



2023-24 MID-STATES CLUB HOCKEY ASSOCIATION

VARSITY PLAYOFF RULES

CHALLENGE CUP SERIES

Challenge Preliminary Round: Four Game Round Robin

2 pools of 5 Teams

Each team plays Teams in the same Pool (4 total games).

Seeds

Pool A 1 4 5 7 10

Pool B 2 3 6 8 9

Top 2 advance straight to semifinals: Winner Pool A plays Runner Up Pool B, Winner Pool B plays Runner Up Pool A

Each game will have three (3) 15-minute periods with a one-minute break between periods. There will be no overtime periods for games in the round robin series.

Win = 2 points

Tie = 1 point

Loss = 0 point

Where there is a tie in game points, standings shall be determined as follows:

- a. Total points (4 games)
- b. Head-to-head competition
- c. Most wins (4 games)
- d. Goal differential (4 games)
- e. Goals for (4 games)
- f. Original seed

Semi-Final Games Challenge Cup

Each game will have three (3) 15-minute periods with a two-minute break between periods. There will not be any overtime period.

There will be a clean between the 2nd and 3rd periods.

If at the end of the second game the following exists.

1. Win both games then advance to the next round.
2. Win one and tie one then advances to the next round.
3. Win one and lose one or both games end in a tie then.

Game three (Mini-Game) we take a 2 minute break. We do NOT clean ice or change benches or change ends. We play a 10 minute regulation game. The full 10 minutes will be played. The penalties from Game Two do not carry over into Game Three. Game Misconducts and/or Match Penalties do carry over to Game Three and the shoot-out. If a tie exists at the end of the game three (Mini-Game), we will take a two-minute break, change ends and continue with a five-minute Sudden Death Period. The first goal wins the game. The overtime process is a continuation of the present game, and all penalties carry over to the overtime period. Game Misconducts and/or Match Penalties carry over to the overtime process and the shootout.

If a winner has not been determined the following procedure applies:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner, then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot-out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

Criteria for player eligibility to participate in the shoot out procedure will be found in item 14 of other applicable rules.

Challenge Cup Championship Game

The game will be played as a regular season game of three periods with a two-minute break between periods. The Home Team will be the Team with the Higher Seed.

The game will be played with a clean between the second and third periods. If a tie exists at the end of the game, we will take a three minute break, change ends, and continue with a 10 minute sudden death overtime period. First goal scored wins the game. This procedure continues until a winner is determined. (This is not a mini game.) The overtime process is a continuation of the present game and all penalties carry over to the overtime process.

WICKENHEISER CUP SERIES

Wickenheiser Preliminary Round Three Game Round Robin

4 pools of 4 Teams

Each team plays each other (3 total games). Game 3's should be scheduled so that the top Seeds play each other.

Pool winners advance to semifinals: re-seeded according to original seeds

Wickenheiser Seeds

Pool A 1 8 9 16

Pool B 2 7 10 15

Pool C 3 6 11 14

Pool D 4 5 12 13

Win = 2 points

Tie = 1 point

Loss = 0 point

Where there is a tie in game points, standings shall be determined as follows:

- Total points (3 games)
- Head-to-head competition
- Most wins (3 games)

- d. Goal differential (3 games)
- e. Goals for (3 games)
- f. Original seed

Semi-Final Games Wickenheiser

Each game will have three (3) 15-minute periods with a two-minute break between periods. There will not be any overtime period at the end of the first game of the series.

There will be a clean between the 2nd and 3rd periods.

If at the end of the second game the following exists.

1. Win both games then advance to the next round.
2. Win one and tie one then advances to the next round.
3. Win one and lose one or both games end in a tie then.

Game three (Mini-Game) we take a 2 minute break. We do NOT clean ice or change benches or change ends. We play a 10 minute regulation game. The full 10 minutes will be played. The penalties from Game Two do not carry over into Game Three. Game Misconducts and/or Match Penalties do carry over to Game Three and the shoot-out. If a tie exists at the end of the game three (Mini-Game), we will take a two-minute break, change ends and continue with a five-minute Sudden Death Period. The first goal wins the game. The overtime process is a continuation of the present game, and all penalties carry over to the overtime period. Game Misconducts and/or Match Penalties carry over to the overtime process and the shootout.

If a winner has not been determined the following procedure applies:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner, then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot-out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

Criteria for player eligibility to participate in the shoot out procedure will be found in item 14 of other applicable rules for all varsity playoffs.

