



2025-26



GAME MANUAL

CHMA MEN'S DIVISION 1



CHE WOMEN'S DIVISION 2



CHE MEN'S DIVISION 3



CHE MEN'S DIVISION 4



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SECTION 1

SPORTSMANSHIP

SECTION 1.1 – Participant Conduct

- A) Participant Standard of Conduct:** The league standards for conduct by its participants shall apply to all actions taking place on the venue property of – and in relation to – any league game or event. All participants and team personnel at league games are expected to adhere to all of the following:
- 1) Take full responsibility for all personal conduct, both verbal and physical
 - 2) Treat all associated individuals with dignity and decency
 - 3) Exhibit behaviors that reflect positively on our members and partners
 - 4) Earn respect through integrity, sportsmanship, and fair play
 - 5) Accept the judgments and rulings of officials and governing entities
 - 6) Use only language and gestures that are mindful and respectful of others
 - 7) Act in a manner that cannot endanger the health or safety of others
 - 8) Display emotions only in a controlled and composed fashion
 - 9) Honor the responsibility and privilege of representing our teams, our schools, our league, and our sport
- B) Accountability for Conduct:** Team leaders – particularly head coaches – shall bear the obligation to discourage and diffuse situations within the team that violate the league standards for conduct and sportsmanship. The League Office shall include an evaluation of leadership action or inaction during all disciplinary reviews.
- C) Disorderly Conduct:** On-Ice Officials reserve the right to suspend any game in which continuous or excessive disciplinary issues arise, including altercations prior to the game and disruptive behaviors outside of the playing surface.
- D) Property Use:** Individuals shall be responsible for the proper care and use of all equipment, property, and accommodations on the premises of the host facility of each game. The team shall arrange for full restitution of any and all damage found to be caused by any of its individual participants or any of its associated parties outside of the natural occurrence of the game.
- E) Controlled Substances:** Any participant on the premises of a game who is determined to be under the influence of alcohol or illegal drugs – or is found to have in personal possession illegal or banned substances – shall be barred from participating in the game and shall be immediately ejected from the premises.

- F) Review of Participant Conduct:** All alleged violations of sportsmanship and conduct standards – irrespective to the violation having been addressed at the time of the incident – shall be reported to the League Office. The League Office shall investigate all reported incidents and, when warranted, initiate a disciplinary review of accused individuals within 10 days of an incident being reported.
- 1) Disciplinary review of behaviors shall not be limited to situations in which a penalty, fine, restitution, or criminal offense is, is not, or cannot be applied.
 - 2) The League Office withholds the authority – within its sole discretion – to issue a temporary suspension – with ample supporting evidence – from league participation to an accused individual(s) in cases involving a potential criminal offense or the alleged use of an illegal substance. The temporary suspension shall be in effect until a disciplinary hearing is held or until the matter is cleared by an entity of lawful jurisdiction.
 - 3) The League Office shall have an obligation to report all accusations of a potential criminal offense to the proper authorities, and there shall be no league-imposed time limit on the retroactive disciplinary review of potential criminal offenses.

SECTION 1.2 – Team Conduct

- A) Team Compliance:** League members shall uphold the responsibility of knowing, applying, and enforcing all rules, policies, and procedures of the League and applicable governing bodies to its operations and to its individual participants.
- B) Social & Electronic Media:** Teams shall be responsible for appropriate and professional content on their team website, from official team accounts across all social media platforms, and in all public-facing communications issued by or on behalf of the member or its related teams. No account representing a member organization nor a member team shall create, post, link, comment on, promote, nor share content that embodies any of the following:
- 1) Disavows or disputes the rulings or decisions of a governing entity
 - 2) Condemns, defames, or ridicules game or league personnel
 - 3) Criticizes the ruling, judgment, or ability of an on-ice official
 - 4) Cites or references the name of an on-ice official in a discrediting manner
 - 5) Disparages the ability or performance of an opposing team or team member
 - 6) Contains vulgarity or language that is abusive, libelous, or threatening
 - 7) Misrepresents or is knowingly false regarding any person(s) or entity
 - 8) Violates the rights or privacy of another person or group of persons
 - 9) Violates an obligation of confidentiality to or of another entity
 - 10) Incites, encourages, or suggests acts of violence, intimidation, or retribution
 - 11) Seeks to harm the reputation of any team, association, or host venue
 - 12) Provides visual content that brings attention to an incident involving a potential injury, Game Misconduct, or Match Penalty

SECTION 1.3 – Spectator Conduct

- A) Spectator Standard of Conduct:** The league standards for spectators shall apply to all actions taking place on the venue property of – and in relation to – any league game or event. All spectators – regardless of affiliation – at league games and events shall not exhibit any of the following:
- 1) Conduct that is unruly or disruptive to the game or other spectators
 - 2) Actions that are disrespectful to participants, officials, and game personnel
 - 3) Language that is abusive, obscene, offensive, discriminatory, or threatening
 - 4) Behavior that potentially endangers the health or safety of others
 - 5) Possession or use of illegal drugs or drug paraphernalia
 - 6) Appearing to be under the influence of alcohol or a controlling substance
- B) Removal of Spectators:** The league, the host venue, the host entity, the On-Ice Officials, and their contracted agents each retain the right to remove any or all spectator(s) – with or without warning – from the premises of a game due to violations of the Spectator Standard of Conduct.
- 1) No admissions refund of any kind nor in any amount is owed to any spectator who is removed from a game.
 - 2) Incidents resulting in the removal of multiple spectators shall be reported to the League Office for disciplinary review.
- C) Banishment of Spectators:** The League Office, with due cause, withholds the right to ban specific individuals, ban the spectators from any team, or ban all spectators entirely from attendance at specified league-sanctioned games and events for specified time periods, irrespective of the issue having been addressed at the time of the incident. A review shall be conducted by the League Office to determine such consequences, but no hearing shall be required for any affected party.
- 1) Banned individuals do not hold the right to appeal such decisions; the League Office shall solely determine if any decision shall be reconsidered.
 - 2) A team may appeal decisions regarding the banishment of 5 or more of its spectators, in accordance with Administrative Appeals policies. The ruling on the banishments shall remain in place during the appeal period.
- D) Restricted Areas:** Spectators shall remain in areas of the host venue designated for viewing and general use. Violators shall be removed from the premises for entering restricted areas without authorization to do so.
- 1) At no time nor for any reason shall any spectator enter nor attempt to enter the playing area – which includes the ice surface, team benches, penalty boxes, and scorer’s boxes – without the consent of an On-Ice Official.
 - 2) At no time nor for any reason shall any spectator enter a team or officials’ room without prior consent of the occupants of the room
 - 3) No spectator shall cause a disturbance by being in unauthorized proximity of the locker room areas and accompanying access routes.

- E) Interfering Devices:** No person shall employ – nor attempt to employ – any object in a manner that causes a potential distraction or obstruction to the natural occurrence of the game. Any such action shall result in the removal of the person(s) at fault for the interference.
- 1)** An object thrown or propelled in the direction of the playing area or towards another person does not need to reach the ice surface nor the intended destination to be considered a violation of this policy.
 - 2)** Audible devices – such as musical instruments and air horns – shall be permitted so as long as they are not operated in a manner to directly disturb game participants nor is employed in a manner that imitates a natural sound within the game (whistle, buzzer, announcement, etc.).
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SECTION 2

DISCIPLINE

SECTION 2.1 – Suspensions

- A) Length of Suspensions:** The overall length of a suspension shall be determined by all applicable rules. Official interpretations on suspensions shall only be provided via the League Office, and all inquiries on interpretations of suspensions shall only be directed to the League Office. Interpretations and/or citations from any unauthorized source shall not be valid.
- B) Enforcement of Suspensions:** The proper serving of suspensions is the responsibility of the penalized individual and the team's head coach. The head coach shall also be responsible for ensuring the suspension is noted properly on the game's scoresheet, in accordance with league procedures.
- C) Suspension Errors:** The consequences for failure to follow the Enforcement of Suspensions shall only apply to the game(s) in which a suspended individual was not permitted to participate and shall not apply to additional games in which the person participated due to any delay in recognizing the original error. If a person participates in a game in which the individual was to be suspended, all the following shall apply, per game:
- 1) The team shall be issued a Contested Forfeit, including all provisions of the policy for Contested Forfeitures.
 - 2) The person who did not serve his/her suspension(s) shall still serve the suspension and shall be suspended for 1 additional game.
 - 3) The team's head coach shall be suspended for 1 game.

SECTION 2.2 – Participant Discipline

- A) Accumulation of Disqualifications:** All persons assessed a Disqualification Penalty in a game shall be immediately suspended from game participation. In addition to any other applicable suspension, the progressive Disqualification structure for a single season shall be:
- 1) First Disqualification = 1-game suspension
 - 2) Second Disqualification = 2-game suspension
 - 3) Third Disqualification = 3-game suspension, plus a disciplinary hearing scheduled within 10 days to determine if additional discipline is warranted

- B) Accumulation of Game Misconducts:** All persons assessed three or more Game Misconduct Penalties in a season shall be immediately suspended from game participation. In addition to any other applicable suspension, the progressive Game Misconduct structure for a single season shall be:
- 1) Third Game Misconduct = 1-game suspension
 - 2) Fourth Game Misconduct = 1-game suspension
 - 3) Fifth Game Misconduct = 1-game suspension, plus a disciplinary hearing scheduled within 10 days to determine if additional discipline is warranted
- C) Running-Clock Discipline:** Any player who is assessed a Disqualification for Fighting during a Running-Clock Scenario shall serve 1 additional game suspension, notwithstanding any other suspension(s) received as a result of the penalties assessed in conjunction with the game.
- D) Season-End Discipline:** An individual who is issued a suspension of any type that results in unserved games remaining at the time of the team's final game of the same season shall result in the following disciplinary measures:
- 1) A fine of \$50 per game – with a maximum fine of \$250 – to the team, regardless of whether that suspension could be completed by the individual in the following season
 - 2) A Carryover Suspension to the individual, as defined herein, for any unserved games of a suspension

SECTION 2.3 – Team Discipline

- A) Multiple Disqualifications in a Season:** Any team that accumulates 4 or more Disqualification Penalties over the course of a single season shall receive the following disciplinary actions:
- 1) A team with 4 Disqualification Penalties shall be fined \$50.
 - 2) A team with 5 Disqualification Penalties shall have its head coach suspended for the team's next-scheduled league game.
 - 3) A team with 6 Disqualification Penalties shall have its head coach scheduled for a disciplinary hearing regarding the team's conduct.
- B) Multiple Fighting Penalties in a Game:** Any team that accumulates 3 Fighting Disqualification Penalties in a single game shall receive all of the following disciplinary actions:
- 1) A supplemental suspension of 1 game to each player to whom a Fighting Major was assessed in the game, in addition to any other suspensions required from the penalties issued in the game.
 - 2) A supplemental suspension of 1 game to the team's head coach, in addition to any other suspensions required from the penalties issued in the game.

- C) Multiple Fighting Penalties in a Season:** Any team that has 3 separate games in the same season in which a Fighting Disqualification(s) was received shall be scheduled for a disciplinary hearing within 10 days.
- 1) The head coach of the team shall be required to attend this hearing and shall be issued a suspension of at least 1 league game. Additional consequences may be levied to the team, to the head coach, or to specified players on the team, as determined at the hearing.
 - 2) All additional Fighting Disqualifications incurred in future games of the same season after the initial disciplinary hearing shall result another disciplinary hearing for the head coach and the penalized player(s).

SECTION 2.4 – Serving Suspensions

- A) Suspension Application:** Unless prescribed otherwise by an applicable rule/policy, all suspensions shall be served consecutively within scheduled games for the team on which the suspension was incurred.
- 1) Games may not be added nor rescheduled for the purposes of allowing for a suspension(s) to be served differently than the game schedule at the time that the suspension was incurred.
 - 2) If a game is a forfeiture (of any type) by the opposing team, a suspension shall be considered to have been served by that game.
 - 3) Non-Contested Forfeitures by the team of a suspended individual shall never count towards serving a suspension.
 - 4) A Contested Forfeiture by the team of a suspended individual shall count towards serving a suspension, as long as the suspended individual did not participate in the game.
 - 5) The League Office shall issue a ruling when the sequence of games designated for the serving of a suspension is henceforth changed in a manner that adds or removes a game(s) from the initial sequence.
- B) Suspended Levels of Play:** All suspensions shall be served with the team and at the Level of Play in which the suspension was incurred.
- 1) Any player or team official levied a suspension shall not be eligible to participate in any game at any Level of Play (i.e., with a team in another division) until the individual has served the entirety of the suspension at the Level of Play in which the suspension was issued. The start/finish time of any game shall not be a factor; a player completing a suspension shall not be eligible to participate in a game for another team on the same day in which the suspension was served.
 - 2) Games missed for another team on which the individual is also rostered shall not count as games served towards the suspension.
 - 3) No team shall use participation rules to defer nor lessen any suspension.

- C) Suspension Restrictions:** Unless otherwise prohibited as part of supplemental discipline, a suspended individual shall be permitted to be in the venue during a game but shall be restricted in the areas in which he/she may be present in conjunction with the game.
- 1) A suspended individual shall not be in proximity of or in communication with a player bench, serve in a position listed under Game Personnel, enter the ice surface for any reason, nor attempt to be present within the playing area for any other purpose.
 - 2) A suspended team official shall not be in the locker room nor participate in any instructional session with a player(s) or coach(es) from the team on the premises of a game in which the individual is serving a suspension.
 - 3) The League Office shall investigate any reported or suspected violation of this policy, and if found to be in violation, the suspended individual shall be issued an additional 1-game suspension.
- D) Carryover Suspensions:** Suspensions received in a single season that are not fully served by the suspended individual within that season shall transfer to the following season, regardless on which league team(s) the suspended person is rostered for the following season.
- 1) Carryover suspensions shall begin with the first regular-season game on the team's schedule for the following season and shall run consecutively until the required number of games has been served.
 - 2) Team officials with carryover suspensions who are not rostered with a team at the start of the following season shall only be eligible to be placed on a team roster after the new team has played the number of games required by the suspension.
 - 3) Unserved carryover suspensions shall not extend beyond one season.
 - 4) The League Office withholds the right to determine the correct application of any carryover suspension and retains the authority to prohibit a team or individual from using roster/participation rules to lessen the impact of any carryover suspension.

