



# 2025-26



# GAME MANUAL

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# SECTION 1

## SPORTSMANSHIP

### SECTION 1.1 – Participant Conduct

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- 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 associations, 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 of the violation having been addressed at the time of the incident – shall be reported to the League Office only by an association president or by a firsthand witness who has first obtained explicit authorization from the association president. 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 – Spectator Conduct**

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- A) Association Policy Requirement:** Each member association shall establish, maintain, and enforce a Spectator Code of Conduct Policy.
- 1) Each policy shall meet or exceed the standards set by the League and the Mid-American District.
  - 2) Each policy shall cite the consequences for violations and spectator ejections, all of which shall be consistently and strictly enforced by the member association for all home games and away games.
  - 3) Outcomes of violations shall be reported by the host association to the League Office and the Mid-American District administrator.
- B) 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

- C) 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. Incidents resulting in the removal of a spectator(s) shall be documented and reported by a representative from the team/association of the ejected individual(s) to the association president within 24 hours of the incident.
- D) Violations of Spectator Conduct:** The League Office shall retain the option to conduct its own review of suspected violations to Spectator Conduct or initiate a review upon judgment that the consequences of an association review were not sufficient. Upon such review, 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 or having received an initial consequence.
- 1) First-time offenders shall receive a banishment from all PAHL-sanctioned events for a minimum of 14 days to a maximum of 30 days.
  - 2) Second-time offenders shall receive a banishment from all PAHL-sanctioned events for a minimum of 30 days to a maximum of 120 days.
  - 3) Offenders who incur a 3<sup>rd</sup> violation shall be immediately banished from all PAHL-sanctioned events until a decision has been rendered on the matter by an applicable governing body.
  - 4) Any spectator who enters or attempts to enter the playing area without the consent of an On-Ice Official shall be banned for a minimum of 30 days.
  - 5) Extended or permanent banishment shall be considered for egregious offenses, for violations occurring within the final 30 days of the league season, for offenders who commit a violation within 60 days of returning from suspension, and for offenders who have 3 or more lifetime violations.
  - 6) Banned individuals do not hold the right to a disciplinary hearing nor to an appeal on disciplinary actions. The League Office shall solely determine if a hearing shall be conducted or if any decision shall be reconsidered.
  - 7) An association 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.
- E) 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.

- F) 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.).

## **SECTION 1.3 – Association Conduct**

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- A) Association Compliance:** PAHL member associations shall uphold the responsibility of knowing, applying, and enforcing all rules, policies, and procedures of the League, of the Mid-American District, and of USA Hockey to its operations, to its teams, and to its participants.
- B) Social & Electronic Media:** Associations shall be responsible for appropriate and professional content on their association/team websites, from official association/team accounts across all social media platforms, and in all public-facing communications issued by or on behalf of the association or its related teams. No account representing an association or related team shall create, post, link, comment on, promote, nor share content that embodies any of the following:
- 1) Disapproves 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
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## SECTION 2

# DISCIPLINE

### SECTION 2.1 – Suspensions

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- A) Length of Suspensions:** The overall length of a suspension shall be determined by all applicable rules and is not eligible for modification. Official interpretations on league-levied suspensions shall only be provided via the League Office, and all inquiries on interpretations regarding league-levied 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 league 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 individual who did not serve the suspension(s) shall still serve the suspension and shall be suspended for a total of 1 additional league game.
  - 3) The team's head coach shall be suspended for 1 league game.

### SECTION 2.2 – Participant Discipline

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- A) Accumulation of 10-Minute Misconducts:** In addition to any other applicable suspension, an individual who is assessed five 10-Minute Misconduct Penalties in league games within a single season shall have a disciplinary hearing scheduled within 30 days of discovery to determine if further discipline is warranted.
- B) Accumulation of Game Misconducts:** In addition to any other applicable suspension, an individual who is assessed three Game Misconduct Penalties in league games within a single season shall have a disciplinary hearing scheduled within 30 days of discovery to determine if further discipline is warranted.

- C) Running-Clock Discipline:** An individual who is assessed a Game Misconduct during a Running-Clock Scenario shall be suspended for 1 additional league game, notwithstanding any other suspension(s) incurred in the game.
- D) Post-Game Discipline:** An individual who is assessed a Game Misconduct(s) as a result of an infraction(s) occurring in conjunction with or after the final buzzer of the game – as delineated by the penalties being assessed the endpoint of the game, regardless of whether the action(s) were initiated with time still remaining on the clock – shall be suspended 1 additional league game, notwithstanding any other suspension(s) received as a result of the penalties assessed in the game.
- E) Season-End Discipline:** An individual who is issued a suspension of any type in a league game that results in unserved games remaining at the time of the team's final league game of the same season – regular season or postseason – shall result in a Carryover Suspension to the individual, as defined herein, for any unserved games as a result of league-specific discipline.

## **SECTION 2.3 – Team Discipline**

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- A) Multiple Fighting Penalties in a Game:** Any team that has 2 or more players who receive a Game Misconduct for Fighting at the same stoppage of play in a league game shall have each player suspended for 1 additional league game, notwithstanding any other suspension(s) incurred in the game.
- B) Multiple Game Misconducts in a Game:** Any team that accumulates 3 or more Game Misconducts in the same league game shall incur the following disciplinary actions, in addition to suspensions required from penalties issued in the game:
- 1) A supplemental suspension of 1 league game to each player to whom a Game Misconduct was assessed
  - 2) A supplemental suspension of 1 game to the team's head coach
- C) Multiple 10-Minute Misconducts in a Season:** Any team that accumulates multiple 10-Minute Misconduct Penalties in league games over the course of a single season shall receive the following disciplinary actions:
- 1) Any team that is discovered to have 8 league games in which a 10-Minute Misconduct Penalty(s) was assessed to any individual(s) on the team shall result in a disciplinary hearing scheduled for the team's Head Coach within 30 days of discovery.
  - 2) Any team that is discovered to have 10 league games in which a 10-Minute Misconduct Penalty(s) was assessed to an individual(s) on the team shall result in the team being automatically ineligible for league postseason play.



- D) Multiple Game Misconducts in a Season:** The following disciplinary actions shall be applied to a team that accumulates a Game Misconduct Penalty in four or more league games over the course of a single season:
- 1) Any team that has 4 league games with a Game Misconduct Penalty shall result in a disciplinary hearing scheduled for the team's Head Coach.
  - 2) Any team that has 6 league games with a Game Misconduct Penalty shall result in the team being automatically ineligible for league postseason play.

## **SECTION 2.4 – Serving Suspensions**

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- 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) Suspensions acquired via standard USAH rules shall be served first and in consecutive games of all types (league, non-league, exhibition, tournament, etc.) on the game schedule of the team at the time in which the suspension was incurred; suspensions acquired via league-specific policies cited herein shall be served second and only in consecutive league games.
  - 2) Games may not be added nor rescheduled for the purposes of allowing for a suspension(s) to be served differently than the team's game schedule at the time that the suspension was incurred.
  - 3) If a suspension is properly served in a game that is later reverted to a Contested Forfeiture by cause of either team, the suspension shall be considered to have been served in the game.
  - 4) A game(s) missed for another team on which the individual is also rostered shall not count as a game(s) served towards the suspension.
  - 5) No team shall use roster/participation rules to defer nor lessen the impact of any suspension.
  - 6) The serving of a suspension(s) shall not be confirmed via video review, but video review can be used to confirm whether a suspended individual may have illegally participated in a game.
- B) Suspension Adjustments:** Games on a team's schedule at the time a suspension is incurred which are then not played for any reason – including Non-Contested Forfeitures and Postponements – shall never count towards serving a suspension.
- 1) 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.
  - 2) A team may not cause an unwarranted change to its game schedule in a way that alters the game(s) in which a suspension is intended to be served. 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 and the team's head coach shall be suspended for 1 game.