Championship Wickenheiser

The game will be played as a regular season game of three periods with one minute between periods. The Home Team will be the Team with the Higher Seed. The game will be played with a clean between the second and third periods. If a tie exists at the end of the game, we will take a two-minute break, change ends and continue with a 10-minute sudden death period. The first goal scored wins the game. The overtime process is a continuation of the present game and all penalties carry over to the overtime period. Game misconducts and/or match penalties carry over to the overtime process and the shoot-out.

If at the end of the sudden death period if a winner has not been determined the following procedure will apply:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner, then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

Criteria for player eligibility to participate in the shoot out procedure will be found in item 14 of other applicable rules for all varsity playoffs.

FOUNDER'S CUP SERIES

Founder's Preliminary Round Three Game Round Robin

2 pools of 4 Teams

Each team plays each other (3 total games). Game 3's should be scheduled so that the top Seeds play each other.

Top 2 advance straight to semifinals: Winner Pool A plays Runner Up Pool B, Winner Pool B plays Runner Up Pool A.

Seed

Pool A 1 4 5 8

Pool B 2 3 6 7

Win = 2 points

Tie = 1 point

Loss = 0 point

Where there is a tie in game points, standings shall be determined as follows:

- a. Total points (3 games)
- b. Head to head competition
- c. Most wins (3 games)
- d. Goal differential (3 games)
- e. Goals for (3 games)

Semi-Final Games Founder's Cup

Each game will have three (3) 15-minute periods with a two-minute break between periods. There will not be any overtime period at the end of the first game of the series.

There will be a clean between the 2nd and 3rd periods of the Second Game.

If at the end of the second game the following exists.

- 1. Win both games then advance to the next round.
- 2. Win one and tie one then advances to the next round.
- 3. Win one and lose one or both games end in a tie then.

Game three (Mini-Game) we take a 2 minute break. We do NOT clean ice or change benches or change ends. We play a 10 minute regulation game. The full 10 minutes will be played. The penalties from Game Two do not carry over into Game Three. Game Misconducts and/or Match Penalties do carry over to Game Three and the shoot-out. If a tie exists at the end of the game three (Mini-Game), we will take a two-minute break, change ends and continue with a five-minute Sudden Death Period. The first goal wins the game. The overtime process is a continuation of the present game, and all penalties carry over to the overtime period. Game Misconducts and/or Match Penalties carry over to the overtime process and the shootout.

If a winner has not been determined the following procedure applies:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner, then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot-out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

Criteria for player eligibility to participate in the shoot out procedure will be found in item 14 of other applicable rules for all varsity playoffs.

Championship Founders Cup.

The game will be played as a regular season game of three periods with one minute between periods. The Home Team will be the Team with the Higher Seed. There will be a clean between the 2nd and 3rd periods. If a tie exists at the end of the game, we will take a two-minute break, change ends and continue with a 10-minute sudden death period. The first goal scored wins the game. The overtime process is a continuation of the present game and all penalties carry over to the overtime period. Game Misconducts and/or Match Penalties carry over to the overtime process and the shoot out.

If at the end of the sudden death period if a winner has not been determined the following procedure will apply:

Each coach will submit to the referee his list of 3 players who will be the first participants in a shootout. The home team shall have their choice as to which team shall shoot first.

If at the end of the first 3 man shoot out set there is no winner then a second set of 3 different players will be submitted to the referees for the second shoot out.

If at the end of the second shoot out there is no winner then the coach will submit a third list of 3 different players to participate.

After the third set of players have competed and no winner has been determined, the shootout will continue in a sudden death format until a winner is determined. The sudden death shoot out procedure will be as follows:

Each coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters.

One player from each submitted list of three players will shoot. If both players, one from each team score on their attempt, we proceed to the next pair of skaters; if both players, one from each team fail to score on their attempt, we proceed to the next pair of skaters; if a player from one team scores and the player from the other team does not score, the game is over.

The team represented by the player scoring is the winner.

If after the third pair of players have competed and no winner has been determined the sudden death shoot process will continue.

The coach will submit to the referee their list of three players. The coach may submit any eligible player as part of this list or any subsequent set of three shooters. We will proceed as before until a winner is determined.

Criteria for player eligibility to participate in the shoot out procedure will be found in item 14 of other applicable rules for all varsity playoffs.

OTHER APPLICABLE RULES FOR ALL VARSITY PLAYOFFS

1. Each series deciding game will be covered by a Rules Official (who is not necessarily a referee). All other games will be supported by a Rules Official hotline, which will be published nightly on the Midstates website. The Rules Official will not rule on judgment calls, which are the sole responsibility of the referees. The Rules Official will make a final decision as to the rules, but the Rules Official may take time to consult with anyone he/she feels will help in the decision-making process. The Rules Official shall have the final authority in terminating any game if he/she determines it is in the best interest of both teams involved (blow outs) and only if two (2) periods have been completed. The Rules Official does not have to consult the referee but may do so as a common courtesy. Rule 10-G-7 applies.

