

These bullet points are sent as a quick reference guide to the AHSHA playoff requirements and game formats. However, if there is any question, refer to the full policy section of the AHSHA Policies and Procedures posted on the www.ThunderOnIce.com website.

Section 10.7. Playoff Game Rules

- Teams must have 2 AHSHA approved coaches on the bench before the start of the game.
- If a team fails to have at least 6 players at the end of the warm-up period, the team shall forfeit the game.
- If a suspended player and/or coach participates in a playoff game when the player and/or coach should be serving a suspension, the team will forfeit the game to the opposing team with a score of 1-0 recorded. It is the responsibility of the player and the coach to understand and verify what players and/or coaches are and are not eligible to play based on any Game Misconduct, Match penalty, or AHSHA administrative suspension.

Section 10.8. and 10.9 Playoff Game Formats

Preliminary Games

- 3-minute warm-up period.
- One 15-minute running time period for the first period and two 15-minute stop-time periods for the second and third periods.
- 1-minute break between periods.
- One 30-second time out per game allowed per team.
- If there is a tie at the end of regulation play the teams will play a 5-minute sudden victory stop-time overtime period.
- If the teams are still tied at the end of the overtime period, a shoot out will follow to decide the winner.
- Preliminary playoff games will have a 75-minute curfew.
- Games will go to running time under the running time policies stated below.

Semi-Final Games

- 3-minute warm-up period.
- One 15-minute running time period for the first period and two 15-minute stop-time periods for the second and third periods.
- 1-minute break between periods.

- One 30-second time out per game allowed per team.
- If there is a tie at the end of regulation play, teams will play a 15-minute stop-time sudden victory overtime period.
- If the teams are still tied at the end of the overtime period, a shoot out will follow to decide the winner.
- There are no curfews on semi-final games.
- Games do not go to running time for goal differential or curfew in semi-final games.

Championship Games

- 5-minute warm-up period.
- Three 15-minute stop-time periods.
- 1-minute break between periods.
- Ice cut between the 2nd and 3rd periods if time permits and when allowed by the rink. Ice cuts are at the discretion of the rink. While we say they will happen, there is no guarantee.
- One 30-second timeout per game allowed per team.
- If there is a tie at the end of regulation play in a championship game, teams will play 15-minute stop-time sudden victory overtime period.
- If the teams are still tied at the end of the first overtime period, an ice cut will occur and the teams will continue to play 15-minute stop-time sudden victory overtime periods until a winner is declared. An ice cut will occur after every 2 consecutive periods.
- There are no curfews on championship games.
- Games do not go to running time for goal differential or curfew in championship games.

Section 10.10. Running Time Procedures for Preliminary Games

- Except for the semi-final and championship games, playoff games will go to running time at any time during the third period when either the time remaining on the clock equals the curfew time or any time during the third period when there is a 7-goal differential. SEE NEXT BULLET.
- Curfew time for a tied game will need to anticipate and include the 5-minute overtime period and shootout. For playoff games not including semi-final and championship games, a tied game during third period approaching curfew will go to running time when the time remaining on the game clock, plus 5 minutes, equals the time remaining in the ice slot. For example, if a game is tied during third period and there are 7 minutes left on the game clock, the game will need to go to running time when there are 12

minutes (7 + 5) left in the ice slot.

- The Rink Coordinator has the authority to decide and direct when games shall go to running time.
- Once running time begins, the teams will play the remainder of the game under running time, even if the conditions that caused the running time no longer exist.
- Teams are not permitted to call their timeout during running time.

Section 10.12. Shoot Out Procedures for Preliminary and Semi-Final Games

- Each team will select 5 players who will alternate taking penalty shots. The team scoring the most goals in the 5-person rotation shall win the game.
- Note that if a player is serving a penalty when overtime expires, that player is ineligible to participate in the shootout.
- A toss of the coin will determine which team will take the first shot.
- If after 5 players from both teams have completed the procedure and the tie still has not been broken, the shoot out shall become a sudden victory shoot out, determined after each round of shoot out. The first team to out-score their opponent in a round shall be declared the game winner.
- Teams shall not repeat players until all eligible players have had an opportunity to participate in the shoot out. Each round in the sudden victory shoot out will include 1 player from each team participating.
- At any time during the shootout (whether in the 5-player shootout or sudden victory procedure) if any team needs to repeat players to continue the shoot out, the other team may then repeat as well.

Section 10.13. Disputes

- Referee decisions shall be final on the assessment of penalties called in all playoff games.
- **THERE WILL BE NO APPEALS OR DISPUTES CONSIDERED REGARDING REFEREE CALLS IN PLAYOFF GAMES.**