- 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 that individual 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:** League-specific suspensions – only those mandated by these league policies – 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 the suspended person is rostered for the following season.
- 1) A Carryover Suspension shall begin with the team's first-scheduled league game of the following regular season (not preseason) and shall run consecutively until the required number of games has been served.
  - 2) An individual who is not on a team roster at the start of the regular season shall begin serving the suspension upon being rostered; games missed prior to being on a roster shall not count towards the serving of a 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**

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- 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 Spectator 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 verify the ineligible/unapproved game participation of any individual
  - 6) To rule on a protest
  - 7) To obtain clarification on a unique or complicated situation

- B) Review of Suspendable Offense:** A review is permissible by the League Office to correctly identify an individual(s) only when a Game Misconduct or Match Penalty has already been issued by an On-Ice Official during the game, but the correct penalized individual is in-question.
- 1) The correct penalized individual can only be identified via sufficient video evidence – in accordance with Video Review policies – and/or via a report provided by an On-Ice Official stating that the correct individual was potentially (or definitively) incorrect on the scoresheet.
  - 2) No further penalty(s) can be assessed via this review unless done through the proper procedures for Supplemental Discipline or is automatically incurred via applicable playing rules.
  - 3) No assessed penalty(s) can be retracted via this review unless done through the proper procedures for Protests.
- C) Video Review Criteria:** The League Office shall only accept video footage for disciplinary purposes that meets the following criteria:
- 1) Ample duration of the specific incident is provided in the footage, including an adequate sequence of all relevant events preceding and proceeding 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 36 hours.
- 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 existing video that does meet the necessary criteria.
  - 2) View the duration of any game footage and initiate a disciplinary review on an additional incident(s) in the game, beyond the incident(s) initially brought into question.
- E) Video Review Limitations:** The following constraints shall apply to video review beyond the purposes of discipline:
- 1) Reviews of potential goal-scoring situations – effectively to add/remove goals from the game – shall not be reviewed under any conditions.
  - 2) Reviews shall not be conducted to add/change/remove the players awarded the goals and/or assists on a scoring play or the player to which a minor or misconduct penalty was assessed.
  - 3) 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.

## SECTION 2.6 – Supplemental Discipline

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- A) Supplemental Discipline Requests:** A request by any entity for the League Office to perform a Disciplinary Review must be submitted only by an association president within 5 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.
- 1) Review requests shall not be submitted by a team/association to any other entity – including officiating organizations/assignors – and no disciplinary ruling issued from any entity other than the league, MidAm, or USAH is required to be honored by the league.
  - 2) Requests initially submitted to any league representative through improper procedures shall only be re-accepted if done using proper procedures and if the host association agrees to a \$50 processing fee.
  - 3) 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 association receives any additional notification on whether any action was or was not taken.
- 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 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.
  - 2) 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.
  - 3) A summary of disciplinary actions issued from a disciplinary review or via disciplinary hearing shall only be communicated to non-offending entities at the sole discretion of the League Office.
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# SECTION 3

## ADMINISTRATION

### SECTION 3.1 – Scheduled Games

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- 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 team shall play all of its scheduled league 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 and has not complied with the process for Schedule Changes.
- C) Schedule Changes:** Games that meet the criteria established by the PAHL Policy for Schedule Changes must follow the prescribed process to reschedule the game between the participating teams.
- 1) A game in which a forfeiture is to be applied based on applicable rules is not eligible to be rescheduled.
  - 2) A Suspended Game shall only be rescheduled upon a corresponding ruling from the League Office.
- D) Weather Postponements:** The League Office shall serve as the sole 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.
- 1) The League Office does not need to receive a request from a team or association to initiate the process for a possible Weather Postponement.
  - 2) Weather Postponement requests shall only come from an association president and shall be submitted only to the League Office. All such inquiries shall be made at the earliest reasonable opportunity, at which time the requesting team shall designate one person to communicate with the League Office regarding the potential postponement.
  - 3) The League Office shall establish one designated person with each participating team/association to communicate regarding the situation.
  - 4) Only the League Office can provide the official notification of a Weather Postponement. Notification from any other entity – league team, host venue, related vendor, etc. – shall not be honored.
  - 5) A decision made by the League Office shall be honored by both participating teams and shall not be subject to appeal.

- E) Extenuating Postponements:** 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.
- 1) An extenuating situation that arises during a game – or immediately before a game when both participating teams are present at the venue – can be ruled upon by those teams, with assistance from the On-Ice Officials when needed. All other extenuating situations shall be reported immediately to the League Office for an official determination on postponement.
  - 2) Each Extenuating Postponement shall be reviewed by the League Office to determine if any course of action is necessitated beyond the standard process for Schedule Changes.

## SECTION 3.2 – Forfeitures

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- 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 3-0 loss to the opposition (1 goal per period)
  - 2) Be immediately ineligible to participate in postseason league games
  - 3) Incur all unrecoverable costs associated with the game
  - 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 \$250 fine
- C) Double Forfeitures:** Any game in which both teams are issued a forfeiture due to violation(s) or a Suspended Game shall result in loss to both teams and no points awarded to either team in the league standings, and a fine of \$250 to each team.
- D) Multiple Forfeitures in a Season:** A team that incurs two or more unique instances of Contested Forfeitures within the same season shall become ineligible for league playoffs. For the purposes of this rule, a single instance shall be defined as a set of directly connected violations resulting in up to 3 game forfeitures, which may include one or more simultaneous infractions of the same.
- E) Forfeiture Relief:** If the Multiple Contested Forfeitures provision is applicable to a single instance wherein more than \$1000 in fines are incurred by a team for forfeitures, then the total fine for the instance shall be capped at \$1000. 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 related matters.

- F) Forfeiture Review:** The League Office reserves the right to investigate 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 its accompanying consequences.
- G) 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 be modified via an appeal as a means of providing punitive relief from the required consequences.

## SECTION 3.3 – Protests

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- 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 both be distinctly established to uphold a protest, and the impact of a proven error must be non-hypothetical.
  - 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 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 no greater than 72 hours after the conclusion of the game; a protest cannot be lodged during any game.
  - 2) The president of the association lodging the protest must notify the League Office, in writing, of the intent to protest within 3 days of the date of the game, stating the preliminary grounds for the protest.
  - 3) The protesting team's Head Coach 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 \$100 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 \$150 administrative fee to the protesting team.
  - 2) An appeal that is not upheld shall result in a \$150 administrative fee to the appellant team.

## SECTION 3.4 – Suspended Games

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- 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 that cause the On-Ice Officials to stop the game
  - 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 significant 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 10 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) Modifying the outcome to an appropriate, justifiable result
  - 4) Issuing a forfeiture to one or both participating teams
  - 5) Ruling the game complete and final at the point of termination
  - 6) Scheduling a disciplinary hearing for players, coaches, and/or teams in instances where disciplinary actions caused the initial Suspended Game
- C) **Suspended Game Appeal:** There shall be no appeal against the decision of any party to initiate the Suspended Game, and a team may not appeal a decision made by the League Office to resolve a Suspended Game



# SECTION 4

## EVENT

### SECTION 4.1 – Venue Standards

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- A) 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.
- 1) The League Office may also implement restricted use of a specific ice surface, which may include – but shall not only be limited to – allowing only certain age classifications to use a particular ice surface within a venue.
  - 2) 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.
- B) Locker Room Requirements:** A dedicated, private room(s) of ample size must be provided 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 game. Separate locker room accommodations shall also be provided, as needed, for female players participating on co-ed teams, but a dedicated locker room is not required for each 8U team participating in a league-sanctioned jamboree.
- 1) The host/home team shall take the responsibility of assuring that these requirements are met and shall relinquish use of its locker room if another entity is not provided with proper accommodation for a game.
  - 2) Situations in which a group is not fully provided with the proper accommodation for a game shall be reported to the League Office within 3 days of the incident.

### SECTION 4.2 – Spectator Activities

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- A) Spectator Admission:** No team nor facility shall charge an admissions fee to any person(s) at league-sanctioned games during the regular season.
- 1) Any suspected violation shall be reported to the League Office for further investigation, and full refunds shall be required for any proven violations, in addition to any additional consequences determined to be appropriate by the League Office.
  - 2) The League Office reserves the right to establish spectator admission fees for post-season tournaments, showcase games, and special events conducted by the league, as approved by the Executive Board.

- B) Raffles and Contests:** The host team reserves the right to conduct an optional raffle, contest, auction, 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.
- C) 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 competition of the game and remains within the time remaining of the allotted ice slot.
  - 2) All players, coaches and game personnel have vacated the playing area prior to the start of the contest.
  - 3) The activity is done so at the risk of the host entity, and the participants knowingly agree to partake in the contest at their own risk.

## **SECTION 4.3 – Media Policies**

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- A) 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.
- B) Supplemental Media Policies:** The League Office reserves the right to establish and publish provisions regarding broadcasts, video, photography, and similar for league-sanctioned games and/or special events, as deemed necessary.