SECTION 2.5 – Disciplinary Review

- A) Disciplinary Review Parameters:** The League Office, at its discretion, may review any incident – including suitable video footage – for the following reasons:
- 1) To review an incident that potentially warrants Supplemental Discipline
 - 2) To review an incident that potentially violates Conduct policies
 - 3) To perform a Review of Suspendable Offense
 - 4) To confirm a Suspendable Offense that was potentially issued in the game but not recorded properly on the scoresheet
 - 5) To confirm the participation of any individual in the game
 - 6) To rule on a protest
 - 7) To obtain clarification on a unique or complicated situation
 - 8) To provide a teachable example or training material for a scenario

- B) Review of Suspendable Offense:** The use of video review is permissible by the League Office to correctly identify a player(s) to whom a Game Misconduct or Disqualification Penalty has been issued, under the following conditions:
- 1) The penalty was assessed by an On-Ice Official during the game, but video is only used to correctly identify the player committing the infraction.
 - 2) No further penalty(s) is assessed in the review unless done through the proper procedures for Supplemental Discipline.
 - 3) No assessed penalty(s) is retracted in the review unless done through the proper procedures for Protests.
- C) Video Review Criteria:** The League Office shall only accept video footage that meets the following criteria:
- 1) Ample duration of the incident is provided in the footage, including an adequate sequence of events surrounding the act(s) in question.
 - 2) The footage clearly shows the specific incident, including being in-focus and remaining within reasonable view of any incident.
 - 3) Additional footage from any or all portions of the game remains available and can be submitted, if so requested, within 72 hours of the initial submission.
- D) Ancillary Video:** The League Office reserves the right to perform the following actions regarding a Video Review that has already been initiated:
- 1) Watch any additional footage of an incident that may not meet all the Video Review Criteria but may be supplemental to video that does meet the necessary criteria.
 - 2) View the duration of any game footage and issue any applicable discipline beyond the incident(s) brought into question by a review request.
- E) Disciplinary Review Limitations:** The following constraints shall apply to review:
- 1) The League Office reserves the right to decline any review request, with due cause, and is not required to provide any formal response to a submitted request, at its discretion.
 - 2) Review requests shall not be submitted to any other entity – including officiating organizations – and no disciplinary ruling issued from outside the league shall be honored by the league. Violators shall be subject to disciplinary review by the League Office.

SECTION 2.6 – Supplemental Discipline

- A) Supplemental Discipline Requests:** A request by any entity for the League Office to perform a Disciplinary Review must be submitted only an authorized team representative within 3 days of the incident, must include video footage that meets all Video Review Criteria, and shall only include accurate, factual evidence that is pertinent to the incident and devoid of hearsay.

- B) Supplemental Discipline Process:** The League Office shall conduct all reviews in accordance with applicable policies and procedures, including the use of video.
- 1) The League Office is only required to acknowledge the receipt of any request submitted through proper procedures. The League Office, within its sole discretion, shall determine if the reporting team receives any additional details on whether any action was or was not taken.
 - 2) The League Office withholds the right to schedule and conduct a disciplinary hearing in accordance with applicable procedures, as deemed necessary solely by the League Office or as directed by a governing body.
 - 3) Any decision of consequence determined via a disciplinary review or via a hearing shall not violate any rules, policies, nor laws of any applicable governing body.
 - 4) Any adverse decision made against a party can be appealed by the receiving party, which must notify the League Office, in writing, within 48 hours of receiving the decision.
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SECTION 3

ADMINISTRATION

SECTION 3.1 – Scheduled Games

- A) Official Schedule:** The official listing of league-sanctioned games shall be posted and maintained on the league website by the League Office, which shall cite the date, start time, home team, away team, and venue for each game. No other source shall serve as the official schedule.
- B) Game Commitments:** Each league team shall play all of its scheduled games, as listed on the official schedule and in accordance with league scheduling policies. A Non-Contested Forfeit shall be issued to any team that fails to appear for a scheduled game – league or non-league – and has not complied with the applicable process for Schedule Changes.
- C) Non-League Games:** League teams shall regard non-league games no differently than league games with respect to the administration of those games.
- 1) Non-league games hosted by league teams must comply with all procedures for implementing a schedule change, including cancelations.
 - 2) The League Office has no authority nor jurisdiction over a schedule adjustment or game postponement implemented by a non-league team or non-league entity, but all schedule adjustments implemented by a non-league team must be communicated to the League Office by the affected league team at the time of the change.

SECTION 3.2 – Schedule Changes

- A) Schedule Adjustments:** Changes requests initiated beyond 14 days of the scheduled date of the game shall be electronically communicated to an applicable representative(s) of the opposing team, which must cite the specific details of the proposed change and the supporting reasons for the possible change.
- 1) Any affected team that does not wish to consent to a change shall not be obligated to agree to any change requests, and any conflicts regarding adjustment requests shall be communicated to the League Office.
 - 2) Any request by a team that does not receive a response from the opponent for 5 days can transfer the request to the League Office.
 - 3) A schedule change, if any, shall be agreed upon by the affected teams and then reported by the host team to the League Office via the applicable procedure, with verification of consent from both affected teams.

- B) Rescheduled Games:** A team seeking to initiate the potential rescheduling of a game – as defined by any game change on or within 14 days of the scheduled date of the game – must first gain approval from the League Office to pursue the change by first providing, in writing, the specific details of the proposed change and supporting reasons for the possible change.
- 1)** A Schedule Change on or within 14 days that only modifies the start time of the game by 30 minutes or less shall be reverted to the process for a Schedule Adjustment, which can therefore be communicated directly to the opponent under applicable procedures.
 - 2)** The League Office shall only approve a rescheduling request that is backed by due cause and faces no viable objection from the opposing team, as determined by the League Office.
- C) Canceled Games:** A game on the official schedule can only be canceled by a league team with explicit, prior approval from the League Office, regardless of any advance notification period. All such cancelations must be backed by due cause and remain subject to the provisions for Forfeitures and Schedule Change Costs.
- D) Postponements:** A team wishing to initiate a potential postponement – as defined by any change necessitated due to circumstances beyond the control of either team – shall be made to the League Office at the earliest reasonable opportunity.
- 1)** Only the League Office shall serve as the arbitrator in potential postponements of all league games due to severe weather – current, pending, or predicted – by using commercially reliable resources to determine forecasts, advisories, and travel conditions. The League Office does not need to receive a request from a team or association to initiate the process for a possible Weather Postponement, but a league team wishing to initiate a potential postponement – for any reason and at any location – shall be made only to the League Office.
 - 2)** In cases where a member institution mandates that student/athletic/club activities may not occur in relation to a scheduled game, the League Office must be notified of this mandate via an official school-based source at least 3 hours prior to the scheduled start of the game. The League Office reserves the right to discuss the application of the institution’s requirement with any school official before issuing a decision regarding a postponement.
 - 3)** Potential and forced postponements due to sudden rink unavailability (mechanical failures, unsuitable playing conditions, etc.), local emergencies, health & safety issues, or any other unanticipated cause beyond the immediate control of a participating team shall be reported to the League Office at the earliest reasonable opportunity. An extenuating situation that arises during a game – or immediately before a game when both participating teams are present at the venue – can be arbitrated by those teams without the involvement of the League Office and, when necessary, through the authority of the On-Ice Officials.

SECTION 3.3 – Schedule Change Provisions

- A) Schedule Change Notifications:** The League Office shall finalize all game changes and shall update the official website schedule.
- 1) Only the League Office can provide the official notification of a Postponement. Notification from any other entity – league team, host venue, related vendor, etc. – shall not be honored.
 - 2) Each team shall be responsible for notifying its respective team members of changes made to its schedule.
 - 3) The host team shall be responsible for notifying the host venue and all game personnel of each game change.
- B) Postponement Resolution:** The League Office shall review all postponed games and determine appropriate action on the matter, which may include – but shall not be limited to – any of the following:
- 1) Order a new game to be rescheduled between the teams
 - 2) Cancel the game and remove it from the schedule of both teams
 - 3) Issue a Non-Contested Forfeit to a participating team for unjustly or negligently causing the postponement
- C) Schedule Change Violations:** The League Office shall ensure that all Schedule Changes are done in strict accordance with league policies, as cited herein.
- 1) A fine of \$100 shall be assessed to any team that circumvents the process defined for making a schedule change of any type, including any team representative initiating a change request with any other entity that first requires approval by the League Office.
 - 2) The League Office reserves the right to reject any requested schedule adjustment due to a violation of a league scheduling policy, even if both teams have agreed to the change. The request may be resubmitted by the teams in a manner that corrects any issue that prevented an initial approval.
 - 3) The League Office reserves the right to issue a Non-Contested Forfeit, following a written warning, to any league team for failing to cooperate in the process to reschedule a game.
- D) Schedule Change Costs:** The team initiating a Schedule Change on or within 14 days of the initial date of a scheduled game shall be responsible for all unrecoverable costs associated with the game.
- 1) Weather Postponements and Extenuating Postponements shall not require the costs of a game to be transferred to another party.
 - 2) Unless explicitly agreed upon otherwise by the participating teams, game costs shall include full expenses for ice time, On-Ice Officials, and Medics.
 - 3) Any dispute on game costs shall be presented by the team to the League Office, in writing, for a resolution.
 - 4) The host shall provide the opponent with an accurate invoice for the costs of a game within 30 days of the date the schedule change is finalized.

SECTION 3.4 – Forfeitures

- A) Non-Contested Forfeits:** Any team charged with a forfeiture for not honoring a game commitment of a scheduled game shall:
- 1) Be assessed a 9-0 loss to the opposition (3 goals per period)
 - 2) Be immediately ineligible to participate in postseason league games
 - 3) Incur all unrecoverable costs of related goods and services
 - 4) Incur a \$500 fine
- B) Contested Forfeits:** Any team charged with a forfeiture due to violations committed in conjunction with a game already played shall:
- 1) Lose credit for all goals scored by the team in the game, plus grant one additional goal in the scoring to the opponent's team bench
 - 2) Lose credit for any points awarded towards the standings in the game
 - 3) Incur a \$100 fine
- C) Multiple Contested Forfeitures:** A team that incurs two or more unique instances of Contested Forfeitures in the same season shall no longer be eligible to participate in postseason league games. For the purposes of this rule, a single instance shall be defined as a set of directly connected violations that result in up to 3 game forfeitures, which may include one or more simultaneous infractions of the same rule by one or more participants.
- D) Forfeiture Relief:** If the Multiple Contested Forfeitures provision is applicable to a single instance wherein more than \$300 in fines are incurred by a team for forfeitures, then the total fine for the instance shall be capped at \$300. All other acquired costs related to the instance shall still be owed in addition to the monetary fine, with no option for further financial relief on those matters.
- E) Forfeiture Review:** The League Office reserves the right to initiate an investigation into any situation in which a team is suspected to have purposefully or neglectfully incurred a Contested Forfeit in order to avoid a Non-Contested Forfeit. If found guilty through due process by a preponderance of the evidence, the offending team shall be issued a Non-Contested Forfeit and shall be immediately ineligible for participation in postseason play.
- F) Forfeiture Appeal:** A team may appeal an adverse decision regarding an issued forfeiture(s), in accordance with Administrative Appeals policies. A forfeiture ruling may only be overturned if a preponderance of the evidence proves that a forfeiture was improperly issued, and no forfeiture ruling shall not be modified via an appeal as a means of providing punitive relief from the required consequences.

SECTION 3.5 – Protests

- A) Protest Application:** Protests shall only be heard in relation to a clear misapplication of a rule/policy/procedure that then creates an identifiable, irrefutable change to the outcome of the game.
- 1) A cause and an effect must each be distinctly established to uphold a protest, and the impact of a proven error must not be theoretical.
 - 2) A proven error with no identifiable impact on the outcome of the game shall not be grounds to uphold a protest.
 - 3) A protest cannot be made against the judgment of any On-Ice Official, regardless of any evidence that challenges the judgment of the call.
 - 4) A ruling made by an official to resolve a matter not specifically covered in the rules shall not be eligible for protest unless the basis of the protest is against such a decision that a team believes is addressed within the rules.
- B) Protest Procedure:** Each of the steps cited below must be fully and properly performed regarding all game protests. It is the responsibility of the Head Coach of the team initiating the protest to complete the procedure.
- 1) A protest can only be initiated after a 4-hour grace period from the conclusion of the game and therefore cannot be lodged on-site at a game.
 - 2) The Head Coach of the team lodging the protest must notify the League Office, in writing, of the intent to protest within 2 days of the date of the game, stating the preliminary grounds for the protest.
 - 3) The Head Coach of the protesting team must then send one, comprehensive email to the League Office within 24 hours of the first notification with full and factual details for the basis of the protest, plus all supporting evidence.
 - 4) Failure of a team to complete or comply with any portion of the protest procedure – including a notification from an unauthorized individual or a notification that the protest is withdrawn – shall result in the automatic loss of the protest and a fine of \$50 to the team.
- C) Protest Resolution:** All protests shall be heard and ruled upon only by the League Office using a process determined by the League Office at the time of the protest.
- D) Protest Appeal:** A team that does not file the protest but receives an adverse decision from a protest reserves the right to appeal that decision for further review by the League Office, but an appeal cannot be filed by a team who initiates a protest that is not upheld.
- E) Protest Fee:** There shall be no fee if a protest is upheld, but an administrative fee shall be applied for protests and appeals that are not upheld.
- 1) A protest that is not upheld shall result in a \$50 administrative fee to the protesting team.
 - 2) An appeal that is not upheld shall result in a \$50 administrative fee to the appellant team.

