# YELLOWKNIFE MINOR HOCKEY ASSOCIATION 2016 PLAYOFF RULES

ATOM / PEE WEE / BANTAM / MIDGET

## LATE START

* Teams are expected to be ready and on the ice to start their games as scheduled.
* There shall be a five-minute warm-up at the beginning of each game if time permits. The warm-up period may be reduced at the discretion of the on-ice officials.
* Teams that are not fully prepared to be on the ice as scheduled shall forfeit their warm-up period.
* A team must have a minimum of six players to start a game.
* A team shall be charged a goal for each five minute period that it is late in starting the game. The game shall be forfeited after 15 minutes if the team is unable to start the game.

## PLAYING TIME

* The ice will be flooded at the beginning of each game.
* All games shall be three periods of twenty minutes of straight time.
* Each team will be allowed one thirty-second time out per game.
* The last three minutes of the third period shall be stop-time if the goal spread is two goals or less.
* Stop-time shall be initiated at any point in the last three minutes if the goal spread becomes two goals or less.
* Once stop-time has been initiated, it shall continue for the duration of the game. There will be no alternation between straight time and stop time regardless of the goal spread.

## MERCY RULE

* The mercy rule shall apply if a team is leading by eight goals or more by the end of the second period. The mercy rule shall not apply in the final game.
* Despite the mercy rule, the losing team may choose to play the remainder of the game. If so, both teams will be required to complete the game but no further scores will be posted on the game clock.
* The official score of the game shall be the score when the mercy rule is invoked.

## PLAYING RULES

* No body checking in any division
* Hockey Canada Rules shall apply to all games.

# YKMHA’s **Code of Conduct** applies. See Policies and Procedures at [http://www.ykminorhockey.ca](http://www.ykminorhockey.ca/)

* A Misconduct penalty within the last ten minutes of a game will result in a one-game suspension.
* During straight time, the duration of penalties shall be: minor – three minutes; major – seven minutes.
* During stop time, the duration of penalties shall be: minor – two minutes; major – five minutes.
* Mouth guards are obligatory for YKMHA players.

## TIED GAMES

* Tied games will be permitted in round-robin play of the playoffs
* In round-robin teams shall be awarded two points for a win and one point for a tie.
* Two or three-way ties in the round-robin shall be broken by applying the following sequence of factors. If the first factor does not break the tie, the second and additional factors shall be applied until the tie is broken.
	+ Winner in head-to-head competition. (In double round robin play: total goals in both head-to- head games.)
	+ “Goals for” minus “goal against” = a plus/minus rating for round-robin play.
	+ Fewest aggregate penalty minutes in the round robin.
	+ Fewest “goals against” in the round robin
	+ Most “goals for” in the round robin.
* Tied games in elimination play shall be decided through a shoot-out.
* Teams shall take alternate penalty shots on the opposing team. The Home Team shall shoot first.
* Each team shall designate three shooters to take the shots. The team with the most goals after three shots shall win.
* If the teams are still tied after the first phase of the shoot-out, it shall be a sudden-victory shoot-out until a winner is declared.
* Each shooter is entitled to only one shooting opportunity until each shooter on the team has had an opportunity.
* The Referee shall record the order of the shooters on the margin of the game sheet.
* Coaches are strongly encouraged to identify their shooters before the end of the game to prevent any unnecessary delays in completing the game.
* If the teams are tied after regulation play in the final game, they shall play a five minute, stop time, sudden victory period. The teams shall play with four skaters each.
* It still tied after the overtime period; the game will be decided by a shoot-out.

## APPEALS

* All appeals must be directed in writing to the governor of the division to which the appeal applies.
* A representative of the appellant and respondent teams may have a maximum of 15 minutes (in total) to present their positions to the Committee.
* The Committee shall continue its deliberations in camera.
* Decisions of the Appeals Committee are final.