper 10 minutes prior to the game time.
2. The home team will be the team with the best record and wear light colored jerseys.
3. All games will be three periods of 12 minutes stop time. There will be no run time as we have the necessary time to play all three periods (assuming no lost time for injuries). Rule 1-P-4, A and B are the exception to the preceding sentence and will be enforced. The time can be adjusted for injuries according to the time adjustments in the Rule Book.
4. The ice will not be cleaned between periods and will not be cleaned before any overtime period.
5. If at the end of regulation time the game is tied, the teams will have a two minute break. The goalies will change ends. The game will proceed with a five minute sudden death, stop time period. The first goal scored wins the game.

If at the end of the sudden death period a tie still exists the procedure will be as follows:

- a. The coaches will submit to the referee a list of three players and their numbers to take penalty shots. The three players will stand on the ice in front of their respective penalty benches in the order given to the referee. **The home team shall have their choice as to which team shall shoot first.** The team with the most goals wins.
 - b. If at the end of three shots for each team there is still not a winner, the coach will furnish the referee with the numbers of 3 different players who will take the three attempts as instructed above.
 - c. Sudden Death Shootout: If a winner has not been determined at the end of two shoots the coach will submit his list of three players (he can use any of his players). The teams will shoot alternately in a sudden death shoot out. The first team that scores an unanswered goal for each pair of shooters will be the winner. If needed three more players will be selected to shoot. If during the procedure a team participated in a premature celebration which interrupts the procedure the referee is instructed to penalize the offending team by not allowing the next shooter for that team to participate.
During the Championship Game instead of a shootout at the end of the first sudden death period we will play a second and a third five minute sudden death period. (The goalies will change ends just like a regular game) before going to the shootout tie breaker in 5a. 5b. and 5c.
There will be a one minute break between sudden death periods.
 - d. Time Outs: Each team will be allowed one (1), one (1) minute timeout. No timeout during the shootout series.
6. Each game will be covered by Rules Official. The Rules Official will be at the scorer's bench and will be the final authority on the application, interpretations and enforcement of the rules. He will not rule on judgment calls, which are the sole responsibility of the referee.

There will be no protests after the game. See Rule 12 below. The Rules Official will make the final decision on a protest at the time of the occurrence, but he may consult with anyone he feels will help him in the decision making process.

7. A coach through his captain, may ask for a rules interpretation from the Rules Official by first asking the referee to speak to the official. If the request is a questioning of a judgment call, the referee will assess a bench minor penalty for delay of game. All requests must be made at the time of the occurrence, before play resumes.

8. An automatic fine of \$100.00 per penalty will be assessed to a team for each player, coach or other team representative receiving a game misconduct or match penalty. In addition to the penalty already assessed a game suspension will be assessed by the Board of Directors to a player, coach, or other team representative receiving a game misconduct for fighting, leaving the bench and participating in an altercation (including the penalty box), obscene gestures, removing a player's helmet, first to intervene in an altercation or any match penalty. All fines must be paid at the time directed by the Board of Directors. The Board of Directors reserves the right to assess suspensions and/or fines, in addition to any suspension and/or fine that have already been imposed.
9. Rule 9-G-4 of the Rule Book is in effect. Except the fine is to be paid within 24 hours of the offense in order to remain eligible to continue in the playoffs.
10. Rules 4-JV-1 and 4-JV-2 remain in effect. If any swing player or coach receives a suspension penalty in a JV game, he must also sit out the next scheduled varsity playoff game. The reverse is also true.
11. Rule 2-JV-3 AND 2-JV-4 applies.
12. The referee will act as the Rules Official if one is not present (duties outlined in Paragraph 6) and as the final authority on any appeals when the Rules Official is not present. The bench minor rules will apply if the appeal of the referee involves the questioning of a judgment call.
13. There are no third place games.