SECTION 3.6 – Suspended Games

- A) Definition of Suspended Game:** Any game that is terminated due to reasons other than the natural or rules-based expiration of the game shall be considered a Suspended Game. Such instances include – but are not limited to – the following:
- 1) Situations defined as a Suspended Game within applicable playing rules
 - 2) Adverse playing conditions, as determined only by the On-Ice Officials
 - 3) A shortage of available players for a team to continue a game
 - 4) A sudden lack of a Medic or the minimum number of On-Ice Officials
 - 5) Referees stopping a game due to excessive or continuous disciplinary issues
 - 6) A severe injury that adversely affects the mental focus of the players
 - 7) The host venue stopping a game for any reason
 - 8) An Act of God or natural disaster that interrupts the game
- B) Suspended Game Resolution:** The League Office shall provide a ruling to resolve all instances of Suspended Games within 5 days of the date of the game. Resolutions may include – but shall not be limited to – any of the following:
- 1) Ordering the game to be resumed at a future date
 - 2) Nullifying all proceedings of the game and rescheduling a new game
 - 3) Canceling the game and removing it from the schedules of both teams
 - 4) Modifying the outcome to an appropriate, justifiable result
 - 5) Issuing a forfeit (Non-Contested or Contested) to a participating team
 - 6) Ruling the game complete and final at the point of termination
- C) Suspended Game Appeal:** There shall be no appeal against the decision of any party to initiate the Suspended Game. A team may appeal an adverse decision to resolve a Suspended Game, in accordance with Administrative Appeals policies.
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SECTION 4

EVENT

SECTION 4.1 – Venue Standards

- A) Facility Requirements:** The host facility for all league games must meet or exceed each of the conditions of this section. The host/home team shall possess the responsibility of assuring that all requirements are satisfied by the facility.
- 1) Dedicated, private room(s) of ample size for the duration of the game for both the visiting team and the on-ice officials, available at least 30 minutes prior to the scheduled start of the warm-up period
 - 2) Separate changing room accommodations, as needed, for female players participating on co-ed/men's teams
 - 3) Direct access to separate, private showers following the game for the visiting team and the on-ice officials
 - 4) Direct access for the visiting team and on-ice officials between their respective rooms and the ice surface, avoiding common areas and spectator traffic as practically as possible
 - 5) Access between visiting team room and the visiting team bench without a need to crossover with players of the opposing team in surrounding hallways or on the ice surface, as practically as possible
 - 6) Ability to resurface the ice fully and satisfactorily within 12 minutes of the completion of a period of play, as needed
 - 7) Ample seating for at least 100 spectators to have direct, unencumbered view of the playing surface
- B) Venue Variations:** Deviations to the Facility Requirements policy shall be addressed through the following means:
- 1) Any unusual or unexpected circumstance that suddenly creates an inadequate application of the Facility Requirements between the participating teams shall be resolved, as practically as possible, by providing the away team with the more-satisfactory accommodations. The home team shall notify the League Office of potential issues in advance of games; otherwise, the On-Ice Officials shall help mediate a resolution to these situations at the time of the issue, as needed.
 - 2) Any team that feels its home facility is unable to consistently meet any Facility Requirement for the season – or significant portion of the season – due to circumstances beyond its control may petition the League Office in advance for an exemption from – or alternate option for – that standard.
 - 3) Any venue proven to be in neglectful or repeated violation of any Facility Requirement shall be addressed by the League Office.

- C) Venue Conditions:** The League Office reserves the right, with due cause, to deem a venue – or a specific ice surface within a venue – unfit for continued use and thereby require upcoming league games to be rescheduled to a different venue or on a different ice surface. The League Office shall first communicate all concerns about venue conditions to the host association and provide a reasonable opportunity for the venue to adequately improve the deficiencies.

SECTION 4.2 – Admissions

- A) Admission Standards:** Each team reserves the right to charge an admissions fee, if it so chooses, at its regular-season home games. Any host team choosing to charge an admission fee must charge a standard fee to all general attendees, and the fee charged to general spectators shall not vary based on team affiliation.
- B) Admission Fees:** Any admission fee charged to attendees for regular-season games shall not exceed the following amounts:
- 1) \$10 for adults
 - 2) \$5 for students (with student ID)
 - 3) \$3 for children ages 12 and under
- C) Admissions Collections:** The home team shall be responsible for arranging the personnel to collect the admission fees at its regular-season home games.
- 1) The host facility shall not be entitled to any of the monies collected for admissions unless the host facility provides the staffing for admissions or otherwise establishes a written agreement with the home team regarding the distribution of admissions monies.
 - 2) The away team shall not be entitled to any of the admission monies collected by the home team unless a written agreement is established between the teams in advance of the game.
 - 3) Any distribution of funds to any other entity shall be the responsibility of the host team to negotiate and facilitate, as needed.
- D) Admissions for Post-Season Games and Special Events:** The League Office shall set the admission fees, if any, for all post-season games, all-star games, and league-sponsored special events.
- 1) The League Office shall arrange for the staffing and collection of all admission fees, raffles, and drawings for all such events.
 - 2) The league shall be entitled to all admissions monies for all such events and shall coordinate any subsequent distribution of such proceeds.
 - 3) Neither the participating teams nor the participants of such events shall be entitled to any of the admissions proceeds unless otherwise agreed upon in writing with the League Office prior to the event.
 - 4) The League Office shall determine if any special passes/credentials will be issued or honored for such events.

SECTION 4.3 – Spectator Activities

- A) Raffles and Auctions:** The host team reserves the right to conduct an optional raffle, auction, drawing, or similar, if it so chooses, at any of its hosted games.
- 1) These activities shall be permitted throughout the game as long as they do not affect nor interfere with the on-ice activity of the game.
 - 2) Any team wishing to conduct such an activity shall be solely responsible for securing the necessary personnel, supplies, and start-up monies.
 - 3) Neither the away team nor the host facility shall be entitled to any of the monies collected by the home team unless a written agreement is established between the parties in advance of the game.
- B) On-Ice Contests:** Ice-related activities involving contests of any kind – including Chuck-A-Puck, teddy bear toss, games of skill, and similar – shall be restricted only to situations in which all of the following conditions are met:
- 1) The contest takes place following the completion of the game, during the standard time allotted for an intermission with an ice surfacing, or upon advance agreement between the teams, at a designated time of the game.
 - 2) All game participants have fully vacated the playing area.
 - 3) The activity is done so at the risk of the host entity.
 - 4) The participants knowingly agree to partake in the contest at their own risk.

SECTION 4.4 – Media & Photography

- A) Broadcast Policies:** Any party which desires to perform any type of audio and/or video broadcast or similar of a league-sanctioned game – live or recorded – must obtain written permission from the host entity at least 24 hours prior to the game.
- B) Photography Policies:** All of the following provisions shall apply to photography and videography at all league-sanctioned games:
- 1) All photographers and camera operators shall remain subject to the provisions of Spectator Conduct.
 - 2) No photographs nor videos shall be taken from restricted areas, including the player benches, the penalty boxes, scorer's box, and locker room areas.
 - 3) Camera operators shall not be permitted on the ice before, during, nor after a game and shall not attempt to enter the playing area.
 - 4) No flash photography shall be used at any time during active play.
 - 5) Photographers and camera operators willingly and assumptively position themselves and their equipment at their own risk.
 - 6) The bodies and equipment of all camera operators must remain fully outside of the playing surface during play.
 - 7) No equipment shall be mounted/positioned inside the playing area nor in a manner that interferes with the game or its personnel.
 - 8) No audio nor video shall be recorded from the playing area during any game through use of equipment affixed to a game participant.

- C) Event Media Policies:** All of the proceeding provisions, in addition to the general policies, shall apply to league-sanctioned special events, including playoffs, all-star games, and tournaments. The League Office reserves the right to establish and publish additional provisions for these events.
- 1)** Media members must provide approved affiliation upon arrival at the event in order to receive official designation as Event Media. Any issued credential must be conspicuously worn by the individual at the event when performing duties related to media coverage.
 - 2)** Only approved photographers and camera operators shall be permitted to perform duties outside of the general seating areas, including the periphery of the playing surface away from those seating areas. Use of cameras within the general seating areas shall be limited to the applicable provisions of the General Photography Policies.
 - 3)** The league – and only the league – withholds the right to differentiate media access in a manner that may allow some media members no special access at all, some media members access only to restricted areas, some media members access to the ice surface for post-game ceremonies, and some media members access to the penalty box areas during the game. Those without permission shall not enter unapproved areas under any circumstance and shall be removed from the premises for violations.
 - 4)** Media members with approved access to the playing surface for championship celebrations and/or post-game presentations shall only enter this area when explicitly granted permission to do so by the league.
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SECTION 5

TEAM PERSONNEL

SECTION 5.1 – Team Officials

- A) Team Official Registration:** Only persons who are fully registered with and explicitly approved by the League Office for specified capacities (coaches, managers, trainers, and similar) shall be permitted on the team bench during games conducted by a member team under the auspices of the league. The presence of an unapproved person on the team bench shall result in a \$100 fine to the team, per person, per game.
- B) Team Official Capacities:** Any person acting as a Head Coach or Assistant Coach in any game must not be serving in any other official capacity in the game (such as player, medic, off-ice official, etc.). If a coach is needed to serve in another capacity, he/she must fully relinquish his/her duties and actions as a coach and may not be on the team bench. A person may return to a coaching role if a substitute is found for the role in which the coach has temporarily assumed.
- C) Team Official Movement:** There shall be no league-level restriction on the number of teams nor for the number of league members for which a person can be registered as a Team Official, but the individual must be explicitly registered with each team for which the individual serves as a Team Official.

SECTION 5.2 – Players

- A) Player Registration:** Only players who are fully registered with and explicitly approved by the League Office may play in games conducted by a team under the auspices of the league. The use of an unapproved player in any game shall result in a Contested Forfeiture to the offending team.
- B) Player Eligibility:** Player eligibility shall strictly follow the academic and participation policies established by the league for all games (league & non-league) in which the member team and the player participates. The use of an ineligible player in any such game (league & non-league) shall result in a Contested Forfeiture to the offending team.

- C) Player Movement:** Any host institution that organizes more than one team in any college league/organization shall be restricted in how many players and in how many games designated players may participate for more than one team.
- 1) Up to 3 “movement players” per semester can be listed on the active roster of up to 2 applicable teams, and those teams must be in an adjacent order of hierarchy within the levels of play offered at the institution.
 - 2) A movement player is permitted to participate in up to 6 games in a season for the higher team without losing participation rights for the lower team. Once a movement player participates in a 7th game for the higher team, the player may not participate again in the season with the lower team.
 - 3) A movement player who has not played in a game(s) for a second team can be dropped from the second roster, and a new movement player can be added to a second roster, in adherence to the limits on movement players.
 - 4) A movement player can be dropped from the roster of a second team after December 31st and before playing in a game in January, and another player can then be added to a second roster as a movement player in January.
 - 5) Upon reaching the annual roster freeze, all players must only be active on 1 roster and thereby can no longer participate with more than 1 team.
 - 6) The basis for player movement shall be the team(s) on which the player is registered at the start of the season. If only on 1 roster at the start of the season, a player may only be added to the roster of the next-highest team field by the institution while still retaining participation rights on both teams within the parameters of this movement rule.
 - 7) If a player appears on the roster of an NCAA team at any point of the season, that player shall no longer be eligible for participation with a league team for the remainder of the season, regardless of games played at either level.
 - 8) A transfer player remains subject to the parameters of this movement rule as if the player’s previous team was placed accordingly within the hierarchy of teams at the player’s new school.
 - 9) The Head Coaches of the teams utilizing player movement shall be responsible for tracking the usage of the player within the limits of this rule.
 - 10) The Commissioner shall resolve any conflict regarding the movement rule and shall reserve the right to rule a player ineligible for a lower team if the player is deemed to be overqualified for use in that level of play.
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SECTION 6

GAME PERSONNEL

SECTION 6.1 – On-Ice Officials

- A) Officiating Systems:** All games shall be assigned to meet the required on-ice officiating system based on the level of play, as outlined below. An alternate approved system may be implemented if given consent by the League Office in advance of a particular game. If an assigned official(s) does not appear for a game or is unable to resume his/her duties in a game, the On-Ice Officials withhold the right, at their sole discretion, to adjust the on-ice officiating system so as long as the minimum number of officials are present.
- 1) Men's D1: 2 referees + 1 linesman ("2-1") or 2 referees + 2 linesmen ("2-2")
 - 2) Women's D2: 2 referees ("2-official system")
 - 3) Men's D3: 2 referees and 1 linesman ("2-1 system")
 - 4) Men's D4: 2 referees ("2-official system")
- B) Minimum Number of Officials:** At no time shall play start nor resume at any level of play without at least 2 certified officials participating on the ice.
- 1) An available official who meets all applicable requirements shall be eligible to enter a game at any point, as agreed upon by the On-Ice Officials, to meet the minimum requirement or to restore the original officiating system.
 - 2) If the minimum number of officials will not be attained to start or resume play within 30 minutes, the host team shall contact the League Office at the time the issue is first presented. The League Office shall determine any actions necessary to address the matter.
 - 3) A game that cannot start or resume due to the lack of the minimum number of officials shall be deemed a Suspended Game.
- C) Officiating Services:** Teams are required to enlist one independent entity as their Assignor of Officials for all home games and shall coordinate their home game schedule and officiating requirements with its Assignor.
- 1) This entity shall not be operated by the member nor operated by any member-affiliated authority (officer, coach, staff member, etc.).
 - 2) This entity must assign officials to multiple, unrelated teams/games to be defined as "independent," as determined by the League Office.
 - 3) The process of assigning officials shall not be influenced by the exertion of power nor financial persuasion from any team-affiliated person(s). The League Office shall investigate any suspected violations of this policy and shall schedule a disciplinary hearing if evidence is found against a team.

D) Assignor of Officials: All entities serving as an Assignor of Officials must adhere to all officiating guidelines of the league and shall proactively communicate any issues to the League Office regarding those guidelines. The League Office withholds the right to ban any entity from serving as an Assignor of Officials for violation(s) of officiating policies and guidelines.

- 1) The Assignor shall ensure that all assigned officials meet the Requirements of Officials, including certifications, clearances, availability, ability, and age.
- 2) The Assignor shall arrange for the required quantity of officials for each game and shall communicate all applicable game details to those officials.
- 3) The Assignor shall practically rotate a variety of qualified officials assigned to the home games of each team.
- 4) The League Office reserves the right to request a roster of officials deemed to be qualified by the Assignor, and the League Office withholds the right, with due cause, to direct the Assignor to not assign – or stop assigning – a certain official(s) to specified games.
- 5) The Assignor shall provide, upon request by the League Office, a complete and accurate list of officials assigned to specified games.