# SECTION 5

## GAME PERSONNEL

### SECTION 5.1 – On-Ice Officials

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- A) Officiating Systems:** The standard officiating system for all levels of league play shall be the 2-referee officiating system. An alternate, approved system may be utilized only if given consent by the League Office in advance of a particular game.
- B) Minimum Number of Officials:** At no time shall play start or resume at any “body checking” level (14U, 14G, 16U, 18U, 19U) without at least 2 certified officials participating on the ice; only “body contact” games (10U, 12U, 12G) may start – or resume play of a game in-progress – with only 1 official 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 are not present at the scheduled start of a game, the procedures for a Delayed Start shall be implemented.
  - 3) A game in-progress that cannot resume due to the lack of the minimum number of officials shall be deemed a Suspended Game.
- C) Requirements of On-Ice Officials:** An On-Ice Official assigned to a league game shall meet the following requirements:
- 1) Must be older than the age classification of the game
  - 2) Must be currently certified as a referee by USA Hockey
  - 3) Must satisfy all applicable laws and requirements for the Safety of Minors
  - 4) Must be deemed by the assignor to have sufficient knowledge, abilities, and experience to adequately perform at the level of the assigned game
  - 5) Must be available to perform duties on the ice at the designated time and must remain available to work until the anticipated conclusion of the game
- D) Officiating Services:** Each association is required to enlist one entity as its Assignor of Officials for all home games and shall coordinate its home game schedules and officiating requirements with its Assignor.
- 1) This entity shall be established and identified as the association’s single point of contact for the League Office, for assigned officials, and for prospective officials.
  - 2) 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 implicating evidence is found.

- E) Assignor of Officials:** An entity 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 individual and/or 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 collaborate with the host association to confirm that all assigned officials are in compliance with applicable laws and policies regarding the Safety of Minors.
  - 3) The Assignor shall arrange for the required quantity of officials for each game and shall communicate all applicable game details to those officials.
  - 4) The Assignor shall practically rotate a variety of qualified officials assigned to the home games of each team.
  - 5) The Assignor shall not be influenced by the exertion of power nor financial persuasion from any team-affiliated person(s) in fulfilling assigning duties. The League Office shall investigate any suspected violations of this policy and shall schedule a disciplinary hearing if implicating evidence is found.
  - 6) 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.
  - 7) The Assignor shall provide, upon request by the League Office, a complete and accurate list of officials assigned to specified games.
- 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, in addition to any game in which the official or the Assignor identifies that an improper interpersonal conflict may be present involving the official. The League Office retains the ability to grant an exemption to a limitation, per instance, to the appropriate Assignor of Officials in advance of a game. In the event a conflicted official is needed as an emergency substitute during a game, both head coaches must verbally consent to the use of the conflicted official.
- 1) Has a first-degree interpersonal relationship (relative, partner, employer, subordinate, etc.) with any rostered individual of either team, regardless of that individual participating in the game
  - 2) Has been on the league roster (player, coach, manager, etc.) of either participating team within the current season
  - 3) Has been on the same league roster as the current head coach of either participating team – as a coach or player – within the past 12 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
- G) Goal Judges:** The use of goal judges shall be explicitly pre-approved by the League Office for a specified game(s), and the same requirements and assigning guidelines for the On-Ice Officials shall apply to the assignment of the Goal Judges.

## SECTION 5.2 – Medics

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- A) Requirements of Medics:** The individual serving as the Medic must be currently and verifiably certified as at least one of the following:
- 1) Emergency Medical Responder
  - 2) Emergency Medical Technician
  - 3) Paramedic
  - 4) Certified Athletic Trainer
  - 5) Medical/Osteopathic Physician
  - 6) Licensed Healthcare Professional
- B) Assignment of Medics:** The host team shall arrange for a qualified Medic to be present for the duration of each league-sanctioned game.
- 1) No game shall start nor resume unless a qualified Medic is on-duty and adhering to the parameters of Medic Stationing. A forfeit shall be issued to the host team if a game is played without a Medic. A forfeit shall also be issued to a visiting team that agrees to play a game without a Medic.
  - 2) The assigned Medic shall not concurrently serve in another official role in the game (player, coach, On-Ice Official).
  - 3) 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.
- C) Medical Equipment:** At a minimum, the Medic shall have the following supplies readily available in a trauma bag, a 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
- D) 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. It is recommended that Medics wear traction shoes or add traction attachments to their footwear.
- 1) The 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.
  - 2) 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.
  - 3) The Medic shall enter either team bench when requested to do so to tend to an injured player in that location.

## SECTION 5.3 – Off-Ice Officials

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- 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) Monitor penalty times to be served and communicate the correct time at which specified players are to be released from the penalty box
  - 4) Serve as a Penalty Box Attendant to coordinate the expiration of penalty times and safely operate the penalty box doors
  - 5) Track and record applicable statistics for each participating goaltender
- B) Assignment of Off-Ice Officials:** The host team shall arrange for at least one capable individual 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) All Off-Ice Officials shall be at least age 15; individuals under age 18 cannot serve as a Penalty Box Attendant and must remain under the direct supervision of an adult who is also serving as an Off-Ice Official.
  - 3) A player from a team – including an injured player and the backup goaltender – cannot serve as a team’s Penalty Box Attendant in a game.
  - 4) An Off-Ice Official – including the Penalty Box Attendant – shall not concurrently serve nor perform any duties of a coach, statistician, or similar.
  - 5) The away team is not entitled to have an individual serve as an Off-Ice Official in a game – other than its Penalty Box Attendant – unless explicitly agreed upon by the home team prior to the game.
  - 6) 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) Restrictions of Off-Ice Officials:** An individual assigned to the role of Off-Ice Official for a game must 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 5.4 – Auxiliary Personnel

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- 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) All Auxiliary Personnel shall be at least age 15, and those under age 18 must be under the supervision of an adult who is serving as an Off-Ice Official.
  - 2) 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.
  - 3) Photographers and videographers cannot be in proximity to the scorer's box nor team benches and therefore cannot be defined as Auxiliary Personnel.
  - 4) 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) Restrictions of 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
- 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 mocks, ridicules, or 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.

## SECTION 5.5 – Security Guards

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- A) Assignment of Security Guards:** The host entity may arrange for 1 or more qualified persons to serve as a Security Guard for any league-sanctioned game.
- 1) A single Security Guard can be monitoring more than 1 concurrent game at the same venue.
  - 2) A Security Guard shall not serve in any other active role in a game.
  - 3) The League Office reserves the right, with due cause, to recommend or require 1 or more Security Guards for any league-sanctioned game.
  - 4) 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.
- B) 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 association 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
- C) Duties of Security Guards:** 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 6

## EQUIPMENT

### SECTION 6.1 – Jersey Designs

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- A) Jersey Colors:** Each league team shall have no less than two options for jerseys at all league games: a light-based jersey and a dark-based jersey.
- 1) The base color (light/dark) shall be the predominant color of the jersey in a manner that clearly distinguishes it as a light or dark jersey.
  - 2) The colors gray, yellow, blue, and similar shall be of a shade that clearly and unquestionably distinguishes it as a light or as a dark color.
- 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 color of the area of the jersey surrounding the number. The assigned number must be affixed to the jersey in at least two unique locations by the start of the 2026-27 season, under the following stipulations:
- 1) Required: Centered on the back of the jersey and at least 8 inches in height
  - 2) Option 1: on the upper half of both sleeves and at least 3 inches in height
  - 3) Option 2: on the upper half of the front and at least 3 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 patches/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 patch/logo shall not represent, promote, nor imply subject matter related to violence, drugs, alcohol, tobacco, sex, or illegal activity.
  - 3) Sponsorship patches/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 \$250 per game for a 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) after a league ruling shall result in a disciplinary review of the team.