2. A coach through his captain, may ask for a rules interpretation from the Rules Official, by first asking the referee to speak to the Official. If the request results in the questioning of a judgment call, the referee will assess a bench minor for delay of game. All requests must be made at the time of the occurrence, before play resumes. The rules official may bring a rules violation to the attention of the referee if he/she feels that not reporting such would have an adverse effect on the outcome of the game.

3. Team with the higher seed will be designated the home team in Game 2 (and if necessary, Game 3), as well as all games in the round robin format. The home team has the choice of benches but

must notify the Rules Official, Referee, and the opposing coach at least 15 minutes before the start of the game. Failure to do so may result in a delay of game penalty. Choice of benches by the home team will not result in the home team's student fan section being behind the visiting team player's bench.

4. Each team will be allowed to take only one 60 second time out during each game (Game One, Game Two and Game Three (mini game) but not the shootout series. The time out can only be called during a stoppage of play. USA hockey rules apply. The captain or alternate will request the time out. Only one time out per team per game. A bench minor for delay of game will be assessed for each subsequent time out called after the first time out. A bench minor penalty will be assessed for delay of game if a team is not ready to play after the referee's warning.

5. An automatic fine of \$200.00 per penalty will be assessed to a team for each player, coach or other team representative receiving a game misconduct or match penalty. In addition to the penalty already assessed a game suspension will be assessed by the Board of Directors to a player, coach, or other team representative receiving a game misconduct for fighting, leaving the bench and participating in an altercation (including the penalty box), obscene gestures, removing a player's helmet, first to intervene in an altercation or any match penalty. All above fines and suspensions will be doubled, if they occur in the Final game of a Round Robin series, the third period of a Play In Game series, a Mini Game, the Second Game of a Quarter-final or Semi-final series or a Championship Game. All fines must be paid at the time directed by the Board of Directors. If the fine is not paid by the deadline, the team and the player, coach or team representative receiving the game misconduct or the match penalty shall be immediately suspended until such fine has been paid in full. The Board of Directors reserves the right to assess suspensions and/or fines, in addition to any suspension and/or fine that have already been imposed. Any Senior Allstar candidate receiving any of the above penalties will be removed as the team representative by the MSCHA Board of directors or their own team administration.

6. Rule 9-G-4 in the rule book is in effect, except the fine is to be paid within 24 hours.

7. Rules 4-JV-1 and 4-JV-2 are in effect. If any swing player or coach receives a suspension penalty in a JV game, he must also sit out the next scheduled varsity playoff game. The reverse is also true.

8. Rule 2-JV-3 AND 2-JV-4 applies.

9. Any suspension penalty received during an overtime period will remove that player for the rest of the overtime periods and shoot outs needed to determine a winner of that series. This suspension penalty will carry over to the next game or if the penalty is received by the losing team, the appropriate fine will be assessed.

10. The twelve penalties per game rule does apply to all clubs, coaches and administrators and will apply to any Game 3 (Rule 2-P-6 applies).

11. Rule 1-P-2 applies shortage of time remaining (page 23) when the ice time is not extended by the rink to allow for the completion of the game. This does not apply to mini-games, overtimes or shootouts.

12. Playoff games may only be canceled by the President.

13. The referee will act as the Rules Official if one is not present (duties outlined in Paragraph 1) and as the final authority on any appeals when the Rules Official is not present. The bench minor rules will apply if the appeal of the referee involves the questioning of a judgment call.

14. The shoot out period shall be considered part of the game and all unexpired penalties shall remain in force. Players still serving their penalty at the end of the game just prior to the shoot out are not eligible to participate in the shoot-out. Game Misconducts and/or Match penalties do carry over to the shoot out and those players are not eligible to participate in the shootout procedure.

A player, who is serving in the penalty box with the player who has been assessed a minor and misconduct penalty, is allowed to participate in the shootout. The player who has been assessed the penalties in the preceding sentence will not be allowed to participate in the shootout. If the penalized player is a goalie,

then two players, neither being the penalized goalie, will be in the penalty box. One of these players needs to be designated before play resumes as serving the penalty for the goalie and will not be allowed to participate in the shootout. The other player in the penalty box in this situation will be allowed to participate in the shootout.

A player who is serving a bench minor penalty for the coach or the team, is not allowed to participate in the shootout.

A player serving a penalty for a goalkeeper is not allowed to participate in the shootout.

15. Playoff games cancelled due to a lack of players will result in a forfeit(s) and will not be rescheduled.

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