E) Requirements of On-Ice Officials: An On-Ice Official assigned to a league game shall meet the following requirements:

- 1) Must be at least 18 years of age
- 2) Must be currently certified as a referee by an applicable governing body
- 3) Must be deemed by the assignor to have sufficient knowledge, abilities, and experience to adequately perform at the level of the assigned game
- 4) Must be available to perform duties on the ice at the designated time and must remain available to work until the full conclusion of the game

F) Limitations on Officiating Assignments: No person shall serve as an On-Ice Official in a league-sanctioned game in which any of the interpersonal connections listed below are applicable. The League Office retains the ability to grant an exemption, per instance, to the appropriate Assignor of Officials. In the event a conflicted official is needed to officiate a game in an emergency situation at a game, both head coaches must verbally consent to the use of the official in-question.

- 1) Has a first-degree interpersonal relationship (relative, partner, employer, coworker, etc.) with any rostered individual of either team, regardless of that individual participating in the game
- 2) Has been on a roster (player, coach, manager, etc.) or has held decision-making powers (advisor, board member, officer, general manager, etc.) with either participating team within the past 12 months
- 3) Has been a student, employee, volunteer, or similar of an entity operating under the auspices of either host institution within the past 6 months
- 4) Has a role on another team – or a first-degree relationship with a person with a role on another team – within the same division of play in the league, as defined by official standings where the outcome of the game affects the position of one or more teams in those standings

- D) Goal Judges:** In the event goal judges are explicitly pre-approved by the League Office to be used in a game, the same requirements and assigning procedures for the On-Ice Officials shall apply to the assignment of the Goal Judges.

SECTION 6.2 – Medics

- A) Assignment of Medics:** The host team shall arrange for a Medic – certified as an Emergency Medical Responder (EMR) or higher – to be present for the duration of each league-sanctioned game.
- 1) No league-sanctioned game shall start nor resume unless a qualified Medic is on-duty and adhering to the parameters of Medic Stationing. A game that cannot start or resume due to the lack of a Medic on-duty shall be deemed a Suspended Game.
 - 2) A Contested Forfeit shall be issued to the host team if a game is played without a Medic. A Contested Forfeit shall also be issued to a visiting team that agrees to play a game without a Medic.
 - 3) The assigned Medic shall not concurrently serve in another official role in the game (player, coach, On-Ice Official).
 - 4) The assigned Medic must be attending to only one game on one ice surface at a time; the Medic cannot be covering multiple, concurrent games within the facility, even if another game cannot proceed due to the lack of a Medic.
 - 5) An adult present at the game who verifiably meets the requirements may fill the role of the Medic if the assigned Medic becomes unavailable. In such instances, the substitute must meet and abide by all provisions of the Medic, including stationing and access to all required medical equipment.
- B) Medical Equipment:** The Medic shall have, at a minimum, the following supplies readily available in a trauma bag, first aid kit, or similar at each game:
- 1) Ice packs
 - 2) Bandages, wraps, gauze, and medical tape
 - 3) Disinfectant wipes/solution
 - 4) Nitrile exam gloves
- C) Medic Stationing:** Unless otherwise attending to an injured player, the Medic shall be stationed in an area that is directly accessible to the ice surface. This area shall be at the end of either team bench or in a penalty box that is stationed between both team benches.
- 1) The Medic shall immediately enter the ice surface and quickly tend to an injured player when play is stopped for an injury or when summoned to do so by an On-Ice Official.
 - 2) The Medic shall enter either team bench when requested to do so to tend to an injured player in that location.
 - 3) It is recommended that Medics wear traction shoes or add attachments to their footwear.

RULE 6.3 – Off-Ice Officials

- A) Duties of Off-Ice Officials:** The collective responsibilities of the Off-Ice Officials are:
- 1) Serve as the Official Scorer by entering accurate and complete scoring records on the official scoresheet at the time of each scoring play
 - 2) Serve as the Official Timekeeper by accurately operating the game clock, including setting the clock in accordance with the established game protocol, posting the current score, and maintaining all visible penalty time
 - 3) Serve as a Penalty Box Attendant to assist with penalty expiration times and the operation of the penalty box doors
 - 4) Monitor penalty times to be served and communicate the correct time at which specified players are to be released from the penalty box
 - 5) Track and record applicable statistics for each participating goaltender
 - 6) Optionally, provide in-game announcements on scoring plays
- B) Assignment of Off-Ice Officials:** The host team shall arrange for at least one capable adult to serve as an Off-Ice Official for the duration of each game, though it is recommended that 2 individuals are assigned to this role. Each participating team shall assign an individual to serve as its Penalty Box Attendant.
- 1) All Off-Ice Officials fall under the authority of the On-Ice Officials during the game and therefore may be relieved of duties at any time by a referee for a failure to adequately perform assigned tasks and/or failure to adhere to the cited limitations of the position.
 - 2) The away team is not entitled to have an individual serve as an On-Ice Official in a game – other than its Penalty Box Attendant – unless explicitly agreed upon by the home team prior to the game.
 - 3) An Off-Ice Official shall not concurrently serve nor assist in another, unrelated capacity with either team – such as coach or statistician – and shall relinquish all such roles if designated as an Off-Ice Official.
 - 4) The applicable team shall immediately appoint a capable substitute in the event an Off-Ice Official is relinquished of a position or is unable to continue in the position, as approved by the On-Ice Officials for situations where a substitute is deemed necessary by the On-Ice Officials.
- C) Limitations of Off-Ice Officials:** An individual assigned to the role of Off-Ice Official for a game must meet and adhere to all of the following limitations at all times:
- 1) Shall not criticize the ruling, judgment, or ability of an On-Ice Official
 - 2) Shall not interfere with the duties nor procedures of Game Personnel
 - 3) Shall not exhibit bias for or against either team
 - 4) Shall not exhibit nor encourage disrespectful behavior
 - 5) Shall not cause a disturbance to the operation of the game
 - 6) Shall not be photographing nor recording audio/video of the game

SECTION 6.4 – Auxiliary Personnel

- A) Definition of Auxiliary Personnel:** Additional individual(s) present in proximity to the scorer's box to provide a specific in-game service – such as playing music and/or conducting scoring announcements – during any league game shall be considered Auxiliary Personnel.
- 1) Any person(s) not performing a specific in-game service – or otherwise not deemed by the Game Officials to be necessary in the standard operations of the game – shall not qualify as Auxiliary Personnel and therefore shall not be in proximity to the scorer's box nor team benches.
 - 2) Photographers and videographers cannot be in proximity to the scorer's box nor team benches and therefore cannot be defined as Auxiliary Personnel.
 - 3) Auxiliary Personnel shall fall under the authority of the On-Ice Officials during the game and, if dismissed from the scoring area for violations of the Limitations to Auxiliary Personnel, shall not be eligible to be replaced by another person for the remainder of the game.
- B) Limitations to Auxiliary Personnel:** Auxiliary Personnel are only permitted to conduct activities within the proximity of the scorer's box under the conditions listed below. Any such person shall be immediately removed, without warning, upon the violation of any of the stated conditions.
- 1) The individual shall adhere to all Limitations of Off-Ice Officials.
 - 2) The individual shall not conduct any such activities on a team/player bench.
 - 3) The individual shall not engage with the participants of the game.
 - 4) The individual shall provide ample space for required game personnel to adequately perform assigned duties.
- C) Provisions for In-Game Music and Announcements:** Any person(s) playing music or making announcements during a game must adhere to the following guidelines:
- 1) Music shall only be played at appropriate times and shall not be disruptive to the proceedings of the game.
 - 2) Music shall not contain language nor themes that are inappropriate for a family-friendly setting.
 - 3) Music shall not be used in a manner that potentially taunts, ridicules, nor disrespects any game participant.
 - 4) All scoring announcements must provide relatively equal and consistent content for both teams in the game.
 - 5) Only scoring announcements (goals/penalties) shall be made during play; all other announcements must be made during a stoppage in play.
 - 6) Announcements shall not include notifications of penalties expiring nor notifications of changes to the on-ice manpower during play.

RULE 6.5 – Security Guards

- A) Requirements of Security Guards:** Any person serving as a Security Guard for any league-sanctioned game must meet all of the following qualifications:
- 1) Must be age 18 or older
 - 2) Must submit a background screening to the host team that shows no prior criminal record
 - 3) Must possess formal training and/or practical experience in security
 - 4) Optionally, must be currently licensed as an Armed Security Guard within the applicable state in order to carry any type of weapon
- B) Assignment:** The host entity may arrange for 1 or more persons to serve as a Security Guard for any league-sanctioned game.
- 1) The League Office reserves the right, with due cause, to recommend 1 or more Security Guards for any league-sanctioned game.
 - 2) The host entity shall be responsible for the full financial costs of the assigned Security Guard, unless explicitly agreed upon otherwise with another entity(s) prior to the start of the game.
 - 3) The Security Guard shall not serve in any other active role in the game.
- C) Duties:** The general duties of the Security Guard are:
- 1) Be routinely and conspicuously visible from the primary spectator areas while the game is in progress
 - 2) Be in the proximity of the entry/exit areas of the playing surface when the teams and officials are transitioning to and from the locker rooms
 - 3) Be in the vicinity of the locker rooms when teams are not on the ice surface and prevent unauthorized individuals from entering the locker room areas
 - 4) Warn or remove any spectators who are exhibiting unruly behaviors, are acting inappropriately towards other spectators, are repeatedly banging on the glass surrounding the playing surface, or are causing a general disturbance to the game and its participants
 - 5) Ensure that any game participant(s) who is ejected by the On-Ice Officials remains outside of the playing area and undistruptive to the playing area
 - 6) Ensure that any person(s) who is removed from the spectator areas does not re-enter those areas for the remainder of that game
 - 7) Diffuse any physical and verbal altercation outside of the playing surface
 - 8) Contact the local law enforcement when additional assistance is needed
 - 9) Report incidents of spectator misconduct to the League Office within 48 hours of the completion of a game
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SECTION 7

EQUIPMENT

SECTION 7.1 – Jersey Designs

- A) **Jersey Colors:** Each team shall have no less than two color options for league-compliant jerseys at all games: a white-based jersey and a dark-based jersey.
- 1) The base color (white/dark) shall be the predominant color of the jersey in a manner that clearly distinguishes it as a white or dark jersey.
 - 2) The colors gold, yellow, gray, powder blue, and similar shall be considered dark colors and shall be of a shade that is not in visual conflict with white.
- B) **Jersey Numbers:** Each jersey shall display a uniquely identifying number, as assigned to the corresponding player. The primary color of the number shall be in stark visual contrast to the overall color of the jersey and to the periphery of the number. The assigned number must be affixed to the jersey in at least two unique locations, under the following obligations:
- 1) Required: centered on the back of the jersey and at least 10 inches in height
 - 2) Option 1: on the upper half of both sleeves and at least 4 inches in height
 - 3) Option 2: on the upper half of the front and least 4 inches in height
- C) **Jersey Sponsorships:** Teams are permitted to solicit sponsorships and thereby wear a sponsorship patch/logo on a jersey under the following conditions:
- 1) Sponsorship logos shall not be incorporated into the front crest of the jersey, shall not overlap with the numbers on any portion of the jersey, nor shall be the largest logo on the uniform.
 - 2) A logo shall not represent, promote, nor imply subject matter related to violence, drugs, alcohol, tobacco, sex, or illegal activity.
 - 3) Sponsorship logos shall not be placed on any other part of the uniform except for the helmet.
- D) **Jersey Compliance:** The League Office shall investigate any circumstance where a team is potentially in violation of these rules and establish a resolution, which may include determining that no violation has occurred, providing a timeline to reach compliance, issuing a fine of \$100 for a clear violation, and/or ruling that a violation must be immediately resolved.
- 1) Possession of – nor financial commitments to – jerseys shall not constitute grounds for an exception to any applicable rule nor grant an automatic grace period for establishing compliance.
 - 2) Unapproved use of a non-compliant uniform in a subsequent game(s) shall result in a Non-Contested Forfeiture of the game(s).

SECTION 7.2 – Game Uniforms

- A) Uniform Compliance:** Players shall not be permitted to participate on the ice for any portion of the game until applicable uniform requirements have been satisfied. An exception to any requirement must be explicitly approved by the League Office in advance of the game.
- 1) The On-Ice Officials shall make the final determination on “same colors and/or similar striping” for a temporary uniform piece, and when in reasonable doubt, the portion of game uniform in-question shall be permitted for use in that game.
 - 2) The On-Ice Officials shall inform the Head Coach prior to the start of the game or during a stoppage in play of any player(s) deemed not in compliance with uniform requirements, at which time the player(s) shall not be eligible for participation until compliance is achieved.
- B) Game Jerseys:** Each skater and each goalkeeper participating in a game for a team shall wear a matching jersey of the same colors and similar striping.
- 1) A player wearing a jersey of matching base color but without similar striping, such as solid-colored “practice jerseys,” shall not constitute compliance of this rule and therefore shall not be permitted.
 - 2) Similar crests shall be required on the front of the jersey, but additional patches/logos in other areas of the jersey do not need to match.
 - 3) All jersey numbers must be of matching base color and similar style while meeting all of the requirements for Jersey Numbers.
- C) Player Numbers:** Each skater and goaltender shall be assigned a single, uniquely identifying jersey number between #1 and #99, inclusive.
- 1) Numbers shall not contain a leading zero (e.g., 0, 00, 01, 02, etc.).
 - 2) The number assigned to a player must be the same for all jerseys to be used in all league games in which the player participates for that team.
 - 3) If a player must wear a different number during a game, the scoresheet shall be marked in accordance with the procedures for Scoresheet Rosters.
 - 4) The League Office reserves the right to restrict the use of substitute numbers for teams exhibiting excessive adjustments in a season.
- D) Socks:** Each level of play shall set requirements for similar colors and design of the socks of all skaters. Goaltenders shall not be required to meet requirements for socks. Matching patches/logos are not required of any socks.
- 1) Men’s D1: Socks must be of matching colors and similar striping
 - 2) Men’s D3: Socks are recommended to be of matching base colors
 - 3) Men’s D4: No requirements for socks
 - 4) Women’s D2: Socks must be of matching base colors

- E) **Pants:** Each level of play shall set requirements for similar colors and design of the pants/shells of all players. Goaltenders must meet the same requirements for pants. Matching patches/logos are not required of any pants.
- 1) Men's D1: Pants must be of matching colors and similar striping
 - 2) Men's D3: Pants are recommended to be of matching base colors
 - 3) Men's D4: No requirements for pants
 - 4) Women's D2: No requirements for pants
- F) **Exterior Skater Equipment:** Each level of play shall set requirements for similar colors of the helmets and gloves of skaters. There shall be no requirement for matching patches/logos/embellishments on exterior equipment.
- 1) Men's D1: Helmets and gloves must be of matching base colors
 - 2) Men's D3: No requirements for exterior equipment
 - 3) Men's D4: No requirements for exterior equipment
 - 4) Women's D2: No requirements for exterior equipment
- G) **Exterior Goaltender Equipment:** The colors and design of exterior goaltender equipment shall conform to the requirements below.
- 1) There shall be no requirement for matching colors and design for the leg pads, gloves, nor helmets of goaltenders.
 - 2) Leg coverings are required for goaltenders but do not need to meet any corresponding requirements for colors and striping.
 - 3) Matching patches/logos/embellishments are not required for any exterior goaltender equipment.