## SECTION 6.2 – Game Uniforms

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- A) Uniform Compliance:** Players shall not be permitted to participate on the ice for any portion of a game until applicable uniform requirements have been satisfied. An exception to any requirement must be explicitly approved, in writing, by the League Office in advance of the game.
- B) Game Jerseys:** The home team shall wear its light-based uniform; the away team shall wear its dark-based uniform.
- 1) Each player (skaters, starting goaltenders, and backup goaltenders) participating in a game for a team – as defined by the game roster on the official scoresheet of the game -- shall wear a matching jersey of the same base color. A player wearing a jersey of a matching base color but without similar striping, such as solid-colored “practice jerseys,” shall constitute compliance of this rule and therefore shall be permitted.
  - 2) Similar embellishments (crests, patches, logos, etc.) on the game jerseys of a team are not required.
  - 3) All jerseys must clearly display the assigned number in accordance with the league requirements for Jersey Numbers and Player Numbers.
  - 4) A player shall be eligible to change jerseys during a game – as reported to the Official Scorer – in the event that the original jersey becomes damaged or blood-stained during the event.
- C) Player Numbers:** Each player shall be assigned a single, uniquely identifying jersey number between #1 and #99, inclusive.
- 1) Applicable at the start of the 2025-26 season, player numbers shall not contain a leading zero (e.g., 0, 00, 01, 02, etc.).
  - 2) The number assigned to a player is to be the same on all jerseys to be used by the player in all league games in which the player participates for that team. If a player must wear a different jersey number during a game, the scoresheet shall be marked in accordance with the procedures for Scoresheet Rosters.
  - 3) The League Office reserves the right to restrict the use of substitute numbers for teams exhibiting excessive adjustments within a season.
- D) 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 exterior equipment of skaters (socks, pants, helmets, gloves, etc.).
  - 2) There shall be no requirement for matching colors and design for the exterior equipment of goaltenders (leg pads, gloves, blockers, helmets, leg coverings, etc.).
  - 3) Matching embellishments (patches, logos, embroidering, etc.) are not required for any exterior goaltender equipment.

## SECTION 6.3 – Player Equipment

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- A) **Required Equipment:** Each participant is personally responsible for properly wearing all protective equipment as designed and as required under current USA Hockey rules for skaters and goaltenders, respectively. Players shall not be eligible to participate on the ice in any portion of the event until applicable equipment requirements have been satisfied.
- B) **Helmets:** Each player must wear a certified helmet at all times while on the ice surface, except when removed at the request of the Medic, during a playing of the National Anthem, and during postgame celebrations after championship games.

## SECTION 6.4 – Game Equipment

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- A) **Warm-Up Pucks:** Each team shall be responsible for providing its own warm-up pucks for the Pregame Period. Warm-up pucks are not to be placed on the ice surface until the pregame ice resurfacing has been completed and the rink gates for the ice resurfacing procedure have been closed.
  - B) **Game Pucks:** The host team shall be responsible for providing a continuous supply of regulation pucks, the condition of each which shall be suitable for game play. It is recommended that game pucks be kept in a container of ice/snow or placed on a cold surface until needed for use.
  - C) **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.
  - D) **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 unfit playing conditions shall be considered a Suspended Game.
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# SECTION 7

## PROTOCOLS

### SECTION 7.1 – Start Times

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- 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 warm-up period. Both participating teams shall uphold the responsibility for ensuring that the game begins at the appropriate start time.
- B) Early Start:** A game 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 association.
  - 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, which is communicated in advance of any team going on the ice.
  - 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 Start:** A “Delayed Start” shall be defined as a delay of more than 10 minutes beyond the official start time of the game due to a reason not created by a participating team, such as an error in the ice schedule, an extension to the previous event on the ice, late arrival of required game personnel, and similar.
- 1) A game with a Delayed Start shall only begin if ample ice time is available to provide the minimum game slot required for the level of play; otherwise, it becomes a Suspended Game.
  - 2) A Delayed Start shall be played using an Accelerated Protocol.
  - 3) A Delayed Start shall become a Suspended Game if not played to completion due to curfew.
- D) Tardy Start:** A “Tardy Start” shall be defined as a situation where a participating team directly causes an unexpected delay of more than 10 minutes beyond the official start time of the game, such not yet having 6 available players to place on the ice, late arrival of any coaches, and similar.
- 1) A game with a Tardy Start shall only begin if ample ice time is available to provide a reasonable chance for the entire length of the minimum game slot required for the level of play; otherwise, it becomes a Suspended Game.
  - 2) A Tardy Start shall be played using an Accelerated Protocol.
  - 3) A Tardy Start shall become a Suspended Game if not played to completion due to curfew.

## SECTION 7.2 – Pregame Protocol

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- A) Pregame Ice Resurfacing:** All game slots shall begin with a fresh ice surface, as arranged by the host team prior to the scheduled start time. No activity shall delay the start of the game after the ice resurfacing unless otherwise approved in advance by the League Office under provisions for Ceremonies & Presentations.
- B) Pregame Clock:** The host team shall arrange for the timekeeper to be in place prior to the completion of the pregame ice resurfacing to set and start the pregame clock at the appropriate time.
- C) Pregame Ice Usage:** No player shall enter the ice surface unless signaled to do so by a verbal command or gesture of an On-Ice Official or by an On-Ice Official entering the ice surface after the ice resurfacing has been completed.
- 1) A player(s) shall only enter or use any portion of the ice surface at times designated for the warm-up or game play.
  - 2) Upon entering the ice surface, players shall proceed directly to and remain in their team's designated half of the ice for the entirety of the pregame period, which shall be the end the team will defend in the first period.
  - 3) No player shall cross the center red line during the pregame period unless granted permission to do so by an On-Ice Official.
  - 4) Players are not to retrieve warm-up pucks that cross the center red line.
  - 5) A player(s) shall not interfere in any manner with the warm-up activity of an opposing player(s) nor the warm-up area of the opposing team.
- D) Pregame Period:** The pregame period shall be 3:00 minutes in length for all age classifications.
- 1) The length of the pregame period shall only be changed via the implementation of an Accelerated Protocol.
  - 2) The pregame clock shall start at the time the players of both teams have legally entered the ice surface and shall only be paused, adjusted, or reset with approval of an On-Ice Official.
  - 3) The buzzer shall sound only at the expiration of the pregame period (0:00 remaining); no warning buzzer(s) shall be utilized.
- E) Pregame Rundown:** Each team shall uphold the responsibility of transitioning quickly and efficiently from the end of the pregame period to the start of the game.
- 1) Each team shall promptly collect its warm-up pucks at the conclusion of the pregame period and immediately return to the team bench.
  - 2) Each team must then place only the correct number of players on the ice surface to conduct the opening face-off of the game.
- F) Protocol Deviations:** No pregame nor in-game activity shall delay any part of the protocol by more than 1 minute unless otherwise approved in advance by the League Office under provisions for Ceremonies & Presentations.

## SECTION 7.3 – In-Game Protocol

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- A) Game Timing:** Each game shall consist of three, stop-time periods of equal length, as outlined below by age classification. Variations to game timing shall only occur under the Mercy Protocol and/or Curfew Protocol.
- 1) 19U: 15 minutes
  - 2) 18U: 15 minutes
  - 3) 16U: 15 minutes
  - 4) 14U: 14 minutes
  - 5) 12U: 12 minutes
  - 6) 10U: 12 minutes
- B) Minor Penalty Lengths:** Each age classification shall have an assigned length for all minor penalties, applicable to all league games in the preseason, regular season, and postseason. Minor penalty lengths shall not be adjusted for any reason.
- 1) 19U: 2 minutes
  - 2) 18U: 2 minutes
  - 3) 16U: 2 minutes
  - 4) 14U: 2 minutes
  - 5) 12U: 1 minute
  - 6) 10U: 1 minute
- C) Other Penalty Lengths:** All age classifications shall use standard penalty lengths for infractions that are not minor penalties, and all penalties recorded on the scoresheet shall be listed as the applicable length and similarly applied to game/player statistics. Penalty lengths shall not be adjusted for any reason.
- 1) Major Penalty = 5 minutes
  - 2) Misconduct Penalty = 10 minutes
  - 3) Game Misconduct = game ejection (no scoreboard time)
  - 4) Match Penalty = 5 minutes (scoreboard) + game ejection
- D) Timeouts:** No timeouts shall be permitted during any league game during the regular season. A team causing an excessive or unapproved delay during a game shall be issued a Bench Minor for Delay of Game, in accordance with USAH rules.
- E) Intermissions:** An on-ice rest period of 1 minute shall take place during each intermission, during which time the teams shall remain on the ice and in immediate proximity to their respective team bench.
- 1) The intermission periods of all games shall be controlled only by the On-Ice Officials, with no time posted to the game clock.
  - 2) No warm-up activity involving pucks shall be permitted during any intermission, and any other type of warm-up activity shall be limited to the area immediately surrounding the team bench or the crease for which the team's goaltender will occupy in the next period of play.

- F) **In-Game Ice Resurfacing:** There shall be no ice resurfacing during any intermission nor during any in-game point of any league game unless approved in advance, with due cause, by the League Office or approved during the game by the On-Ice Officials due to deteriorating playing conditions. Ample time to fully complete the game must remain available for an ice resurfacing to be approved.
- G) **Overtime:** No regular-season league game shall have an overtime period, as any such game that is tied at the end of regulation time shall be declared a tie.
- H) **Shootouts:** No regular-season league game shall conduct a shootout, as any such game that is tied at the end of regulation time shall be declared a tie.

