



Wisconsin Amateur Hockey Association
2010 Tier I & Girls/Women
State Playoffs
March 12 – 14, 2010



Age Classes	Regulation Time	Penalty Times
Pee Wee	5 Minute Warm-up 15 Minute Periods 2 Minute rest between periods Resurface after 2 nd period	2:00 Minor 5:00 Major 10:00 Misc.
Bantam	5 Minute Warm-up 16 Minute Periods 2 Minute rest between periods Resurface after 2 nd period	2:00 Minor 5:00 Major 10:00 Misc.
Midgets & U16 Girls	5 Minute Warm-up 17 Minute Periods 2 Minute rest between periods Resurface after 2 nd period	2:00 Minor 5:00 Major 10:00 Misc.

FORMAT

- **Round Robin games:** 2 points for a win, 0 points for a loss & 1 point for a tie. Top 2 teams after Round Robin play advance to Championship game. Tiebreakers used per USA Hockey Annual Guide, beginning on page 159.
- All Girls U16 & Midget 16U games must have a winner. All other games, except for Sunday's final game, remain a tie.
- Each team is allowed one timeout per game. Must be properly requested during line change procedure.
- For all games, following the resurfacing, all non-starting players must proceed from their locker room directly to their player's bench. Only starting players are permitted on the ice following the re-surfacing.
- When resurfacing the ice between periods, place 12 minutes on the game clock and start the clock before the officials leave the ice.
- **OVERTIME:** Games ending in a tie that require a winner will play an 8 Minute Sudden Victory overtime period. If a tie still exists, teams will leave ice for a resurfacing. Teams will not change ends and will play an Overtime period of the same duration as a regular period for the level being played. This will continue until a winner is determined. There will be a two (2) minute break between overtime periods. The ice will be resurfaced every 2 periods.
- All Team Officials on the bench must be designated on the score sheet for each team, with appropriate CEP information listed per USA Hockey Annual Guide.

RUNNING TIME – ALL GAMES

Any time a team has a six (6) goal lead the game will go to running time. Stop time will resume only if the lead is below six (6) goals.

During running time:

- The clock is stopped when a goal is scored, to assess a penalty, for injuries or at the direction of the on-ice officials. Once the puck is dropped to restart play, running time resumes.
- Running time continues during the serving of all penalties.
- ***If a penalty expires during a stoppage of play the penalized player must remain in the penalty box until the puck is dropped to start play.***
- If a player is serving a penalty that must wait for a stoppage of play, (e.g. misconduct, co-incidental minors) the player may return to the ice during the stoppage if it does not hold up play. Otherwise the player must wait until the next stoppage of play.



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Classification	Regulation Time	Penalty Times
Midget	5 Minute Warm-up 17 Minute Periods Resurface every 2 period	2:00 Minor 5:00 Major 10:00 Misc.

FORMAT

- Robin Play: Teams receive 2 points for a Win; 1 point for a Tie and 0 points for a Loss. Two teams with most points play for Championship. Tiebreakers used per USA Hockey Annual Guide, beginning on page 159. Championship Game played until a winner is determined.
- **OVERTIME:** Games ending in a tie that require a winner will play an 8 Minute Sudden Victory overtime period. If a tie still exists, teams will leave ice for a resurfacing. Teams will not change ends and will play an Overtime period of the same duration as a regular period for the level being played. This will continue until a winner is determined. There will be a two (2) minute break between overtime periods. The ice will be resurfaced every 2 periods, except Girls U12 will be every 3 periods.
- Each team is allowed one timeout per game. Must be properly requested during line change procedure.
- For all games, following the resurfacing, all non-starting players must proceed from their locker room directly to their player's bench. Only starting players are permitted on the ice following the resurfacing.
- When resurfacing the ice between periods, place 12 minutes on the game clock and start the clock before the officials leave the ice.
- All Team Officials on the bench must be designated on the score sheet for each team, with appropriate CEP information listed per USA Hockey Annual Guide.

RUNNING TIME – ALL GAMES

Any time a team has a six (6) goal lead the game will go to running time. Stop time will resume only if the lead is below six (6) goals.

During running time:

- The clock is stopped when a goal is scored, to assess a penalty, for injuries or at the direction of the on-ice officials. Once the puck is dropped to restart play, running time resumes.
- Running time continues during the serving of all penalties.
- ***If a penalty expires during a stoppage of play the penalized player must remain in the penalty box until the puck is dropped to start play.***
- If a player is serving a penalty that must wait for a stoppage of play, (e.g. misconduct, co-incidental minors) the player may return to the ice during the stoppage if it does not hold up play. Otherwise the player must wait until the next stoppage of play.