SECTION 7.3 – Player Equipment

- A) **Required Equipment:** Each participant is personally responsible for properly wearing all protective equipment as designed and as required under current NCAA rules. Players shall not be permitted to participate on the ice for any portion of the event until applicable equipment requirements have been satisfied.
- B) **Equipment Compliance:** The On-Ice Officials shall inform the Head Coach prior to the start of the game or during a stoppage in play of any player(s) deemed not in compliance with equipment requirements, at which time the player(s) shall not be eligible for participation until compliance is achieved. The On-Ice Officials reserve the right to stop play if a possible equipment violation is deemed to pose a safety or injury risk to any participant.
- C) **Helmets:** Players must wear helmets at all times while on the ice surface, except when removed at the explicit request of the Medic, during a playing of the National Anthem, and during postgame celebrations after championship games. No player's helmet shall be left on the team bench while the player is not in the playing area, and no player is permitted to conduct any type of activity on the ice surface without a helmet.

SECTION 7.4 – Game Equipment

- A) **Pucks:** The host team shall be responsible for providing all warm-up pucks and a continuous supply of pucks suitable for game play.
- 1) The warm-up pucks for each team shall be distributed in accordance with the Warm-Up Protocol.
 - 2) It is recommended that game pucks be kept in a container of ice/snow or placed on a cold surface until needed for use.
- B) **Goal Anchoring:** An anchoring system with a release aspect – commonly achieved via pins or pegs – shall be used to maintain the proper placement of the goal posts for all league-sanctioned age classifications except 8U.
- C) **Playing Conditions:** The On-Ice Officials reserve the sole authority to deem the current conditions within the host venue or inside the playing area unfit for continued use in any game. A game that does not start or does not reach a natural conclusion due to playing conditions shall be considered a Suspended Game.
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SECTION 8

PROTOCOLS

SECTION 8.1 – Start Times

- A) Official Start Time:** The official start time of the game shall be considered the time listed on the league website, which shall represent the intended start time of the pre-game introduction. Both participating teams shall uphold the responsibility for ensuring that the game begins at the appropriate start time.
- B) Early Starts:** Games may start earlier than the official start time only if all the following conditions are satisfied:
- 1) The host facility offers or approves of an earlier start time on ice time that is not already reserved by the host team.
 - 2) The On-Ice Officials are present and approve of the earlier start time.
 - 3) Both head coaches explicitly agree to the earlier start time.
 - 4) All required game personnel will be present for the earlier start time.
 - 5) The teams enter the ice surface at the same time.
- C) Delayed Starts:** In gameday situations where an unexpected scenario causes any type of unexpected delay to the start time of a game, the host entity or affected team shall contact the League Office at the time the issue is first presented. The League Office shall determine any actions necessary to address the matter.
- 1) A game with a Delayed Start shall only begin if ample ice time is available to complete the full game, including the application of an Accelerated Protocol; otherwise, it becomes a Suspended Game.
 - 2) A game with a Delayed Start shall begin the applicable pregame protocol at the point that the teams and officials are given a 3-minute notice to the start of the warm-up period.
 - 3) Any game that starts later than 30 minutes from its scheduled start time shall be reviewed by the League Office. Any team that is determined to have irresponsibly created the delay shall be issued a \$50 fine, to be credited to the opponent in the game.
 - 4) Any game that is delayed by more than 60 minutes from the official start time shall not begin, unless ruled otherwise at the time by the League Office due to warranted circumstances and available ice time to complete the full game. Any team that is determined to have irresponsibly caused the game not to be played to completion shall be issued a Non-Contested Forfeit.

SECTION 8.2 – Protocol Provisions

- A) Applied Protocols:** All games – league and non-league – shall adhere to the protocols assigned to the division of the host team.
- 1) A copy of the applicable pregame protocol shall be printed and placed in a visible location outside of both the visitor’s room and official’s room at least 30 minutes prior to the start of the warm-up period.
 - 2) No activity shall delay any part of the protocol nor the start of the ice resurfacing by more than 3 minutes unless otherwise approved in advance by the League Office under provisions for Ceremonies & Presentations.
- B) Protocol Violations:** Failure of a team or any team member(s) to properly adhere to any portion of the applicable game protocol may result in a Bench Minor Penalty for a Protocol Violation, at the discretion of the On-Ice Officials. Potential violations may include – but shall not be limited to – any of the following:
- 1) A player(s) entering or using the ice surface at times not designated for the warm-up or game play
 - 2) Teams entering or exiting the ice surface through unapproved access points
 - 3) Player(s) not wearing a helmet while on the ice surface
 - 4) A player(s) crossing the center red line during the warm-up period without permission of an On-Ice Official
 - 5) A player(s) interfering with the warm-up activity of opposing players
 - 6) A player(s) hindering the use of the opponent’s goal or goal crease during the warm-up period or prior to any period
 - 7) A player(s) conducting excessive warm-up activities – including on-ice stretching, using a puck(s), etc. – outside of the warm-up period
 - 8) A player(s) not proceeding directly or indirectly to the team bench after an ice resurfacing
 - 9) A player(s) not immediately departing the ice surface prior to a scheduled ice resurfacing
 - 10) A team not being ready to start a period of play at required manpower
- C) Curfews:** There shall be no curfew applied to any league-sanctioned game except in the instance that an extended delay in the game requires the host facility to implement a curfew prior to the natural completion of the game.
- 1) The facility shall provide a minimum of a 10-minute notice to the On-Ice Officials prior to imposing a curfew, at which time the referees shall notify both head coaches and the Off-Ice Officials of the impending curfew time.
 - 2) No adjustments shall be made to the clock nor playing rules due to an impending curfew.
 - 3) No timeouts shall be permitted once notified of an impending curfew
 - 4) The facility shall be responsible for signaling the point of curfew, which shall only take place during a natural stoppage in play.
 - 5) All instances of curfew shall result in a Suspended Game.

- D) Warm-up Restrictions:** The following restrictions shall apply to warm-up activity:
- 1) No player is permitted on the ice surface prior to the warm-up period.
 - 2) No player is permitted warm-up activity on the ice surface involving the use of pucks except during the pregame warm-up period and during a timeout.
 - 3) Warm-up activity without pucks is permitted during on-ice rest periods at intermissions, as long as players do not cross the center red line.
 - 4) Warm-up activity without pucks is briefly permitted when players are returning to the ice at the conclusion of a resurfacing, as long as the teams are skating – directly or indirectly – to their team bench in a timely manner.

SECTION 8.3 – Pregame Preparation

- A) Uniform Color Selection:** The home team shall select its primary uniform color for the game and must directly inform the opponent at least 30 minutes prior to the start of the warm-up period. The away team shall then wear a uniform color that is not in visual conflict with the home team.
- 1) The home team does not reserve the ability to change its selection once the away is informed of the home team’s choice, regardless of the amount of time remaining until the start of the warm-up period.
 - 2) The choice of a dark uniform by the home team does not require the away team to wear its white uniform, so as long as the dark uniform of the away team is not in color conflict with the dark uniform of the home team.
 - 3) In the event of a dispute regarding a potential color conflict between the team uniforms, the On-Ice Officials shall issue a decision to resolve the matter prior to the start of the game.
- B) Warm-Up Pucks:** The host team shall supply a sufficient quantity of warm-up pucks to both teams no later than the start of the warm-up period.
- 1) The away team shall be granted no less than 20 suitable pucks, and there shall be no minimum quantity of pucks required for the home team.
 - 2) Pucks shall be provided to each team in separate containers (bags, buckets, or similar), and the away team shall return their collection of pucks to the scorer’s box by the conclusion of the pregame period.
- C) Pregame Ice Usage:** Upon entering the ice for the pregame period, players shall proceed directly to and remain in their team’s designated half of the ice, which shall be the end they will defend in the first period. No player shall cross the center red line during the pregame period unless approved to do so by an On-Ice Official.
- E) Pregame Clock:** The host team shall arrange for the protocol clock to be set and started at the appropriate time and remain running for the duration of the designated time. The protocol clock shall only be paused or reset with approval of an On-Ice Official and with due cause.

SECTION 8.4 – CHMA Men’s Division 1 Game Protocol

- A) M1 Pregame Protocol:** The pregame period of CHMA Men’s Division 1 (M1) games shall be conducted using the applicable protocol cited at the end of this section. The warm-up period shall start 30 minutes prior to the game and shall be 15 minutes in duration, followed by an ice resurfacing.
- B) M1 Game Timing:** Each M1 game shall consist of three, 20-minute, stop-time periods. The timing of the game shall not be altered, nor shall the Mercy Protocol be implemented during any M1 game.
- C) M1 Intermissions:** The intermission periods of M1 games shall be controlled by the On-Ice Officials and conducted under the following protocol:
- 1) First Intermission:** the Ice Resurfacing protocol shall be applied during a rest period of 12 or 15 minutes (as pre-determined by the host team)
 - 2) Second Intermission:** the Ice Resurfacing protocol shall be applied during a rest period of 12 or 15 minutes (as pre-determined by the host team)
- D) M1 Timeouts:** Each team shall be permitted to take one timeout, of 1-minute in length, during regulation time of a M1 game.
- E) M1 Overtime:** All M1 games with a tied score at the end of regulation time shall then have an overtime period, and the procedures for overtime shall be done in accordance with the Overtime Protocol. The winner of the overtime shall be declared the winner of the game.
- F) M1 Shootouts:** All M1 games with a tied score at the end of overtime shall then have a shootout, and the procedures for shootouts shall be done in accordance with the Shootout Protocol.

SECTION 8.5 – CHE Women’s Division 2 Game Protocol

- A) W2 Pregame Protocol:** The pregame period of CHE Women’s Division 2 (W2) games shall be conducted using the applicable protocol cited at the end of this section. The warm-up period shall start 10 minutes prior to the game and shall be 10 minutes in duration, with no ice resurfacing to follow.
- B) W2 Game Timing:** Each W2 game shall consist of three, 20-minute, stop-time periods. Variations to game timing shall only occur under the Mercy Protocol.
- C) W2 Intermissions:** The intermission periods of W2 games shall be controlled by the On-Ice Officials and conducted under the following protocol:
- 1) First Intermission:** Ice Resurfacing protocol shall be applied during a 12-minute rest period
 - 2) Second Intermission:** on-ice rest period of 2 minutes shall take place

- D) **W2 Timeouts:** Each team shall be permitted to take one timeout, of 1-minute in length, during regulation time of a W2 game.
- E) **W2 Overtime:** All W2 games with a tied score at the end of regulation time shall then have an overtime period, and the procedures for overtime shall be done in accordance with the Overtime Protocol. The winner of the overtime shall be declared the winner of the game.
- F) **W2 Shootouts:** No W2 regular-season game shall have a shootout except for a tournament game in which a winning team is required. A non-playoff game that is tied at the conclusion of overtime shall be declared a tie, even if a shootout is then conducted for tournament purposes.

SECTION 8.6 – CHE Men’s Division 3 Game Protocol

- A) **M3 Pregame Protocol:** The pregame period of CHE Men’s Division 3 (M3) games shall be conducted using the applicable protocol cited at the end of this section. The warm-up period shall start 30 minutes prior to the game and shall be 15 minutes in duration, followed by an ice resurfacing.
- B) **M3 Game Timing:** Each M3 game shall consist of three, 20-minute, stop-time periods. Variations to game timing shall only occur under the Mercy Protocol.
- C) **M3 Intermissions:** The intermission periods of M3 games shall be controlled by the On-Ice Officials and conducted under the following protocol:
 - 1) First Intermission: the Ice Resurfacing protocol shall be applied during a 12-minute rest period
 - 2) Second Intermission: the Ice Resurfacing protocol shall be applied during a 12-minute rest period
- D) **M3 Timeouts:** Each team shall be permitted to take one timeout, of 1-minute in length, during regulation time of a M3 game.
- E) **M3 Overtime:** All M3 games with a tied score at the end of regulation time shall then have an overtime period, and the procedures for overtime shall be done in accordance with the Overtime Protocol. The winner of the overtime shall be declared the winner of the game.
- F) **M3 Shootouts:** All M1 games with a tied score at the end of overtime shall then have a shootout, and the procedures for shootouts shall be done in accordance with the Shootout Protocol.

SECTION 8.7 – CHE Men’s Division 4 Game Protocol

- A) **M4 Pregame Protocol:** The pregame period of CHE Men’s Division 4 (M4) games shall be conducted using the applicable protocol cited at the end of this section. The warm-up period shall start 10 minutes prior to the game and shall be 10 minutes in duration, with no ice resurfacing to follow.
- B) **M4 Game Timing:** Each M4 game shall consist of three, 20-minute, stop-time periods. Variations to game timing shall only occur under the Mercy Protocol.
- C) **M4 Intermissions:** The intermission periods of M4 games shall be controlled by the On-Ice Officials and conducted under the following protocol:
- 1) **First Intermission:** Ice Resurfacing protocol shall be applied during a 12-minute rest period
 - 2) **Second Intermission:** on-ice rest period of 2 minutes shall take place
- D) **M4 Timeouts:** Each team shall be permitted to take one timeout, of 1-minute in length, during regulation time of a M4 game.
- E) **M4 Overtime:** All M4 games with a tied score at the end of regulation time shall then have an overtime period, and the procedures for overtime shall be done in accordance with the Overtime Protocol. The winner of the overtime shall be declared the winner of the game.
- F) **M4 Shootouts:** No M4 regular-season game shall have a shootout except for a tournament game in which a winning team is required. A non-playoff game that is tied at the conclusion of overtime shall be declared a tie, even if a shootout is then conducted for tournament purposes.

