

# LEAGUE PLAYOFF RULES 2026 SUMMER HOCKEY

## **Game Format:**

Warm up: 3 minutes\*  
1<sup>st</sup> Period: 15 Minutes run-time  
2<sup>nd</sup> Period: 15 Minutes run-time  
3<sup>rd</sup> Period: 12 Minute stop-Time\*\*  
Period Breaks: 1 minute between periods  
Penalty Times: **10U** - 1:00 minute for minor penalties - 4 minutes for majors - 10 minutes for misconducts

**12U** - 1:30 minutes for minor penalties - 4 minutes for majors - 10 minutes for misconducts

**14U & 18U** - 2 minutes for minor penalties - 4 minutes for majors - 10 minutes for misconducts

\*Warm up clock starts as soon as referees call players to the ice.

\*\*In the event of 4+ goal differential in the 3<sup>rd</sup> period, the clock will go to run-time.

\*\*Teams must obey the 60-minute curfew allotted. The clock may go to run-time to respect the curfew even if it is the second period. **The 60 minute clock starts as soon as the players are called to the ice by the officials.**

The clock will be stopped when there is an injury; however, the 60-minute curfew must still be honored. Example: If there are 10 minutes left in the 60 minute slot and 10 minutes left in the game, the game goes to run time. Also, if at the start of the 3<sup>rd</sup> period there are only 8 minutes left, the period is an 8 minute run time period.

## **Game Rules**

Games will follow all USA hockey rules. The following are added for Bantam/Midget summer games:

**No Check-** Bantam/Midget level for summer hockey will be **NO** check. A checking minor or major penalty will be assessed.

**Goalie Substitution-** If the team goalie is unable to participate in their scheduled game a player from another Arapahoe summer team may substitute.

**Player Substitution –** There are no player substitutions. Only rostered players for each team allowed to play. Play with the players you have.

## **Score Keeper/Clock Attendant:**

Teams will use Game Sheet for keeping track of the players participating in the game, goals and penalties. It is the home team's responsibility to run Sport Ngin, the Clock and verify the visiting team's roster. Each team will need to provide at least a volunteer that can run the system.

## **Penalty Box Attendants:**

Each team will provide one person to man their team's penalty box during the game.

## **Game Jerseys**

- Players must wear their assigned jerseys during games.

## **Overtime:**

Games will not end in a tie. If teams are tied at the end of regulation there will be a 5-minute 3v3 overtime period. If there is a penalty still in play after regulation the penalty will carry over into overtime.

If teams are still tied after overtime, there will be a 3v3 shootout. If there is a current penalty, the penalized player cannot participate in the shootout.

During the shootout if there is still a tie after 3 players, the shootout will move into sudden death. Every player on the team must shoot before a player on that team can shoot again.

## **10U and 12U ONLY Ringer and Coast to Coast Rules**

-No player can score more than three goals in one game. If a player has already scored three goals and scores a fourth the goal will be disallowed.

-No player may skate across both blue lines with possession of the puck and score a goal. Goal will be disallowed. If this occurs the player in possession would have to pass to a team mate and get the puck back prior to being able to score.