

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
8UAAA	15 min	YES	5:00 min	1:30 min	4:00 min	8:00 min	5 min, 3 on 3	2
<i>Overtime is STOP Time</i>								

HPR 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

- **Pre-Game** - Prior to each game have your team line up on their respective blue line for the playing of the National Anthem.
- **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

3. Playoff Roster

- Teams may only use players on their Gamesheet roster.
- HPR will consider the use of an emergency goalie if required.

4. Gamesheet/Game Scoring - Gamesheet Ipad key is: XXXXXXXXXX

- HPR will provide an unaffiliated person to score each game.
- If your team's game has not been uploaded into GameSheets within 30 minutes of completion please contact (bmacnicol@blackbearsportsgroup.com & nmiller@blackbearsportsgroup.com)

5. Tie Breakers & Round Robin Points Awarded

- Please refer to the HPR Tie-Breaker sheet for all tie breakers and breakdown of points awarded.

6. Game Format

- **Warm up** time will be 5 minutes.
- **8UAAA** will be 3 - 15-minute periods with an ICE CUT after the 2nd period.

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.