SECTION 8.8 – Ice Resurfacing Protocol

- A) **In-Game Resurfacings:** The ice shall be resurfaced at least once prior to the start of the first period, as determined by the level of play. In instances where the required pre-game resurfacing is after the warm-up period, a resurfacing prior to the warm-up period can be done at the option of the host team.
- 1) **Men’s D1:** after the warm-up period, after the 1st period, after the 2nd period
 - 2) **Women’s D2:** before the warm-up period, after the 1st period only
 - 3) **Men’s D3:** after the warm-up period, after the 1st period, after the 2nd period
 - 4) **Men’s D4:** before the warm-up period, after the 1st period only
- B) **Resurfacing Deviations:** A required ice resurfacing shall only be waived in an Accelerated Protocol and a Mercy Protocol but shall not be waived for any other game-related reason. If a mechanical issue precludes the host venue from performing an ice resurfacing, the intermission protocol shall still apply.

- C) **Resurfacing Procedures:** The following procedure shall be implemented, in order, during all intermissions with an ice resurfacing:
- 1) Both teams shall immediately depart the ice surface unless instructed otherwise by an On-Ice Official to allow one team to exit first.
 - 2) The clock shall be set to the designated length of the rest period and started as the players depart the ice surface.
 - 3) The ice shall be fully and adequately resurfaced.
 - 4) No player shall return to the ice surface until the intermission countdown clock has expired.
 - 5) Players shall proceed – directly or indirectly – to their team bench upon entering the ice surface, during which time no pucks shall be employed.
 - 6) A whistle from the On-Ice Officials shall indicate to each team to immediately put the correct number of players on the ice and put all remaining players on the team bench.
 - 7) A center-ice face-off to start the period shall be conducted.

SECTION 8.9 – Overtime Protocol

- A) **Overtime Intermission:** An overtime period in regular-season games shall begin with a 2-minute rest period.
- 1) Teams shall remain in the playing area and gather in, at, or near their respective team benches.
 - 2) No warm-up activity involving pucks shall be permitted by any player.
 - 3) The ice shall not be resurfaced, and any maintenance done to the ice surface must result in – or restore – an equal playing surface for both teams.
 - 4) Teams shall switch defending end zones between the end of regulation time and the start of overtime.
- B) **Overtime Length:** One, 5-minute overtime period shall be played for all regular-season league games with a tied score at the end of regulation time, which shall be sudden-victory, stop-time play.
- C) **Overtime Timeouts:** Each team shall be permitted a maximum of one timeout of 1 minute in length in the overtime period, regardless of whether a timeout was or was not used by the team during regulation time.
- D) **Overtime Manpower:** The on-ice manpower for the overtime period shall be based on the division of play, as cited below.
- 1) Men's D1: 3-on-3 (plus goaltenders)
 - 2) Women's D2: 3-on-3 (plus goaltenders)
 - 3) Men's D3: 3-on-3 (plus goaltenders)
 - 4) Men's D4: 3-on-3 (plus goaltenders)

- E) Overtime Manpower Adjustments:** Applicable penalties that either carryover into the overtime period or are assessed during the overtime period shall adjust the on-ice manpower.
- 1) Penalties during 3-on-3 manpower shall subsequently adjust the on-ice manpower by increasing the number of skaters for the non-penalized team and shall never reduce a team to less than 3 skaters on the ice.
 - 2) The on-ice manpower shall revert to the applicable condition at the first natural stoppage after a penalty(s) has expired.
 - 3) Rules for coincidental penalty assessment do not change for overtime, but manpower shall be 3-on-3 during all such situations. The players serving the penalties shall return to the ice at the expiration of the penalty time, creating 4-on-4 play. Teams shall then revert to 3-on-3 manpower at the next natural stoppage of play, except if another penalty(s) are assessed to either team in the interim.
 - 4) The numerical on-ice strength is adjusted accordingly for any penalties that carryover (unexpired) from the end of regulation time into overtime.

SECTION 8.10 – Shootout Protocol

- A) Shootout Application:** Shootouts shall be conducted only under the following circumstances:
- 1) All M1 and M3 games with a tied score at the end of overtime to determine the winner of the game; no shootouts are conducted for W2 and M4 games
 - 2) As required for tournament/playoff games for M1, M3, M4, and W2, in which the host entity shall establish the shootout protocol to be used if in variation from the provisions of this section
- B) Shootout Intermission:** A shootout period in regular-season games shall begin with a 1-minute rest period.
- 1) The ice shall not be resurfaced and any maintenance done to the ice surface must result in an equal playing surface for both teams.
 - 2) No warm-up activity involving pucks shall be conducted by any player.
- C) Shootout Provisions:** All the following shall apply to the shootout:
- 1) All players must remain fully inside the team bench throughout the shootout unless he/she is a goaltender participating in the shootout or the skater attempting the current shot.
 - 2) A different goaltender may be used at any point of the shootout as long as that goaltender meets the shootout participation requirements.
 - 3) No warm-up activity of any kind shall be granted to any player once the shootout begins, including the changing of a goaltender.
 - 4) A different goaltender may be used at any point of the shootout as long as that goaltender meets the shootout participation requirements

- D) Shootout Participation:** The following criteria applies to shootout eligibility:
- 1) The player must be cited on the scoresheet as participating in the game and still be in full uniform at the conclusion of the overtime period.
 - 2) Any penalized player who has uncompleted penalty time when the overtime period ends or who receives a penalty during the shootout is not eligible to participate in the shootout.
 - 3) A player who was injured during the game is still eligible to participate in the shootout unless that player has been barred from participation by a directive of the Medic.
 - 4) Goalies are not eligible as shooters; skaters are not eligible as goaltenders.
- E) Shootout Protocol:** The shootout procedure shall be, as follows:
- 1) The shootout shall consist of 3 rounds unless, at any point, one team holds a lead greater than the number of shooters remaining for the opponent.
 - 2) Teams must use 3 eligible shooters in the order of their choice, and an official shall track which players from each team have attempted shots.
 - 3) The goaltenders shall defend the net closest to the respective team benches throughout the shootout.
 - 4) The home team shall have the option of shooting first or defending first, which shall then apply to all rounds of the shootout.
 - 5) Each shot attempt shall be governed by the NCAA rule for Penalty Shots.
- F) Shootout Tiebreaker:** If the shootout score is tied after 3 rounds, an additional round shall be sequentially added, as needed, to determine a winner.
- 1) Each eligible shooter on a team roster must be used once during any portion of the shootout and shall only be eligible to make another shootout attempt once all other eligible shooters on the roster have made an attempt.
 - 2) Each team will have an equal number of chances to shoot in the tiebreaker rounds until a winner is declared.
- G) Shootout Scoring:** Statistics from the shootout (goals/saves) shall not count towards individual nor team game totals. The final score of the game at the end of a shootout shall be determined by awarding 1 additional goal to the team that wins the shootout, regardless of how many goals were scored during the shootout. This unassisted goal shall be credited to the "Team Bench."

SECTION 8.11 – Mercy Protocol

- A) Mercy Application:** Games eligible for the use of the Mercy Protocol shall only be:
- 1) Games between two league teams from M3, M4, and W2
 - 2) Non-league games hosted by league teams in which both teams consent to the application of the Mercy Protocol prior to the start of the third period

- B) Mercy Situations:** Games with a large score differential after the second period shall enact the following adjustments for the remainder of regulation time:
- 1) A running-clock format shall be implemented if a team establishes a lead of 8 goals or greater in the third period.
 - 2) Stop-time format shall be reimplemented if the goal differential is reduced to 6 goals.
- C) Running-Clock Provisions:** All the following shall apply during the Mercy Protocol:
- 1) The clock shall run continuously, with no exceptions.
 - 2) Scoring plays (goals and penalties) shall be recorded on the scoresheet at the approximate clock time of the event.
 - 3) Penalty times shall be posted to the game clock immediately prior to conducting the ensuing face-off.
 - 4) No timeouts shall be granted to either team.
 - 5) A scheduled ice resurfacing during the second intermission shall always be waived if the Mercy Protocol is to be implemented to start the third period.
 - 6) Running-clock discipline shall be in effect.
- D) Running-Clock Penalties:** Penalty times during running-clock situations shall be recorded on the scoresheet as the standard time and similarly applied to game/player statistics. The actual time served for penalties and thereby posted on the game clock, as applicable, in these situations shall be:
- 1) Minor Penalty: 4 minutes
 - 2) Major Penalty: 10 minutes
 - 3) Misconduct Penalty: 20 minutes

SECTION 8.12 – Accelerated Protocol

- A) Accelerated Scenarios:** Any game with a Delayed Start of more than 30 minutes – or with an unexpected in-game delay – that creates a potential for the game not to be played to completion within the available ice slot shall immediately institute an Accelerated Protocol under the following provisions, as applicable:
- 1) The pregame warm-up period shall be a total of 10 minutes in length.
 - 2) One or all of the intermissions with a scheduled ice resurfacing shall instead implement a 2-minute on-ice rest period, as determined by the On-Ice Officials and/or the League Office with the input of both head coaches.
 - 3) The On-Ice Officials shall be authorized to utilize multiple game pucks to shorten the length of stoppages in play.
- B) Accelerated Curfews:** Any game employing an Accelerated Protocol that is still not played to completion shall be considered a Suspended Game, regardless of whether the game is played to an apparent completion.

SECTION 7.13 – Ceremonies & Presentations

- A) Ceremony Limitations:** There shall be no ceremony, presentation, activity, or similar that causes a delay of more than 3 minutes to the opening face-off of any period or to the start of an ice resurfacing unless otherwise approved, in writing, by the League Office at least 48 hours prior to the start of the game.
- 1) Any activity that takes place during an intermission shall not alter the standard protocol time allotted for the intermission.
 - 2) No such activity shall interfere with a game in-progress by delaying a forthcoming face-off nor taking place on any portion of the playing surface.
 - 3) The host team shall inform the away team of any pending delays due to a ceremony at least 24 hours prior to the start time of the game.
- B) Extended Ceremonies:** All ceremonies – including Senior Recognition Ceremonies – requiring more than 3 minutes in duration shall be conducted prior to the start of the applicable game protocol; no adjustments shall be made to the protocol in a manner that delays the proceedings of the game once the protocol is initiated. The official start time of the game shall be listed in a manner that accounts for any scheduled ceremony that will start prior to initiating the applicable game protocol.
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CHMA M1 & CHE M3 GAME PROTOCOL

CLOCK	EVENT
35:00	Pre-game countdown clock begins (35:00)
33:00	Teams & officials notified of 3 minutes until start of warm-ups
30:00	WARM-UP: Teams & officials enter the ice surface
16:00	Warm-up activity concludes; Teams exit the ice surface
15:00	Horn sounds; Ice resurfacing begins
10:00	Game roster & starting line-ups due to Official Scorer
3:00	Teams & officials notified of 3 minutes until game time
1:00	Officials enter ice surface; Nets are placed
0:00	GAME TIME: Teams enter the ice surface when horn sounds
0:00	Teams assemble on respective goal lines
0:00	Introduction, National Anthem, and Fan Message
20:00	Opening Face-Off
INTERMISSIONS	
1 st	12 or 15 minutes with ice resurfacing
2 nd	12 or 15 minutes with ice resurfacing
OT/SO	2 minutes with no ice resurfacing

CHE W2 & CHE M4 GAME PROTOCOL

CLOCK	EVENT
20:00	Ice resurfacing begins
15:00	Pre-game countdown clock begins (15:00)
13:00	Teams & officials notified of 3 minutes until start of warm-ups
10:00	WARM-UP: Teams & officials enter ice
7:00	Game roster & starting line-ups due to Official Scorer
1:00	Warm-up activity concludes prior to final horn
0:00	GAME TIME: Teams assemble on blue lines
0:00	Introduction, National Anthem, and Fan Message
20:00	Opening Face-Off
INTERMISSIONS	
1st	12 minutes with ice resurfacing
2nd	2 minutes with no ice resurfacing
OT	2 minutes with no ice resurfacing

SECTION 9

OPERATIONS

SECTION 9.1 – Rulebooks

- A) Playing Rules:** All league-sanctioned games shall be played under the current edition of the NCAA Ice Hockey Rules and the league’s published Game Manual for the current season. The Game Manual shall always supersede in the event of any conflict arising between that manual and any other rules document during any league game.
- 1) The On-Ice Officials shall be responsible for ensuring that the NCAA rulebook is readily accessible – electronically or otherwise – during games. The host team shall be responsible for ensuring that the Game Manual is readily accessible – electronically or otherwise – during games.
 - 2) Any team which believes a playing rule was not correctly applied during a game withholds the option to initiate the procedures for Protests to formally address the matter through the League Office.
- B) Authority on Games:** The On-Ice Officials, as the representatives of the governing rules, shall serve as the ultimate authority during all games. Authority is transferred to the League Office at the conclusion of the game regarding scoresheet administration, protests, disputes, disciplinary actions, suspended games, and similar.
- C) Rule Disputes:** The On-Ice Officials reserve the right to consult with the Game Manual, any applicable rulebook, league officials, and/or other authoritative resources on matters requiring a ruling during a game, including those not explicitly addressed within applicable rules.
- 1) Decisions made by the On-Ice Officials to address an undefined situation shall not be eligible for appeal, but a Protest may be filed if a team believes an existing playing rule was not applied to resolve the dispute.
 - 2) Rulings made by the On-Ice Officials during games to resolve a dispute on a matter not covered within applicable playing rules shall not be retroactively overturned by the League Office, even if a new policy is later enacted to address the disputed matter.
 - 3) Rulings made by the League Office on disputes not resolved within a game by the On-Ice Officials may be appealed using league policies for Administrative Appeals.
 - 4) The League Office shall be further empowered to make decisions, resolve disputes, and enact temporary policies to address matters not covered within this Game Manual or applicable governing documents.