## SECTION 7.4 – Curfew Protocol

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- A) **Minimum Game Slots:** Each host team must provide a minimum length for each game slot, as defined by age classification and notwithstanding any time necessary to provide a resurfacing before and/or after the game:
  - 1) 14U, 14G, 16U, 18U, 19G: 85 minutes
  - 2) 10U, 12U, 12G: 65 minutes
- B) **Curfew Application:** A host venue or member association may opt to apply a curfew on hosted games, which shall be applied identically to all games hosted by the association for the duration of the current season. The designated curfew shall be whichever of the following options practically applies, shall be established prior to the start of the pregame period, shall not be modified thereafter for any reason, and shall be communicated to the head coach of each team prior to the game:
  - 1) No curfew, as approved by the host venue and confirmed by the host team
  - 2) A specific curfew time that is no less than the minimum length required of the game slot
- C) **Curfew Tracking:** Any game with an established curfew point must provide a digital clock showing the current “real world” time via a large/oversized display face, which must be mounted in a conspicuous area of the rink and be readable from the team benches and scorer’s box. A designated countdown clock shall not be used in any PAHL game as a means of tracking the curfew time.
  - 1) The timekeeper shall monitor the curfew time and sound the clock buzzer at the first natural stoppage in play at or after the designated time of curfew is reached on the digital display clock. Play shall never be stopped by sounding a buzzer while the game is in progress.
  - 2) The timekeeper shall indicate to the On-Ice Officials that the curfew point has been reached, and the game personnel shall immediately implement a Modified Clock, regardless of the current score of the game.

- D) Modified Clock Provisions:** Any game with playing time remaining when the curfew point has been reached shall implement the following:
- 1) If the game clock has more than 1 minute remaining in the third period, the game clock shall be adjusted to have exactly 1:00 remaining in the game. If the game clock has less than 1 minute remaining in the third period, the game clock shall not be adjusted.
  - 2) All active penalties at the time of a clock adjustment shall remain in effect with the established penalty time remaining.
  - 3) The game shall be completed with standard game rules and protocols for the remaining time on the game clock.
  - 4) The post-game handshake may be waived, and the teams shall exit the ice surface immediately.
- E) Facility-Levied Curfews:** In an instance that the host facility must implement a curfew prior to the natural completion of the game due to the game exceeding its designated ice slot, all of the following shall apply:
- 1) The facility shall provide notice to the On-Ice Officials, at which time the referees shall notify both head coaches and the Off-Ice Officials.
  - 2) The game clock shall be immediately adjusted in accordance with the Modified Clock Provision.
  - 3) Any game still not played to completion due to exceeding available time shall only be halted at a natural stoppage or rink-activated buzzer.
  - 4) All instances of Facility-Levied Curfew shall result in a Suspended Game, even if the game is played to completion.

## SECTION 7.5 – Accelerated Protocol

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- A) Accelerated Scenarios:** Any game with a Delayed Start, a Tardy Start, or 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.
- B) Accelerated Application:** An Accelerated Protocol shall consist of the following provisions, as applicable:
- 1) The pregame period shall be reduced to 2:00 minutes in length.
  - 2) The intermissions shall not have a rest period; the teams shall immediately transition to the new period and a center-ice face-off.
  - 3) The On-Ice Officials shall be authorized to utilize multiple game pucks to shorten the length of stoppages in play.
- C) Accelerated Curfews:** Any game employing an Accelerated Protocol that then initiates a Curfew Protocol shall be considered a Suspended Game, regardless of whether the game is played to an apparent completion.



## SECTION 7.6 – Mercy Protocol

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- A) Mercy Situations:** Games in which a large score differential is established shall enact the following adjustments, as applicable:
- 1) There shall be no running-clock format implemented in the first period of any league game, regardless of the score differential.
  - 2) A running-clock format shall be implemented if a team establishes a lead of 7 goals or greater in the second or third period.
  - 3) Stop-time format shall only be reimplemented in any period if the goal differential is reduced to 4 goals.
  - 4) In the event that a team has attained a lead of 10 goals or more at the second intermission or at any point of the third period, the game shall end immediately as a Terminated Game.
  - 5) The score at the time a game is terminated due solely to score differential shall be the final score.
- B) Running-Clock Scoring:** The official “time” of all scoring plays (goals and penalties) shall be recorded on the scoresheet as the approximate time of the event, as observed by the Official Scorer or the Official Timekeeper.
- C) Running-Clock Stoppages:** The clock shall run continuously at all stoppages in play during a Running-Clock scenario, except only for the two situations cited below. Under such conditions, the running clock shall restart when the ensuing face-off is then conducted to resume play.
- 1) The Medic enters the ice surface to attend to an injured player.
  - 2) The On-Ice Officials order the clock to be stopped due to a lengthy repair that is needed to the playing area.
- D) Running-Clock Penalties:** The following shall apply to all penalties in effect or assessed during running-clock situations:
- 1) Penalty times during running-clock situations shall not be adjusted from the standard times for the age classification.
  - 2) Penalty times shall be posted to the game clock immediately prior to conducting the ensuing face-off, as reasonably practical.
  - 3) For penalties that affect the on-ice manpower, the penalty clock shall control the release of players from the penalty box, regardless of the start time recorded on the scoresheet.
  - 4) A penalty that is set to expire immediately prior to a face-off – as delineated by the whistle of the On-Ice Official conducting the face-off – shall result in the penalized player being held in the penalty box until the face-off has been conducted and play has resumed.
  - 5) Running-clock discipline shall be in effect for all Game Misconducts, as prescribed in Participant Discipline.

## SECTION 7.7 – Ceremonies & Presentations

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- A) Ceremony Limitations:** There shall be no ceremony, presentation, activity, or similar that causes a delay of more than 1 minute to the opening face-off of any period or to the start of the pregame period unless otherwise approved, in writing, by the League Office at least 48 hours prior to the start of the game.
- 1) Any ceremony for outgoing/graduating players (“Senior Recognition”) shall only take place on ice time reserved and paid for by the host team outside of the standard ice slot provided for the league game.
  - 2) No such activity shall interfere with a game in-progress by delaying a forthcoming face-off nor by occurring on any portion of the playing surface.
  - 3) The League Office shall provide advance notice to the away team of any approved delay due to a ceremony.
  - 4) Approved delays shall adhere to the specific modification permitted to the protocol or otherwise abide by the maximum amount of time approved for the ceremony to take place prior to the start of an applicable protocol.
- B) Extended Ceremonies:** All approved ceremonies requiring more than 1 minute in duration shall be conducted prior to the start of the game protocol.
- 1) No adjustment shall be made to the protocol in a manner that delays the proceedings of the game once the protocol is initiated.
  - 2) The official start time of the game shall be reported to the League Office and opponent in a manner that accounts for any scheduled ceremony that will start prior to initiating the applicable game protocol.
  - 3) The length of time allotted for the game shall still meet the minimum requirement.
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# SECTION 8

## OPERATIONS

### SECTION 8.1 – Rulebooks

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- A) Playing Rules:** All league-sanctioned games shall be played under the current edition of the USA Hockey Rulebook and the league's published PAHL Game Manual for the current season. The PAHL 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 host team shall be responsible for ensuring that the PAHL Game Manual is readily accessible – electronically or otherwise – during games and shall provide such access to the On-Ice Officials upon request.
  - 2) Any team which believes a rule/policy/procedure was not correctly applied during a game withholds the option to initiate the process 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 league games. Authority is transferred to the League Office at the conclusion of the game, including all matters regarding scoring, protests, disputes, disciplinary actions, suspended games, and similar.
- C) Rule Disputes:** The On-Ice Officials reserve the right to consult with the PAHL 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 procedure was not applied to correctly resolve the dispute.
  - 2) Rulings made by the On-Ice Officials during games to resolve a dispute on a matter not covered within applicable 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 8.2 – Game Rosters

