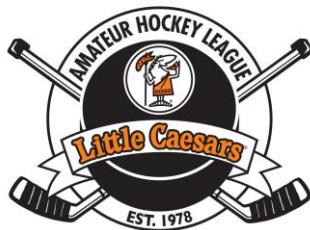


**Updated 2020**  
**LITTLE CAESARS**  
**AMATEUR HOCKEY LEAGUE**  
**PLAYOFFS**

**CHAMPIONSHIP WEEKEND**



## **REGISTRATION**

1. **Players and coaches should report to the Arena at least 45 minutes prior to the scheduled start of their game and be prepared to start their game 15 minutes before the scheduled start time.**
2. **Team head coach must check in with LC officials before each game. All coaches appearing on the team bench need to sign the scoresheet. This is not a new requirement; coaches should have been signing all year. Anyone refusing to sign will not be allowed on the bench.**
3. **No player sign-ins will be required.**

## **PLAYING RULES**

1. **USA Hockey playing rules will be used for all games (with the noted exceptions listed below).**
2. **Period Lengths will be as follows:**
  - **Squirt house and travel – 12 min stop**
  - **All others – 15 min stop**
  - **These times will apply to all games during championship weekend.**

3. The following time management rules will be in effect for all games including semi-final and championship games:
  - If 5 or more goals separate the teams at the end of the second period or any time in the third period, running time will commence for the remainder of the game. The game reverts to regular timing for the rest of the game if the differential is reduced to two.
  - No curfew clock will be in effect.
  - 1 time out per team is allowed per team per game.
4. All penalties existing at the end of regulation carry over into overtime.
5. Teams will not be reseeded at the Quarterfinal, Semifinal or Final round. The tournament was seeded at the beginning and will be completed bracket style with the home team predetermined.

## **CHAMPIONSHIP WEEKEND GAMES - OVERTIME**

1. Round of 16, quarterfinal, semifinal and championship games can NOT end in a tie. If any of these games is tied after regulation the following format will apply:
  - One five-minute, stop time, 3-on-3, sudden-victory overtime period.
  - Three player shootout – Visiting team shoots first. If the shootout remains tied, the shootout will extend with one shooter for each team until one team has an advantage after the home team has completed their turn. Players cannot be reused until all eligible shooters have been used. Players given a game misconduct during the game or serving a major or misconduct penalty at the end of overtime are NOT eligible for the shootout. Players serving a minor penalty are eligible.

## **PENALTIES AND SPECIAL RULES IN OVERTIME**

- Please refer to the following schedule for the number of players on the ice at puck drop for each potential penalty situation in overtime. Note: a team can never be short-handed by more than 2 players.

**Penalty scenarios:**

	<b>1 man short</b>	<b>2 man short</b>
<b>3 on 3</b>	<b>4 on 3</b>	<b>5 on 3</b>

- If a penalty expires during play, play will continue until the next stoppage of play and the on-ice numeric strength will be adjusted to the proper situation. For example, during the 3 on 3 overtime, Team A is shorthanded by 2 players. At puck drop Team B would be on a 5 on 3 power play. When the first penalty expires, the player returning to the ice would result in a 5 on 4 situation until the next stoppage. At that stoppage, you would adjust to 4 on 3, which is the proper situation for being 1 man short at puck drop in the 3 on 3.
- Any game misconduct will be served as usual.
- All penalties carryover from regulation to overtime.

## **JERSEYS**

**Home teams are expected to wear white or light color jerseys, visiting teams are expected to wear dark colored jerseys.**