SECTION 9.2 – Game Rosters

- A) Scoresheet Rosters:** Prior to the start of a game, each team shall identify on the official scoresheet the names and jersey numbers of all players who will participate in the game. Each player cited on the scoresheet as participating in the game shall be on the players' bench and dressed to play prior to the end of that game. The Head Coach possesses the responsibility for the validity of the roster, which can optionally be verified by providing pregame sign-off on the scoresheet.
- 1) Players appearing on the game roster who are not participating in the game shall be noted as such by drawing a single, thin line evenly through the name and jersey number of that player (name and number shall still be visible).
 - 2) A player temporarily wearing a uniform number other than his/her uniquely assigned number shall be listed with the assigned number crossed-out by a thin line and the temporary number listed adjacent to the assigned number.
 - 3) Goaltenders (max of 3), the captain (max of 1), and alternate captains (max of 2) shall be denoted with the letters "G", "C", and "A", respectively.
 - 4) An individual serving a suspension in a game shall be designated on the official scoresheet as not participating in the game by drawing a thin line through that name and only noting "SUSP" adjacent to the name.
 - 5) The person legally serving as the team's head coach for the game shall be listed on the game roster and denoted as the Head Coach.
- B) Maximum Game Participants:** All of the following limitations shall be applied to game participation:
- 1) No more than 22 players may participate in a game for any team, of which no more than 19 can be non-goaltenders ("skaters"). A bench minor shall be issued upon discovery of a violation, after which the team must immediately comply with the limitation.
 - 2) No more than 8 approved Team Officials (coaches, managers, trainers, etc.) may occupy the team bench at any time during a game. The team must immediately comply with the limitation when issued a warning.
 - 3) A player on the team roster who is unable or ineligible to play in a game – other than through suspension -- may be on the team bench during a game but shall count towards the maximum number of Team Officials.
- C) Minimum Game Participants:** A team shall not be required to play if it does not have – eligible and in uniform – at least the number of players at the start of a game, as prescribed below. The team must have a goaltender participating for at least the first two periods. Failure to meet this requirement prior to the start of any game shall result in a Non-Contested Forfeit; failure to meet this requirement during the game shall result in a Suspended Game.
- 1) Men's D1: 14 skaters, 2 goaltenders
 - 2) Women's D2: 5 skaters, 1 goaltender
 - 3) Men's D3: 5 skaters, 1 goaltender
 - 4) Men's D4: 5 skaters, 1 goaltender

- D) Team Captains:** Teams may designate no more than 1 captain and 2 alternate captains per game.
- 1) Captains and alternate captains shall be noted next to the corresponding players in the game roster area of the scoresheet, and no other player shall wear a corresponding captain's letter on a jersey.
 - 2) Goaltenders cannot perform the duties of a captain nor alternate captain. If a goaltender is designated as a captain – on the scoresheet and/or via a captain's letter on the jersey – that designation shall not be honored by the On-Ice Officials. The team shall still not exceed the maximum number of players designated as captains, counting the goaltender.
- E) Game Participation:** A player is considered to have participated in a game when the player is dressed for and/or is listed as participating on the game roster of the official scoresheet for the game, regardless of whether the player had any playing time or was truly present for that game. The League Office shall investigate any suspected instance of a team incorrectly noting the participation status of a player(s) as a means of circumventing a rule, requirement, suspension, or similar.

SECTION 9.3 – Scoring

- A) Scoresheets:** An official league scoresheet shall be used for all league-sanctioned games – as attained and furnished on-site by the host team – and shall serve as the only official record of the game. No other official record of the game shall be created nor submitted during or after any game,
- B) Scoring Information:** The Official Scorer shall legibly record all required details for goals and penalties, as reported only by the On-Ice Officials, in a timely and continuous manner on the official scoresheet throughout the game.
- 1) The time of all scoring information shall be recorded (and announced, as applicable) as the time displayed on the game clock at the stoppage for the scoring play.
 - 2) The final score of the game shall be accurately recorded in the Game Summary area immediately following the game.
 - 3) Failure to maintain a complete and/or legible scoresheet shall result in a fine of \$50 to the home team, as determined solely by the League Office.
- C) In-Game Scoring Changes:** Any scoring changes within a game must first be approved by an On-Ice Official, prior to the On-Ice Officials making final sign-off on the scoresheet. Changes requested following final sign-off must be initiated through the process for Post-Game Scoresheet Changes.
- D) Goaltender Records:** The Official Scorer, with assistance from other Off-Ice Officials, shall track and record the applicable goaltender statistics for the game. Goaltender records shall be applied to the scoresheet after each period of play and shall be finalized immediately following the game.

- E) Scoring Verification:** The referee(s) who were responsible for assessing the penalties shall review the scoresheet immediately following the game to ensure all correct scoring information is accurately listed. The referee(s) shall then initial the scoresheet in the designated area; no other person shall provide sign-off.
- 1) Authority over the scoresheet is immediately transferred from the On-Ice Officials to the League Office at the time of sign-off by the referees.
 - 2) A copy of the scoresheet shall be submitted to the League Office using the Score Reporting procedures.
- F) Post-Game Scoresheet Changes:** No portion of the roster areas and scoring sections – including goals, penalties, and goaltender records – shall be amended nor modified in any manner by any team representative following sign-off by the referees, regardless of any supporting evidence.
- 1) Administrative errors discovered on the scoresheet by a team, by the referees, or by League Office after post-game sign-off by the referees shall be addressed only through the League Office and not by any further changes made to the scoresheet.
 - 2) Subsequent changes to the scoresheet shall only be considered by the League Office if a Game Misconduct or Disqualification has potentially been assessed to an incorrect player, which shall follow the procedures for Review of Suspendable Offense.

SECTION 9.4 – Change of Goaltenders

- A) Goaltender Check-In:** Any team opting to change its goaltender during a game must explicitly report this change directly to the Official Scorer at the time of the change, including at the conclusion of intermission periods.
- 1) Failure to report the change does not guarantee that the change will be recorded on the official scoresheet, and the records and statistics of the game cannot be later modified to reflect the change of goaltenders.
 - 2) The change shall always be considered to have taken place at the time of the game in which the report was made, even if the change is reported at a subsequent point of the game.
- B) Incapacitated Goaltenders:** In the event the lone goaltender in uniform for a team is unable to resume play, the referee(s) shall apply any of the following options:
- 1) Delay the game for a reasonable length to allow the goaltender to receive sufficient medical attention,
 - 2) Delay the game for an adequate length to allow the goaltender's equipment to be transferred to another eligible player on the team
 - 3) Require the team to play with 6 skaters and no goaltender on the ice, which shall only be an option after the second intermission
 - 4) Initiate a Suspended Game due to having no viable option for resolution

SECTION 9.5 – Injured Players

- A) Treatment of Players:** Upon a stoppage for an injury to a player on the ice surface, only the Medic shall enter the ice surface to attend to the player. Any other individuals – including coaches and trainers – must first have permission from either the Medic or an On-Ice Official to enter the ice surface to attend to an injured player. The League Office shall investigate all violations and reserves the right to issue disciplinary actions, as warranted.
- B) Authority on Participation:** The Medic shall evaluate any player suspected to be injured or ill to determine the condition of the player, provide appropriate treatment, and determine if the player may continue to participate in the game. Only the Medic shall make an official determination regarding the further participation of any player deemed to be injured or ill.
- 1) No other entity – regardless of affiliation, title, or certification – shall overrule, interfere, nor unduly influence the Medic on this matter.
 - 2) The Medic reserves the right to transfer further treatment of a player to any appropriate individual (doctor, nurse, trainer, etc.), but authority on participation does not transfer from the Medic.
- C) Participation of Injured Players:** If the Medic determines that a player is not capable of safely continuing to participate in the game, the player shall be deemed an ineligible player for the remainder of that game or until that player complies with the treatment prescribed by the Medic, as applicable.
- 1) Violation of this policy shall result in a 3-game suspension to the head coach and a 1-game suspension to the ineligible player.
 - 2) All possible violations shall be reviewed by the League Office for consideration of further disciplinary action.
- D) Concussions:** Athletes with a suspected concussion must be immediately removed from competition so that a medical examination can be conducted by the Medic. The responsibility to identify a player who exhibits signs, symptoms, or behaviors consistent with a concussion is shared equally by all participants, including players, coaches, On-Ice Officials, and the Medic. Medics and On-Ice Officials always reserve the ability to intervene if a player is suspected of having a concussion.
- 1) If a possible concussion is suspected via initial evaluation by the Medic, the player shall be deemed ineligible for participation until, at minimum, the athlete is fully re-evaluated by the Medic after an appropriate rest period.
 - 2) A player with a suspected concussion shall only return to play if the Medic concludes that no concussion is present and explicitly approves the player to return to the game.
 - 3) A player who is directed not to return to the game due to a possible concussion shall be advised to seek an evaluation from an appropriate health care professional.

SECTION 9.6 – Video Review

- A) In-Game Video Review:** The use of video replay shall not be permissible during any league game – nor immediately following any game – for any reason, regardless of the situation or of the footage that may be available, including the following applications:
- 1) Video review shall not be used to determine whether there was or was not a legal goal, including the possibilities of offsides, a puck out of play, a high-stick on the puck, and goaltender interference.
 - 2) Video review shall not be used to change a penalty call, have a penalty called, or have a penalty rescinded.
 - 3) Video review shall not be used to determine time left on the game clock and/or penalty clock, including the possibility of a goal being scored prior to the expiration of the period.
- B) Post-Game Video Review:** The following constraints shall apply to reviewing video after any game:
- 1) Reviews of goal-scoring situations – effectively to add/remove goals from the game – shall only be reviewed through formal Protest procedure regarding the application of a rule (not the judgment of the call nor for a determination if the puck did or did not enter the net).
 - 2) Reviews shall not be conducted to add/change/remove the player(s) awarded the goal and/or assists on a scoring play.
 - 3) Reviews shall not be conducted to add/change/remove the player to which a minor, standalone major, or misconduct penalty was assessed.
 - 4) Reviews shall not be used to determine nor revise playing time or statistics for a goaltender(s), including the entry/exit of a goaltender, shots on goal, and goals allowed.
- C) Disciplinary Video Review:** The use of video for situations potentially requiring supplemental discipline shall fall under the policies for Disciplinary Review and shall be submitted to the league through the authorized channels.
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SECTION 10

SCORES & STANDINGS

SECTION 10.1 – Score Reporting

- A) **Score Submission:** The final score of each game shall be communicated to the League Office by each league team within 3 hours of the conclusion of a game, regardless of location, home/away designation, and league/non-league opponent.
- 1) Variations to the length of the game – such as overtime, suspended game, curfew, etc. – shall be included in the report, as applicable.
 - 2) The result of each league game shall be published by the League Office to the league website within 24 hours of the score submission.
- B) **Scoresheet Submission:** An electronic scan of all scoresheets must be submitted to the League Office by Monday at 10 PM for any game from the previous 7 days.
- 1) The scan must be a single, legible image of the full scoresheet, and it is required that a scanner or scanner app be used to create the image.
 - 2) The home team shall assume this responsibility for games involving two league teams. The league team shall assume this responsibility for games against non-league opponents, regardless of location.
 - 3) Scoresheets that are submitted late, incomplete, and/or illegible shall result in a fine of \$10 per scoresheet to the responsible party.
- C) **Scoresheet Archives:** The team responsible for submitting the scoresheet is required to keep a hard copy of the original, official scoresheet on file for the remainder of the season. If the League Office requests that copy, the team in possession must submit it electronically within 24 hours.

SECTION 10.3 – League Standings

- A) **Standings Updates:** Points shall be awarded to teams in accordance with the Points System for the applicable division. The League Office shall make all applicable updates to the respective divisional/group standings posted to the league website within 24 hours of the conclusion of each day of competition.
- B) **Group Rankings:** The teams shall be ranked within the applicable groupings (division, conference, etc.) at the end of the regular-season season in descending order of the total points accumulated in accordance with the Results Points. Teams with equal points shall be sorted using the Tiebreaker System.

SECTION 10.2 – Points Systems

- A) Men’s Division 1 Points System:** Each regular-season M1 league game is worth 3 total points towards the applicable division standings. Points are awarded to the participating teams in accordance with the result of the game:
- 1) 3 points for a win in regulation time
 - 2) 2 points for a win in extra time (overtime, shootout)
 - 3) 1 point for a loss in extra time (overtime, shootout)
 - 4) 0 points for a loss in regulation time
- B) Men’s Division 3 Points System:** Each regular-season M3 league game is worth 3 total points towards the applicable division standings. Points are awarded to the participating teams in accordance with the result of the game:
- 1) 3 points for a win in regulation time
 - 2) 2 points for a win in extra time (overtime, shootout)
 - 3) 1 point for a loss in extra time (overtime, shootout)
 - 4) 0 points for a loss in regulation time
- C) Men’s Division 4 Points System:** Each regular-season M4 league game is worth 2 total points towards the applicable division standings. Points are awarded to the participating teams in accordance with the result of the game:
- 1) 2 points for a win (regulation, overtime)
 - 2) 1 point for a tie (overtime)
 - 3) 0 points for a loss (regulation, overtime)
- D) Women’s Division 2 Points System:** Each regular-season W2 league game is worth 2 total points towards the applicable division standings. Points are awarded to the participating teams in accordance with the result of the game:
- 1) 2 points for a win (regulation, overtime)
 - 2) 1 point for a tie (overtime)
 - 3) 0 points for a loss (regulation, overtime)

SECTION 10.4 – Tiebreaker System

- A) Tiebreaker Procedures:** The following procedures shall be followed when applying the applicable tiebreaker system to the final league standings:
- 1) If a tiebreaker criterion in the sequence ranks one or more teams within the tie, that order of ranking shall be applied.
 - 2) If a tiebreaker criterion in the sequence does not rank any of the teams (all remain tied), the next criterion in the sequence shall be applied.
 - 3) At a point in which any team(s) is ranked within a tie by a criterion but multiple other teams remain unranked in the tie, the tiebreaker system is applied again from its first criterion, with only those teams remaining in the tie, to continue the ranking process.

