

# PAHL GAME FORMATS INFORMATION

## PROTOCOLS

## NOTES

Minimum Ice Slot	The minimum amount of ice time required before the Curfew Protocol can be applied
Period Lengths	The length of the ice slot does not change the length of the periods
Warm-up Length	Warm-up clock starts when both teams have entered the ice surface; no warning buzzers
Intermissions	Intermission time is not put on the scoreboard; managed only by the referees (no buzzers)
Overtime	Overtime is never played in a PAHL regular-season game

## PENALTIES

## NOTES

Minor Penalties	10U, 12U, and 12G games use 1-minute minors; all other levels are 2-minute minors
Major Penalties	All major penalties must also include a Game Misconduct (2 penalties assessed)
Misconducts	Penalty time is never put on the scoreboard for Misconducts; tracked by the timekeeper
Game Misconducts	The player is removed from the remainder of the game and is suspended for at least 1 game
Match (scoreboard)	Penalty time placed on the scoreboard when a non-coincidental Match Penalty is issued
Match (statistics)	The player is removed from the rest of the game and will have a disciplinary review
Penalty Shots	A penalty shot is also listed on the scoresheet as a Minor Penalty (time not served)

## EVENTS

## NOTES

Timeouts	No timeouts are granted to any team in any PAHL regular-season game
Ice Resurfacings	No in-game ice resurfacings are permitted during any PAHL game; teams stay on ice
Running Clock +/-	2nd & 3rd period only; stop only for Medic on ice; return to stop-time at score differential of 4
Mercy Rule +/-	2nd intermission or later; game is immediately terminated if the score differential reaches 10+
Max Player Penalties	A player is automatically issued a Game Misconduct upon incurring 4th penalty of the game
Max Team Penalties	Head Coach is suspended for team's next game (no additional penalty issued, no ejection)