



PLAYOFF GAME PROCEDURE:

To ensure the schedule stays on time throughout the day and the fact playoff games may involve overtime, the following playoff game procedure was introduced:

- 5 minute warmup starts at scheduled game time (Use cell phone, not arena clock)
 - If the previous game is delayed, the next game time will be adjusted
 - Referees to blow whistle or horn with 30 seconds remaining in warmup
- Start of game
 - Teams must be ready to play 1 minute after warmup ends including collecting balls and team chat - no team meetings at the net after warmup.
 - 6 minutes after scheduled game time, the clock will start regardless if teams are ready - the ball will not drop until both teams are ready
- Game time:
 - 2 periods, 20 minute stop time periods*
 - Excessive delay by anyone may result in a delay of game or bench minor
- Intermissions will be 2 minutes
 - Game clock will start 1 minute after intermission ends similar to start of game
- Timeouts:
 - Each team is entitled to 1 - 30 second timeout per period.
- Overtime:
 - Overtime will 5 minutes*, run-time after 2 minute intermission.
 - Teams do not change ends.
 - Penalties are the same duration as in regulation time.
 - Delay of game bench minor is in effect for slow changes or unnecessarily delaying start of game while shorthanded.
 - Clock will revert to stop time with 30 seconds left in the game.
 - No timeouts in overtime except on Sunday games - game clock will pause.
- Shootout:
 - After unsuccessful overtime, a 3 player shootout will follow.
 - Home team chooses to shoot first or second.
 - If no winner after 3 shooters, continue sudden victory shootout.
 - No player may shoot twice until all players on one team have taken a shot.
- The Sunday games are scheduled 2 hour slots for celebrations & photos but everyone must fully vacate the rink **before** the next game time.
- Mercy rule: Run time with 7 goal differential in the second half to end of game.
- *GCBHL may adjust game times to regain schedule at any time, as required.