- B) M1 Tiebreaker System:** The following tiebreaker system shall be used to determine the ranking order of any teams that are tied in the final M1 rankings:
- 1) Most points versus teams involved in the tie: H2H PTS
 - 2) Most regulation + overtime wins in all league games: ROW
 - 3) Most regulation wins in all league games: RW
 - 4) Best goal differential versus teams involved in the tie: H2H GF-GA
 - 5) Best goal differential in all league games: GF-GA
 - 6) Least number of forfeits in all games
 - 7) Least goals against in all league games: GA
 - 8) Least penalty minutes in all league games: PIM
 - 9) Earliest goal scored in any game involving the teams in the tie
 - 10) Coin flip
- C) W2, M3, M4 Tiebreaker System:** The following tiebreaker system shall be used to determine the ranking order of any teams that are tied in the final group rankings:
- 1) Least number of forfeits in all games
 - 2) Best points percentage versus teams involved in the tie: $PTS/(GP \times 2)$
 - 3) Best average goal differential versus teams involved in the tie: $(GF-GA)/GP$
 - 4) Most regulation + overtime wins in all league games: ROW
 - 5) Most average regulation wins in all league games: RW
 - 6) Least average goals against in all league games: GA/GP
 - 7) Least average penalty minutes versus teams involved in the tie: PIM/GP
 - 8) Least average penalty minutes in all league games: PIM/GP
 - 9) Earliest goal scored in any game involving the teams in the tie
 - 10) Coin flip

SECTION 10.5 – National Qualifiers

- A) Automatic Tournament Bids:** In the event that a national governing body grants an eligible league team an automatic bid to a national tournament, the team earning the right of first refusal to represent the league shall be determined by each division prior to the start of each season.
- 1) CHMA Men's D1: league playoff champion
 - 2) CHE Men's D3: league regular-season champion
 - 3) CHE Men's D4: league regular-season champion
 - 4) CHE Women's D2: league playoff champion
- B) National Tournament Eligibility:** If a specified number of division teams must meet minimum requirements – individually and/or collectively – for the league to be eligible to grant a member team an automatic bid to a national tournament, all applicable teams of that division shall adhere to the stated requirements for the league's bid eligibility.

SECTION 11

POST-SEASON

SECTION 11.1 – Playoff Formats

- A) M1 Playoff Format:** The top 6 ranked teams in the final M1 standings shall qualify for the CHMA M1 Playoffs.
- 1) The #1 ranked team and #2 ranked teams shall receive first-round byes.
 - 2) The #3 ranked team shall play the #6 ranked team in the first quarterfinal game.
 - 3) The #4 ranked team shall play the #5 ranked team in the second quarterfinal game.
 - 4) The #1 ranked team shall play the lowest-remaining seed in the first semifinal game.
 - 5) The #2 ranked team shall play in the highest-remaining seed in the second semifinal game.
 - 6) The two semifinal winners shall play each other in the CHMA M1 Championship Game.
- B) W2 Playoff Format:** The top 4 ranked teams in the final W2 standings shall qualify for the CHE W2 Playoffs.
- 1) The #1 ranked team shall play the #4 ranked team in the first semifinal game.
 - 2) The #2 ranked team shall play the #3 ranked team in the second semifinal game.
 - 3) The two semifinal winners shall play each other in the CHE W2 Championship Game.
- C) M3 Playoff Format:** The top 6 ranked teams in the final M3 standings shall qualify for the CHE M3 Playoffs.
- 1) The #1 ranked team and #2 ranked team shall receive first-round byes.
 - 2) The #3 ranked team shall play the #6 ranked team in the first quarterfinal game.
 - 3) The #4 ranked team shall play the #5 ranked team in the second quarterfinal game.
 - 4) The #1 ranked team shall play the lowest-remaining seed in the first semifinal game.
 - 5) The #2 ranked team shall play in the highest-remaining seed in the second semifinal game.
 - 6) The two semifinal winners shall play each other in the CHE M3 Championship Game.

- D) M4 Playoff Format:** The top 3 ranked teams in the final M4 standings shall qualify for the CHE M4 Playoffs.
- 1) The #1 ranked team shall receive a first-round bye.
 - 2) The #2 ranked team shall play the #3 ranked team in the lone semifinal game.
 - 3) The #1 ranked team shall play the semifinal winner in the CHE M4 Championship Game.

SECTION 11.2 – Playoff Eligibility

- A) Playoff Team Eligibility:** The League Office shall attempt to replace any team that is ranked among the playoff qualifiers but is otherwise barred from participation in the playoffs due to failure to maintain good standing with the league, applied disciplinary action via due process, or automatic disqualification due to specified rules violations.
- 1) The next-applicable team from the rankings/standings shall be offered the invitation as a replacement team.
 - 2) If the first option for a replacement team declines the invitation to league playoffs, the invitation is then extended to the next-applicable team from the rankings/standings. That sequence shall continue until an eligible team accepts the invitation.
 - 3) If no eligible team accepts an invitation, that position(s) shall remain vacant at the bottom of the rankings of the playoff teams and shall result in a bye for the designated opponent.
 - 4) The teams participating in the playoffs shall be sorted and seeded based on the standings/rankings once the participating teams have been finalized within the applicable division.
- B) Playoff Player Eligibility:** Players must meet all of the following requirements to participate in the league playoffs with a team:
- 1) Have been approved for and added to the team roster by the Roster Freeze Deadline (February 15 for M1; January 31 for W2, M3, M4)
 - 2) Remain eligible for participation under all Participation Policies
 - 3) Appear on a scoresheet roster as participating in at least 1 of the team's regular-season league games, with exceptions approved only by the League Office for proven injury situations
 - 4) Participate with only one team in the postseason across all divisions/levels offered by the Leagues, regardless of the advancement/elimination of any other team

SECTION 11.3 – Playoff Provisions

- A) Playoff Authority:** The League Office remains the authority on all post-season games conducted by the League. The League Office is empowered to make rulings on unique situations, enact any appropriate policies required to address any matter, resolve all disputes, conduct all disciplinary reviews, and manage all supplemental discipline.
- 1) No such action of Playoff Authority by the League Office shall violate an established League By-Law.
 - 2) All such actions of Playoff Authority by the League Office shall be final and therefore shall not be eligible for appeal.
- B) Playoff Discipline:** All suspensions and disciplinary actions acquired by individuals and associations shall apply to the postseason.
- 1) Suspensions and disciplinary actions that are pending from the final game(s) of the regular season shall carry into the playoffs.
 - 2) Suspensions and disciplinary actions that remain incomplete from the regular season shall carry into the playoffs.
 - 3) Suspensions and disciplinary actions obtained in playoff games shall apply to the subsequent rounds of the playoffs for winning teams and/or into the next regular season for losing teams, under the terms for Carryover Suspensions.
- C) Playoff Protests:** Protests of playoff games shall follow the league policy for Protests, with the following exceptions:
- 1) The initial protest must be filed within 2 hours by the Head Coach.
 - 2) The Head Coach of the protesting team must then send one email to the League Office within 2 additional hours of the first notification, containing factual details and all supporting evidence of the basis for the protest.
 - 3) There shall be no appeal on adverse rulings issued by the League Office on protests in the postseason.

SECTION 11.4 – Playoff Personnel

- A) Playoff Officiating Systems:** League playoff games shall use the following officiating systems for all rounds:
- 1) CHMA M1 games shall use 2 referees and 2 linesmen (“4-official system”)
 - 2) CHE W2 games shall use 2 referees and 1 linesman (“2-1 system”)
 - 3) CHE M3 games shall use 2 referees and 2 linesmen (“4-official system”)
 - 4) CHE M4 games shall use 2 referees and 1 linesman (“2-1 system”)

- B) Playoff Personnel Assignment:** The League Office shall arrange for the On-Ice Officials, the Medic, the Official Scorer, and the Clock Operator.
- 1) The League Office withholds the option of arranging for additional game personnel, such as goal judges, a PA Announcer, and Security Guard.
 - 2) Each participating team has the option of providing one person to serve as its Penalty Box Attendant for its playoff game(s), otherwise the League Office may opt, at its discretion, to arrange for an individual to fill this role.

SECTION 11.5 – CHMA Playoff Overtime (M1)

- A) CHMA Playoff Overtime Format:** Sudden-victory overtime shall be played for all playoff games with a tied score at the end of regulation time.
- 1) Non-Championship Overtime Format: Each playoff overtime period shall be 20 minutes of stop-time play; a shootout shall be conducted if the score remains tied at the conclusion of the third overtime period.
 - 2) Championship Overtime Format: Each championship overtime period shall be 20 minutes of stop-time play; all championship games shall play continuous overtime periods until a winner is determined (no shootouts).
- B) CHMA Playoff Overtime Manpower:** The on-ice manpower shall start at 5-on-5 for the first overtime period and shall be modified in subsequent overtime periods. Applicable penalties shall adjust the on-ice manpower in accordance with the playing rules and shall never reduce a team to less than 3 skaters on the ice.
- 1) First overtime period: 5-on-5; championship games shall be 5-on-5
 - 2) Second overtime period: 4-on-4; championship games shall be 5-on-5
 - 3) Third overtime period: 3-on-3; championship games shall be 4-on-4
 - 4) Subsequent overtime periods: 3-on-3, applicable only championship games
- C) CHMA Playoff Overtime Intermissions:** All intermissions shall use the following format throughout overtime, except upon the instance in which a shootout shall be initiated at the conclusion of the current overtime period:
- 1) The teams shall exit the ice surface at the conclusion of the overtime period.
 - 2) Intermissions shall be 12 minutes in length, as controlled by the game clock.
 - 3) The ice shall be resurfaced during the intermission period.
 - 4) Teams shall switch defending end zones upon returning to the ice surface.
- D) CHMA Playoff Overtime Timeouts:** Each team shall be permitted one timeout of 1 minute in length across the duration of sudden-victory overtime, regardless of whether a timeout was or was not used by the team during regulation time. The use of a timeout is not restored nor increased for any subsequent overtime period.

SECTION 11.6 – CHE Playoff Overtime (W2, M3, M4)

- A) CHE Playoff Overtime Format:** Sudden-victory overtime shall be played for all playoff games with a tied score at the end of regulation time.
- 1) Non-Championship Overtime Format:** Each playoff overtime period shall be 10 minutes of sudden-victory, stop-time play, and a shootout shall be conducted if the score remains tied at the conclusion of the third overtime period, as applicable.
 - 2) Championship Overtime Format:** Each championship overtime period shall be 20 minutes of sudden-victory, stop-time play, and all championship games shall play continuous overtime periods until a winner is determined (no shootouts).
- B) CHE Playoff Overtime Manpower:** On-ice manpower shall be based on 5-on-5 for the first overtime period and shall be modified in at the start of each subsequent overtime period. Applicable penalties shall adjust the on-ice manpower in accordance with the playing rules and shall never reduce a team to less than 3 skaters on the ice.
- 1) First overtime period:** 5-on-5
 - 2) Second overtime period:** 4-on-4
 - 3) Third overtime period:** 3-on-3
 - 4) Subsequent overtime periods:** 3-on-3
- C) CHE Playoff Overtime Intermissions:** Intermissions shall use the following format:
- 1) A 2-minute intermission shall take place immediately following the conclusion of regulation time, with the teams remaining in their bench area for an on-ice rest period.**
 - 2) The ice shall be resurfaced following the conclusion of odd-numbered overtime periods (1st, 3rd, 5th, etc.), except in the instances that a shootout is required to take place at the conclusion of the third overtime period.**
 - 3) Intermissions in overtime involving an ice resurfacing shall be 10 minutes in length; intermissions in overtime without an ice resurfacing shall be 2 minutes in length.**
 - 4) Teams shall switch defending end zones to start each overtime period.**
- D) CHE Playoff Overtime Timeouts:** Each team shall be permitted one timeout of 1 minute in length across the duration of sudden-victory overtime, regardless of whether a timeout was or was not used by the team during regulation time. The use of a timeout is not restored nor increased for any subsequent overtime period.

SECTION 10.7 – Playoff Shootouts

- A) Playoff Shootout Application:** Except for championship games, if the score remains tied at the conclusion of the third overtime period of a playoff game, a shootout shall be conducted to determine the winner, in accordance with Playoff Shootouts.
- 1) A 2-minute intermission shall take place prior to the shootout, with the teams remaining in their bench area and with no ice resurfacing.
- B) Playoff Shootout Protocol:** Shootouts for playoff games shall follow the Shootout Protocol for the regular season, with the following modifications:
- 1) The shootout shall consist of 5 rounds unless, at any point, one team holds a shootout lead greater than the number of shooters remaining for the opposing team.
 - 2) Teams must use 5 eligible shooters in the order of their preference during the standard shootout rounds.
 - 3) Any eligible shooter may be used by a team during any necessary tiebreaker rounds, regardless of the number of previous shot attempts by any player.
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LEAGUE OBJECTIVES

- Place the experiences of the student-athletes as the top priority in all league matters
- Emphasize the on-ice product and the long-term benefits of athletic competition
- Offer games, tournaments, and events that highlight and promote the league
- Cultivate sportsmanship and respect among all participants, personnel, and spectators
- Establish an exemplary culture by holding all individuals to a high standard of conduct
- Uphold the longstanding spirit and values of interscholastic sports
- Facilitate the development of character, teamwork, and leadership in players and coaches
- Encourage inter-participant interaction through league events and initiatives
- Promote community and social service activities that are mutually beneficial to all parties
- Nurture the development and advancement of players, coaches, and referees
- Partake in educational pursuits that enhance the performance and training of participants
- Provide guidelines, structure, and procedures to regulate operation and activity
- Implement practical policies that augment the positive experiences of the players
- Establish key initiatives and strategic direction to achieve the mission and objectives
- Represent and safeguard the collective interests of all stakeholders of the league
- Encourage coaches and team leaders to have an open forum for ideas and opinions
- Identify and initiate actions that will improve and strengthen the league
- Sustain the welfare of the sport of ice hockey by fostering integrity and safety
- Create opportunities for the establishment and prosperity of additional hockey teams
- Promote the growth and stability within the geographic footprint of the league
- Affiliate and liaise with entities that will enhance the league's objectives and operations
- Support the goals of the governing bodies of ice hockey and similar athletic organizations

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