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- A) Participant Eligibility:** All of the following limitations shall be applied to participation in a league-sanctioned game:
- 1) Only players who are on the team's approved USA Hockey roster and have explicitly been approved to be on the team's PAHL roster may participate in a league game (maximum of 20). The use of a non-rostered player shall result in a Contested Forfeiture per instance and a suspension of the Head Coach for each forfeiture, up to 3 total games. The use of an unapproved player in a league game shall result in a Contested Forfeit per instance.
  - 2) Only Team Officials on the team's approved USA Hockey roster (coaches, managers, trainers, etc.) may occupy – or be assisting – the team bench (maximum of 4) at any time during a game. The presence of an ineligible person on the team bench during a game shall result in a Contested Forfeit to the team, per person, per game.
- B) Minimum Game Participants:** A team shall not be required to play – or continue to play – a game if it does not have the minimum number of players prescribed below. A team can still choose to start the game – or continue to play the game – if below the minimum player requirement but shall not be obligated to do so. A game that is not started or not completed due to a team not meeting the minimum requirement shall result in a Non-Contested Forfeit to the offending team.
- 1) 14U, 16U, 18U, 19G: 8 players
  - 2) 10U, 12U, 12G, 14G: 7 players
- C) Secondary Goaltenders:** A player approved for a team roster as a Secondary Goaltender shall be restricted in use with that team.
- 1) A Secondary Goaltender shall not be in the line-up for a team for more than 25% of the team's regular-season league games – and not for any preseason or postseason league game – unless explicitly approved by the League Office due to an extended injury to a Primary Goaltender.
  - 2) A Secondary Goaltender shall only participate in league games with that team as a goaltender, not as a skater.
  - 3) The consequence for any violation of goaltender usage shall be a Contested Forfeit to the offending team for each instance of violation.
- D) Team Captains:** Teams may designate no more than 1 captain and 2 alternate captains per game, in accordance with Scoresheet Rosters.
- 1) A captain's letter is not required on the jersey of captains and alternate captains, but no other player's jersey shall display a captain's letter.
  - 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/available for any portion of the game, regardless of whether the player (including a goaltender) had any playing time in the game. A coach is considered to have participated in a game when the coach is present on the team bench at any point during the game.
- 1) Only players who have explicitly received league approval for participation in a PAHL game for a specified league team may play in a league game for that team, in accordance with PAHL Eligibility Policies.
  - 2) Only individuals who have met all applicable USA Hockey requirements and actively appear on the team's approved USA Hockey roster for a specified capacity (coaches, managers, and similar) shall be eligible to be on the bench for a league game.
  - 3) A player on the team roster who is present at but unable to participate in a game – other than through suspension -- shall be permitted to be on the team bench during a game and is thereby required to wear a helmet with face protection and a team jersey/jacket.
  - 4) The participation or presence on the bench of an ineligible/unapproved player or coach shall result in a Contested Forfeit to the team.
  - 5) The League Office shall investigate any suspected instance of a team inaccurately portraying the participation status of an individual(s) as a means of circumventing a rule, requirement, suspension, or similar.

## **SECTION 8.3 – Injured Players**

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- A) Incapacitated Goaltenders:** In the event the lone goaltender in uniform for a team is unable to immediately resume participating in the game for any reason, the On-Ice Officials shall apply any of the following options, with additional considerations to implement an Accelerated Protocol for any lengthy delay:
- 1) Delay the game for a reasonable length to allow an injured 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 if no other player chooses to become the team's goaltender
  - 4) Initiate a Suspended Game due to having no viable option for resolution or lacking cooperation from the Head Coach of the affected team
- B) 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 individual – 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.

- C) Medical Authority on Participation:** The Medic shall evaluate any player suspected of being 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 entity – regardless of affiliation, title, or certification – shall overrule, interfere with, nor unduly influence the Medic in determining any further participation of a player in a game.
  - 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.
- D) 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 violations of this policy – substantiated and suspected – shall also be reviewed by the League Office for consideration of further disciplinary action against offending parties.
- E) Concussions:** A player 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 game 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 an initial evaluation by the Medic, the player shall be deemed ineligible for participation until, at minimum, the player 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 definitively concludes that no concussion is present and explicitly approves the player to return to the game, in accordance with Medical Authority on Participation.
  - 3) A player who is directed not to return to the game by the Medic after being fully evaluated for a possible concussion shall be withheld from the remainder of the game, in accordance with Participation of Injured Players, and must follow the USA Hockey “Return To Play” Protocol prior to participation in any further activities.

## SECTION 8.4 – Video Review

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- A) **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 only through the authorized channels.
- B) **In-Game Video Review:** The use of video replay shall not be used by the On-Ice Officials during any league game, following any league game, or in relation to any type of “replay challenge” by a team for any reason, regardless of the situation nor of the footage that may be available, including the following applications:
- 1) Video review shall not be used to determine if a goal was or was not scored due to a puck that may or may not have fully crossed the goal line and entered the net.
  - 2) Video review shall not be used to determine whether there was or was not a legal goal due to an accompanying infraction, including the possibilities of offsides/icing, a puck out of play, a high-stick on the puck, a kicking motion at the puck, a displaced goal frame, goaltender interference, and similar.
  - 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 or after the expiration of the period or of a penalty.
  - 4) Video review shall not be used to modify a penalty that was called, have a new penalty assessed, have an existing penalty rescinded, or nullify a penalty that was signaled on a play.
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# SECTION 9

## SCORES & STANDINGS

### SECTION 9.1 – Scoresheets

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- A) Official Scoresheet:** Only the GameSheet scoring application shall be used as the official scoresheet for all league-sanctioned games, as supplied by the home team.
- 1) The electronic scoresheet – including the game details, game rosters, scoring, and sign-offs – shall serve as the only official record of the game; no other record shall be created nor utilized in any league game.
  - 2) The home team shall be responsible for supplying a functional device to be used for scoring the game in its entirety, as well as having all up-to-date game data loaded into the GameSheet application on the device prior to the game.
  - 3) The scoring device to be used for the game – ready for use and containing current game/roster data – shall be made available to the away team no less than 20 minutes prior to the scheduled start of the game.
  - 4) Failure to maintain a complete scoresheet shall result in a fine of \$50 to the home team, as determined solely by the League Office.
- B) Scoresheet Rosters:** Prior to the start of a game, each team shall identify on the official scoresheet all players and coaches who will participate in the game.
- 1) A participating player's status shall be set to "Playing."
  - 2) A participating coach's status (max of 4) shall be set to "Coaching."
  - 3) The starting goaltender's status shall be set to "Starting."
  - 4) A participating Secondary Goaltender's status shall be set to "Starting" or "Playing," as applicable, in the Affiliated Player section of the roster.
  - 5) A suspended player/coach status shall be set to "Suspended," optionally citing the progress and length of the suspension when prompted.
  - 6) One (and only one) coach shall be set to the Position of "Head Coach."
  - 7) A player's jersey number must be updated on the team roster when the player is temporarily wearing an alternate uniform number for the game.
  - 8) The status of player who is not participating shall be set to "Not Playing" or "Suspended," as applicable.
  - 9) The status of a coach/staff member who will not be on the bench for the game (including the Team Manager) shall be set to "Away" or "Suspended," as applicable.
  - 10) Optionally, a player's Duty can be set as a Captain (max of 1) or Alternate Captain (max of 2).
  - 11) A player's Position shall only be set/changed if a player without a goaltender designation needs to temporarily be set as a Goalie for a game.



- C) Roster Verification:** The Head Coach shall have the responsibility to verify the team's game roster on the official scoresheet prior to the expiration of the pregame period, providing sign-off on the verified roster.
- 1) Once sign-off is provided by the Head Coach, any change to the team roster requires a new sign-off of the updated roster by the Head Coach.
  - 2) No changes can be made to a team roster once a game starts without the explicit approval by an On-Ice Official and sign-off by the Head Coach.
  - 3) No other person shall provide sign-off nor enter sign-off of a team roster on behalf of a Head Coach.
- D) Curfew Verification:** The home team shall enter the scheduled curfew time or set the Curfew toggle to 'off' in Game Details section of the scoresheet prior to each game. The Head Coach of each team shall have the responsibility, on his/her own accord, to verify and provide sign-off on this information prior to the game.
- 1) Any delay to the expected start of the game that necessitates an adjustment to the curfew time entered in the scoresheet shall be communicated to an On-Ice Official, and the On-Ice Officials shall communicate the change to each team's Head Coach and to the Off-Ice Officials.
  - 2) Any dispute regarding a change to a curfew time shall be resolved by the On-Ice Officials and, when in doubt, the curfew point shall be set to the latest possible time.

