

# Mississippi Valley Club Hockey Association

## JUNIOR VARSITY PLAYOFFS

### -RULES-

Playoff seeding is determined by Rule 3-G-7 in the MVCHA Rule Book.

<b>Playing Rules:</b>	USA Hockey Official Playing Rules, except where noted.	
<b>Playing Time:</b>	Game time: 60 minutes.	Championship: 60 minutes.
	Warm-up: 3:00 run time	Championship: 3:00 run time.
	Periods – 3: 13:00 stop time	Championship: 13:00 stop time
	Period break: 30 sec. Run time	Championship: Same
	Time-outs: 1 – 30 second.	Championship: 1 – 30 second.
	Overtime: Round Robin Games – None	
	Division Finals and Championship – Best of 3 Shootout followed by Sudden Death Shootout, if necessary	

**Games will be played in their entirety, clock will NOT be dropped due to shortage of time. Rule 1-P-4 EARLY TERMINATION will remain in effect.**

<b>Penalty Time:</b>	Minor: 2:00 stop time.	Championship: Same
	Major: 5:00 stop time.	Championship: Same
	Misconduct: 10:00 stop time.	Championship: Same

<b>Game Misconduct:</b>	Minor and suspension for the balance of that game, and the next game.
<b>Match Penalty:</b>	Suspension for the balance of the game, playoffs, and referral to the responsible league officials.

<b>Officials:</b>	On-Ice: 2 Referees/Linesmen.
	Off-Ice: 1-Scorekeeper provided by MVCHA, 1 Timekeeper provided by rink.

<b>Protests:</b>	Playing Rules/Playoff Rules: <ol style="list-style-type: none"><li>Referee's judgment calls are non-protest actions.</li><li>Referee's decisions that are in conflict with non-judgment rules may be protested.</li><li>Protests may only be lodged by the Head Coach and must be filed within 24 hours of the conclusion of the game in question, or five hours prior to their next scheduled game, whichever may come first.</li><li>The burden of proof in all protests is on the person lodging the protest.</li><li>Protests can be received only by the Rules Chairman, and the rules committee's decision is final.</li></ol>
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**Scoring System:** The playoff games are an open format game point system (Round Robin):  
2 points for each game win.  
1 point for each game tie.  
0 points for each game loss.

<b>Tie Breakers:</b>	If only two teams are tied using the point system, then the total points acquired in any head-to-head game will determine the tie-breakers. If head-to-head does not break the tie, or if more than two teams are tied, the following will be used to determine position – after adjusting the score of the winning team of each game to a maximum of a five-goal differential. <ol style="list-style-type: none"><li>Subtracting goals-against from goals-for with the position being determined in order of the greatest surplus.</li><li>If still tied, dividing goals-for by goals-against with the position being determined in order by the greatest quotient.</li><li>If still tied, then the fewest goals allowed will determine position.</li><li>If still tied, then the fewest penalty minutes (10 minutes for a game misconduct) will determine position in head-to-head competition.</li><li>If still tied, then the fewest penalties in all games will determine position.</li></ol> If a tie still exists, then (a) through (e) will be applied, in order, for the last game played, then the first game played until the tie is broken.
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**Championship Game:** In the event of a tie at the end of regulation play, the tie breaker will be the "Best of 3 Shoot-out". Three players on each team's shoot-out list will shoot in a "penalty shot" format, alternating teams. USAH Rule 406 applies. Once the player taking the shot has touched the puck, it must be kept in motion towards the opponent's goal line and once it is shot the play shall be considered complete. No goal can be scored on a rebound of any kind and any time the puck crosses the goal line the shot shall be considered complete. **Home Team has the choice to shoot first or second.**

"The Best of 3" competition will consist of one shot from the first team and one shot from the second team, alternating until all three players from each team have taken a shot. The team with the most goals after the "Best of 3" shooters will be the winner. If there is a tie at the end of the "Best of 3 Shoot-out", there will be a "Sudden Death Shoot-out". The next two players on each team's shoot-out list will shoot in a "penalty shot" format, alternating teams. A Sudden Death Round will consist of one shot from the first team and one shot from the second team. The first Sudden Death Round that does not end in a tie, (first unanswered goal) will decide the winner. If a tie remains after both shooters have taken their shots, the shoot-out will start over from the top of the list using the same five players shooting in turn again in the sudden death format.

Player's who are serving penalties of any kind at the end of regulation play or have been given game misconduct's during regulation play will not be allowed to return to the ice for the Shoot-out Rounds. The penalized player(s) name will be scratched from the shoot-out list and substitute player(s) will be added to the bottom of the list to maintain a five (5) player shoot-out list. For example, if player #2 on the shoot-out list has an unfinished penalty, his/her name will be scratched. Player #3 moves up in the rotation, and the #5 spot on the list becomes open and must be filled with a player from the bench that is already on the shoot-out list as an alternate.

To expedite the Shoot-out process, each team must submit a complete shoot-out "order" using the official MVCHA Playoff Shoot-out List form to the scorer's box at the same time they turn in their game day roster for the Championship games. The JV shoot-out list will consist of five players, and two alternates, who are rostered for the game, in the order in which they will shoot. No player will shoot twice until every player has shot once. **Failure to submit a shoot-out list will result in a 2:00 minute delay of game penalty to be served at the beginning of regulation play. The scorekeeper must notify the referee if a team has not submitted the Shoot-out list in order that the proper penalty is assessed.**

Except for the provision listed above concerning penalties, a player who is unable to take his/her turn as listed, will be disqualified from the shoot-out and the list will move to the next player, to maintain a 5 player shoot-out list. From the time the shoot-out begins, no player may shoot twice until every player on the shoot-out list has shot once.

**Final Authority:** The MVCHA Rules Committee will have the final decision on all matters related to the operation and administration of the JV Playoffs.

## Mississippi Valley Club Hockey Association JV Playoff Shoot-Out List

This form must be submitted to the scorekeeper at the beginning of the Championship playoff games (not required for Round Robin games). Failure to do so will result in a 2:00 minute delay of game penalty to be imposed at the beginning of regulation play. If a player in line to participate in the shoot out is unable to do so as a result of penalties or injuries, the Head Coach must notify the scorekeeper immediately. His/her name will be crossed out, and the next player in line will take his/her position, the first player from the alternates list will move to the 5<sup>th</sup> spot on the Shoot Out List and go as the last player. All players must shoot in turn, as identified by the list. Goalies are not eligible to take part as a shooter in shoot out rounds.

Team Name: \_\_\_\_\_

**Date:** \_\_\_\_\_ **Opponent:** \_\_\_\_\_

Player #	Player Name

In the event of a penalized or injured player, alternate players in order of rotation are:

Player #	Player Name

**Head coaches' signature:** \_\_\_\_\_