

COLORADO GIRLS HOCKEY LEAGUE

2025 PLAYOFF RULES



CREDENTIALS

All teams and players must be members of the CGHL in good standing, and registered with CAHA and USA Hockey. The CGHL tournament committee will review credentials prior to the first tournament game, and anytime thereafter.

All teams must have a USA Hockey Player Roster (Official 1T Roster)

GAME COUNTS

All players must have played in more than 50% of league games for their team to be eligible for playoffs, unless a special exemption has been approved by the hockey directors prior to playoffs.

NO DOUBLE ROSTERING

There is no double rostering in the CGHL Playoffs. All players must be verified on one team by the Hockey directors prior to playoffs. The players can only play on one designated girls team.

UNIFORM COLORS

The designated "home teams" shall be responsible to wear uniforms that are primarily light in color scheme. The designated "visiting teams" shall be responsible to wear uniforms primarily dark in color.

REPORTING TIMES TO ARENAS/LOCKER ROOMS/ICE

All teams must arrive at the designated arena 45 minutes prior to game time. Teams are required to leave the locker rooms/dressing areas in excellent condition after games are completed and return the key to registration/front desk. Teams should be prepared to take the ice up to 15 minutes prior to the official game time. Managers must verify their rosters at the scoring area prior

GAME SCORING:

The HOME Team/Higher Seed (Playoffs) is responsible for Scoring & Timeclock, unless the HOST association is the VISITING team and then they will handle these duties.

The HOST association will provide an IPAD for scoring

WARM-UP LENGTH:

- 3 minutes

PERIOD LENGTHS:

- Girls 10U: 12 minutes stop time
- Girls 12U: 14 minutes stop time
- Girls 15U: 14 minutes stop time
- Girls 19U: 15 minutes stop time

PENALTY LENGTHS:

- Girls 10U: 1:00 minute
- Girls 12U: 1:30 minutes
- Girls 15U: 2:00 minutes
- Girls 19U: 2:00 minutes

Any player assessed a gross, match, or fighting major penalty will not be allowed to continue in the tournament; a player may request reinstatement upon discretion of the CGHL.

Any Player that receives 4 penalties in one game, or a Coach that receives a bench total of 12 or more penalties in one game, will receive a Game Misconduct penalty per USA Hockey rules.

Game results will be posted immediately upon completion of games by the Gamesheets scoring system and posted on the CAHA website, as well as the wall brackets at host location

CURFEW RULES

- Games will be curfewed when the rink's schedule requires.
- There will be a run clock option for a rink to impose should the schedule or time require either running the 1st period or running the 1st and 2nd periods. Period 3 should be stop clock unless the game has a 5 or more goal differential.

OVERTIME PROCEDURES

If the teams are tied after the end of regulation play (except championship games, see below) teams will change ends and play a 3 on 3 ten-minute sudden death overtime period.

- If teams are still tied after overtime, a 5-person shootout* will decide a winner.
- The higher seeded team will determine which team will shoot first.
- Coaches will submit 5 different players for the shootout.
- Any player serving a penalty will not be allowed to participate in the shootout.
- If teams are tied after the original five players, the shootout will continue until a winner is determined.
- Players that have already participated in the shootout may not shoot again until a team's entire roster has been used (excluding goalies and any players in the penalty-box).

OVERTIME IN CHAMPIONSHIP GAMES

Championship games will not utilize a shootout; these games will play until a team scores a goal/completion, teams switch sides each OT period.

- 5 v 5, 5 Minute - Sudden Death
- 4 v 4, 5 Minute - Sudden Death
- 3 v 3, 5 Minute - Sudden Death, Continue 3 v 3 until someone scores.

NO PROTESTS ALLOWED

AWARDS

Championship & Runner-Up teams will receive banners.

USA HOCKEY'S "ZERO TOLERANCE POLICY" WILL BE ENFORCED FOR ALL PLAYERS, COACHES AND SPECTATORS!