## SECTION 9.2 – Scorekeeping

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- A) Scoring Information:** The Official Scorer shall enter all required details for all goals and penalties, exactly 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 as the time displayed on the game clock at the instance of the scoring play.
  - 2) Goaltender Records are calculated by the Official Scorer entering the time of any change of goaltenders – including the implementation of an "extra attacker" – during the game, in accordance with Change of Goaltenders.
- B) Change of Goaltenders:** 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 during intermission periods.
- 1) Failure to report the change of a goaltender during the game does not guarantee that the change will be recorded on the official scoresheet, and the records and statistics of the game shall not be later modified to reflect the change of goaltenders, regardless of any supporting evidence.
  - 2) A change of goaltenders 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.
  - 3) This procedure shall not apply to a change of goaltenders to utilize an "extra attacker" by a team, which shall be monitored by the Official Scorer.

- C) Scoring Changes:** Any scoring changes to what was reported to the Official Scorer by an On-Ice Official in a game must first be approved by an On-Ice Official, prior to the On-Ice Officials making final sign-off on the scoresheet.
- 1) No changes to player statistics (goals, assists, penalties, and goaltender records) shall be approved by an On-Ice Official nor by the League Office once the scoresheet is finalized, regardless of any supporting evidence.
  - 2) Changes to the scoresheet after a game shall only be considered by the League Office for administrative errors (wrong goal type, wrong penalty duration, wrong penalty infraction, etc.) or if a Game Misconduct or Match Penalty has potentially been assessed to an incorrect player, which shall strictly follow the procedures for Review of Suspendable Offense.
- D) 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 provide sign-off on the scoresheet in the Officials/Postgame menu; no other person shall provide sign-off nor enter sign-off on behalf of an On-Ice Official.
- 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 On-Ice Officials.
  - 2) No entries on the scoresheet – including rosters, goals, penalties, and goaltender records – shall be amended nor modified in any manner by any person following sign-off by the On-Ice Officials.

## SECTION 9.3 – Score Reporting

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- A) League Scoresheet Submission:** In an instance where an internet connection is not immediately available on a scoring device at the conclusion of a game, the home team shall be responsible for obtaining an internet connection on the device within 2 hours of the completion of the game to allow for the upload of the game result and accompanying game data.
- 1) Game data that is not uploaded within 2 hours of the completion of a game shall result in a fine of \$20 per instance issued to the home team.
  - 2) No other type of report – including the final score and any disciplinary reports – needs to be made after a league game.
- B) Non-League Scoresheet Submission:** The official scoresheet from a non-league game – home or away -- shall be submitted to the League Office if the league team has a Game Misconduct or Match Penalty issued to an individual, incurs 12 or more penalties, and/or has a suspension served by an individual in the game.
- 1) A legible scan of applicable scoresheets must be electronically submitted to the League Office no later than Monday at 6:00 pm for the previous week of non-league games.
  - 2) The procedures for submitting a scoresheet from a non-league game shall be provided by the League Office prior to the start of each season.

## SECTION 9.4 – Divisional Standings

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- A) Result Points:** Each regular-season league game grants 2 total Result Points towards the applicable division standings. Result Points are awarded to the participating teams in accordance with the outcome of the game:
- 1) 2 points for a win
  - 2) 1 point for a tie
  - 3) 0 points for a loss
- B) Division Rankings:** The teams shall be ranked within each league division at the end of the regular season in descending order of the total points accumulated in accordance with the Results Points. Teams with equal points totals shall be sorted using the Tiebreaker Systems.

## SECTION 9.5 – Tiebreaker System

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- A) Tiebreaker Application:** A tiebreaker system shall be utilized to determine the final ranking order for any teams that have accumulated an equal number of Results Points in the division rankings.
- 1) If the tie in the standings involves exactly two teams, the Two-Team Tiebreaker System shall be applied.
  - 2) If the tie in the standings involves more than two teams, the Multi-Team Tiebreaker System shall be applied.
  - 3) If the Multi-Team Tiebreaker System is applied and eventually produces exactly two teams still involved in a tie for a spot in the rankings, the Two-Team Tiebreaker System shall then be applied to break the tie between those two teams.
- B) Tiebreaker Procedures:** The following procedures shall be followed when applying a tiebreaker system:
- 1) If a tiebreaker criterion in the sequence ranks one or more teams within the tie, that order of ranking shall be applied to rank and remove teams out of the tie.
  - 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 (top or bottom) by a criterion – and is therefore removed from the tie – but multiple other teams remain in a tie, the applicable tiebreaker system is applied from its first criterion, with only those remaining teams, to continue the ranking process.
  - 4) The tiebreaker procedures are applied repeatedly – in order of hierarchy and in strict accordance with procedures – until no ties remain and all teams have been ranked.

- C) Two-Team Tiebreaker System:** The following system shall be applied when exactly two teams are involved in a tie in the final rankings:
- 1) Least number of forfeits in all league games
  - 2) Best points percentage versus teams involved in the tie:  $\text{PTS}/(\text{GP} \times 2)$
  - 3) Best average wins in all league games:  $\text{W}/\text{GP}$
  - 4) Best average wins in all away league games:  $\text{W}/\text{aGP}$
  - 5) Least average penalty minutes in all league games:  $\text{PIM}/\text{GP}$
  - 6) Best average goal differential versus teams involved in the tie:  $(\text{GF}-\text{GA})/\text{GP}$
  - 7) Least average goals allowed versus teams involved in the tie:  $\text{GA}/\text{GP}$
  - 8) Least average goals allowed in all league games:  $\text{GA}/\text{GP}$
  - 9) Coin flip
- D) Multi-Team Tiebreaker System:** The following system shall be applied when more than two teams are involved in a tie in the final rankings:
- 1) Least number of forfeits in all league games
  - 2) Best average wins in all league games:  $\text{W}/\text{GP}$
  - 3) Best average wins in all away league games:  $\text{W}/\text{aGP}$
  - 4) Best points percentage in all away league games:  $\text{PTS}/(\text{aGP} \times 2)$
  - 5) Least average penalty minutes in all league games:  $\text{PIM}/\text{GP}$
  - 6) Least average goals allowed in all league games:  $\text{GA}/\text{GP}$
  - 7) Least average penalty minutes versus teams involved in the tie:  $\text{PIM}/\text{GP}$
  - 8) Least average goals allowed versus teams involved in the tie:  $\text{GA}/\text{GP}$
  - 9) Coin flip
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# SECTION 10

## 8U CLASSIFICATION

### SECTION 10.1 – 8U Guidelines

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- A) Program Format:** Each affiliate organization of the league shall structure and operate its 8U jamborees in accordance with the parameters of the USA Hockey American Development Model (ADM).
- 1) Full-ice games of any type – regardless of the age and level of the players involved – are strictly prohibited, including exhibitions, scrimmages, showcases, and similar.
  - 2) All games shall be designed and conducted specifically for the enjoyment of the participating players by applying all guidelines of the ADM Model and following all PAHL rules for Jamboree Game Play.
  - 3) Teams are encouraged to use players in various positions throughout the season, including the use of each player as a goaltender.
- B) Levels of Play:** There shall be three levels of play within the league 8U program. Associations shall focus on establishing teams at each level.
- 1) Red = advanced skills and older players
  - 2) White = moderate skills and intermediate ages
  - 3) Blue = novice skills and younger players
- C) League Oversight:** The League Office reserves the right to issue warnings, levy fines, and issue other penalties to any 8U program, 8U team, and/or 8U participant for violating the parameters of the USAH ADM program, including actions that prioritize winning over development and fair play.
- 1) Consequences issued to teams and individuals may include suspension from upcoming jamborees or banishment for the remainder of the season.
  - 2) Consequences to associations may include fines, mandated replacement of its 8U Coordinator, and/or a disciplinary hearing.
- D) Jamboree Commitments:** Team shall honor game commitments to all scheduled jamborees – as established via the PAHL scheduling process – and shall contact the League Office when a potential issue arises with a team potentially not having enough players for a jamboree.
- 1) Any team failing to appear – or failing to have enough players appear – at an assigned jamboree shall be fined \$250.
  - 2) The established league process for Weather Postponements and Extenuating Postponements shall be applied to all PAHL-scheduled jamborees when such situations become applicable.

