

# GAME PROTOCOL GUIDE

## College Hockey East 2022-23



### PRIOR TO ANY ICE ACTIVITY

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- Print and post the Game Protocol from the CHE Game File for every home game!
  - This goes a very long way to making all facets the event run smoothly.
  - Please do not make your own protocol or try to edit this CHE Game Protocol file on your own -- please stick to the standard sheet so that it is consistent and familiar to everyone.
  - Therefore, every visiting team should be seeing a recognizable piece of paper posted on or near their locker room door – inside or out – around the time that they arrive for the game.
- If the game clock is not yet ready before the warm-up to post the initial countdown time, communicate that to everyone and put the adjusted time up as soon as the clock becomes available.
  - Example: if the clock becomes available 2 minutes after you were supposed to post 15:00 for “pre-game countdown clock,” simply put 13:00 on the board to account for the time that has passed.
- A 3-minute warning is expected to be given to the teams and referees, which is important for staying on time.
  - This is not achieved by sounding the horn; have a coach or staff member knock on the locker room doors and say “3 minutes” loudly enough for those inside to hear.
- Teams are not to create “alternate” access points to enter or exit the ice surface, even if that means sharing the same appropriate entryway with the opponent.
  - Generally an “alternate” route runs through open spectator areas, which creates an unnecessary concerns over fans inappropriately engaging with players.
  - It is far easier to monitor all players in the same area instead of players getting mixed in with spectators.

### WARM-UP PERIOD

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- The length of the warm-up period is not flexible nor adjustable; do not change the length for any reason.
  - Game formats should be extremely consistent and your opponent should not be guessing your protocol.
  - If a team is late getting on the ice for the warm-up period, they have inherently chosen to shorten their warm-up period to the remaining time.
- The players are only to go on the ice at the designated time to start the warm-up.
  - Players are not to be on the ice before that point, not even standing on the ice by a door.
  - The officials entering the ice surface is NOT the signal for the players to do the same; the players should only go by the time on the clock (30:00 for M3; 10:00 for M4 and W2).
- Players must remain on their half of the ice during the warm-up period.
  - The home team is to provide all warm-up pucks for both teams, so there is never a reason for a player to cross the center red line to retrieve a puck.
  - If a player needs to cross the center line to exit the ice surface earlier than expected, it is best for the player to inform an official prior to attempting this.
- Helmets are to be worn by players at all times when they are on the ice, including pre-game introductions.
  - The National Anthem is the only exception (NCAA Rule 9.4), as this is a major safety concern.
  - Players are not to leave their helmets on the bench during any ice resurfacing period.
  - Player skating on the ice without a helmet shall be penalized as a protocol violation!
- The warm-up period is to be completely over at the designated time (15:00 for M3; 0:00 for M4 and W2).
  - Players are not to continue shooting pucks or skating laps after the warm-up is over.
  - Teams should end their warm-up activity 1 minute prior to the formal expiration in order to pick up pucks and get all players to where they are supposed to be (bench, blue line, or off the ice) by the horn.
  - Warm-up activity after the warm-up period has expired may be penalized as a protocol violation!

## PRE-GAME INTRODUCTION

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- Players are to skate to their goal line at the final horn for the pregame introductions.
  - This is emphasized at M3 since those players are returning to the ice surface at this time.
  - Officials will be lenient if players take an “indirect” skating route before lining up, within reason.
  - There should not be laps of skating, team sprints, nor on-ice stretching involved.
  - The PA Announcer should be able to start the game introduction within a minute of the horn, meaning the teams are lined-up on their respective goal lines rather quickly.
- Starting line-ups are recommended and should be done for both team (unless away team does not provide the necessary information).
  - Teams are never to turn their backs on the opponent during player introductions!
  - The visiting team’s players should be introduced first; followed by the home players.
  - Helmets are to stay on during this time.
- Players are to face the flag during the National Anthem and not move until the song is completed.
  - This is the only point at which a player may remove his/her helmet.
  - If not being sung in-person, please use a quality recording of the Anthem that is 100 seconds or less.
- The opening face-off should take place fairly quickly after the conclusion of the National Anthem.
  - Players should proceed straight to the team bench to fasten their helmets.
  - Starters should be put on the ice immediately (no huddles).
  - The PA Announcer reads the CHE Fan Message during this short transition into the game.

## INTERMISSIONS

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- Intermissions without an ice resurfacing are 2 minutes in length, applicable to the 2<sup>nd</sup> intermission in M4 and W2 and prior to OT for all divisions.
  - Please do not put a countdown time on the scoreboard; allow the referees to control this.
  - Teams are to gather only on/at/near their respective benches during this time.
  - Stretching by the bench is permissible, but other warm-up activities (skating laps, use of pucks, team sprints) is prohibited.
- For intermissions with an ice resurfacing, teams are to exit the playing area in a manner that does not delay the start of the resurfacing, including the resurfacing after the M3 warm-up period.
  - If there is a shared runway to exit the ice, the team closest to that access point is generally granted the opportunity to leave first while the other team waits briefly near its bench.
  - The opposite of the above applies when returning to the ice; please allow the team farthest from the access point to enter the ice surface first.
- Intermissions with an ice resurfacing go by the countdown clock, not by the completion of the resurfacing.
  - The main reason for this is consistency: all coaches, players, and officials get the same amount of time in every game.
  - This also generally allows ample time for the ice to freeze; it is common for rinks to flood more water on the ice during games (especially college games) to provide for a smoother playing surface.
  - “Last pass!” is not something that should be communicated to the locker rooms; go only by the clock.
  - A 3-minute warning should be given to the teams and officials prior to the intermission expiration.
- After all ice cuts, all players must wait until the clock expires and horn sounds to enter the ice surface.
  - The officials may go out before the horn in order to set the nets or review the scoresheet, but that is not a signal for the players to go on the ice too. Always wait for the horn.
  - Player may skate “indirectly” to their bench to get in a slightly longer skate, but no warm-up activity (laps, team sprints, on-ice stretching, use of pucks, etc.) is permitted.
  - Players starting the period should quickly line-up for the face-off; all other players should be inside the team bench in short order.