## SECTION 10.2 – Jamboree Structure

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- A) Jamboree Participation:** Each team assigned to a jamboree shall appear at the jamboree at least 20 minutes prior to its scheduled start and with at least 7 participating players.
- 1) The team assigned to a league-sanctioned jamboree must be the team that attends the jamboree from the association, unless otherwise agreed upon by the host association or approved in advance by the League Office.
  - 2) Any 8U team that cancels its participation in a jamboree within 7 days of the event – or fails to participate in the event without proper notice – shall be fined \$500, with \$250 of the fine being credited to the host association of the jamboree.
- B) Jamboree Ice Layout:** The ice surface shall be divided using barriers or temporary dasher boards to allow multiple games to be played simultaneously. The host association shall coordinate the setup of the ice surface prior to the start of the jamboree and the rotation of teams to each area throughout the jamboree.
- 1) Jamborees with 4-5 participating Red teams shall conduct two half-ice games simultaneously; White and Blue jamborees shall not employ half-ice games under any circumstance.
  - 2) Jamborees with 6 or more participating teams shall conduct three cross-ice games simultaneously, regardless of Level of Play.
- C) Jamboree Personnel:** The following shall apply personnel at each jamboree:
- 1) A Medic must be present, as arranged by the host association, and shall abide by all requirements of league rules for Medics.
  - 2) Each game area shall have at least 1 On-Ice Official, with a maximum of 2 officials per game. Officials must be certified by USA Hockey and shall be secured by the host association.
  - 3) A referee mentor can be present on the ice to supervise and assist the On-Ice Officials, as determined solely by the host association.
  - 4) The host association shall supply one Off-Ice Official to coordinate the game clock throughout the event.
  - 5) Each team can have up to 3 certified coaches within the playing area of each game (on ice, on benches, etc.).
- D) Jamboree Game Equipment:** The host association shall be responsible for providing all of the game equipment for each jamboree.
- 1) An adequate supply of black or blue pucks, which must include enough pucks for each team to simultaneously conduct on-ice warm-ups.
  - 2) Intermediate nets are strongly recommended, and enough suitable nets are needed to have 2 nets for each game being played on the ice surface. The use of full-size nets is only acceptable if there is no option for the use of intermediate nets. Pegs/pins shall not be used to anchor any nets.

- E) Jamboree Player Jerseys:** Each player shall have two jerseys available for use at each jamboree: a white-based jersey and a dark-colored jersey.
- 1) The dark-colored team jerseys must be of a closely matching color.
  - 2) Similar logos and striping are not required of team jerseys.
  - 3) Jersey numbers are not required of any player but are encouraged.
- F) Jamboree Player Equipment:** The equipment requirements for all players participating in a jamboree are, as follows:
- 1) Skaters shall properly wear all protective equipment required under USA Hockey rules at all times while on the ice surface.
  - 2) Goaltenders must wear all protective equipment required for goaltenders under USA Hockey rules, and a standard skater helmet is acceptable for use by a goaltender, provided the goaltender is also wearing neck protection.
  - 3) Exterior equipment of players does not need to match in color or striping.

## **SECTION 10.3 – Jamboree Game Play**

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- A) Jamboree Manpower:** The base manpower for all games shall be 3-on-3 (plus goaltenders). The host association, with input from the participating teams, can increase the manpower to 4-on-4 in half-ice jamborees only, with considerations given to the skill level of the jamboree, the number of players available for each team, and the overall length of the jamboree.
- 1) The base manpower can be scheduled to change at a predetermined point of the jamboree, as established in advance by the host association.
  - 2) All games taking place simultaneously on the ice surface shall concurrently use the same base manpower.
- B) Jamboree Game Protocol:** Each jamboree shall follow a standard protocol:
- 1) An on-ice warm-up period of 3 minutes shall occur prior to the first game, with each participating team provided a designated area for its warm-up.
  - 2) Each game within the jamboree shall be no more than 20 minutes in length, as determined by the host association, under a running-clock format.
  - 3) The buzzer shall sound every 60-90 seconds, as established by the host association, at which time the players shall rotate within each game.
  - 4) There shall be a 2-minute, on-ice intermission between games.
- C) Jamboree Player Rotations:** The full manpower of players on the ice surface for each team shall be changed at each buzzer within the game.
- 1) Playing time for skaters of each team should be as equal as possible.
  - 2) Skaters shall not play consecutive shifts unless the team does not have enough players available to perform a full rotation, and under such circumstances, a player(s) remaining on the ice for consecutive shifts must first make contact his team's net during the line change.
  - 3) Any team wishing to rotate goalies within a single jamboree shall plan for this rotation in a manner that avoids a delay to the jamboree.

- D) Jamboree Gameplay:** All of the following shall apply during jamboree games.
- 1) The score of a game shall not be kept by any method, posted to the scoreboard, nor communicated by any person.
  - 2) Players exiting the ice surface at the conclusion of a shift shall not touch the play nor interfere with any player entering the ice. The On-Ice Official shall stop play if the puck is among several players entering/exiting the playing area and shall grant subsequent possession to either respective team.
  - 3) A center ice face-off shall be conducted to start each period/game and to resume play after an injury stoppage, but no other face-offs shall be conducted while the clock is running.
  - 4) The defending team shall be granted possession of the puck for stoppages in play – including saves and goals near nets, pucks no longer in motion near barriers, and pucks leaving the playing area – at which time all players of the attacking team shall retreat to its defending half of the ice.
  - 5) Coaches shall assist in restoring the alignment of the barriers upon their displacement but shall not intervene or interfere with the game in any way.
- E) Jamboree Penalties:** An On-Ice Official shall immediately stop play within a game to assess a penalty upon an infraction by any player.
- 1) The penalized player shall go to the team bench, and the team shall play with one less than the base manpower until the players are rotated at the conclusion of the current shift.
  - 2) There shall be no penalty time posted for any penalty.
  - 3) No penalty shots shall be awarded, regardless of the infraction.
  - 4) The non-penalized team shall start with possession of the puck when play resumes after the penalty.
  - 5) Infractions of an elevated or serious nature that recklessly endangers an opponent – such as body checking, head contact, physical fouls, forceful stick play, etc. – shall be reported by an On-Ice Official to the head coach of the offending team, and the coaches of the team shall determine when – or if – the offending player is permitted to return to the jamboree.
  - 6) Team coaches shall also determine when – or if – a player who incurs multiple penalties, repeatedly displays over-aggression, or exhibits a lack of emotional control within a jamboree is permitted to return to play.
- F) Jamboree Injury Situations:** The clock shall only be stopped during gameplay due to an injury in any of the concurrent games, at which time all games on the ice surface shall be paused.
- 1) The Off-Ice Official shall sound the buzzer three consecutive times at the injury stoppage to alert all teams on the ice surface.
  - 2) A center ice face-off shall be conducted to resume each game once the injury situation has been addressed, and the game clock shall resume once each game has been restarted.



# SECTION 11

## POSTSEASON

### SECTION 11.1 – Playoff Berths

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- A) League Playoff Qualifiers:** For the 10U age classification, all teams shall qualify for the league playoffs but only within the divisional playoffs for which it competes during the regular season. For all age classifications above 10U, the total number of teams in each division shall determine the number of teams from the division that shall qualify for the league playoffs, as follows:
- 1) 11 or more divisional teams = Top 6 teams qualify for the playoffs
  - 2) 6-10 divisional teams = Top 4 teams qualify for the playoffs
  - 3) 5 or less divisional teams = Top 2 teams qualify for the playoffs
- B) 8U Playoff Restriction:** There shall be no postseason tournament, playoff event, nor championship-style jamboree conducted, coordinated, nor recognized by the league for any 8U division/grouping.
- C) Playoff Withdrawal:** Only under the conditions provided below, a team that qualifies for league playoffs retains the option to not participate in the playoffs.
- 1) Any 10U team shall have the option, with no consequences, to inform the League Office that it will not participate in its divisional playoffs, as communicated via a means established by the League Office.
  - 2) Any team that qualifies for the league playoffs at 12U/12G and higher but has a league record of under .500 in the standings shall have the option, with no consequences, to inform the League Office no later than the final day of the regular season that it has chosen to withdraw from the playoffs.
  - 3) Any team that withdraws after the regular season or fails to play any of its assigned playoff games shall be assessed a Non-Contested Forfeiture and incur an additional fine of \$500.
- D) Playoff Team Replacements:** The League Office shall replace any team who qualifies for the league playoffs but is not participating in the postseason due to failure to maintain good standing with the league, applied disciplinary action via due process, automatic disqualification due to specified rules violations, or voluntary Playoff Withdrawal.
- 1) The next applicable team in the Division Rankings, in order of those rankings, shall successively be offered the playoff spot until an eligible team accepts the invitation.
  - 2) If no eligible team accepts the invitation, that spot in the playoff bracket shall result in a bye for the corresponding opponent.

## SECTION 11.2 – Postseason Formats

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- A) **Standard Seeding:** For all divisions at 12U/12G and higher, seeding shall be assigned to the qualifying teams in strict accordance with the Division Rankings.
- B) **Modified Seeding:** For all divisions at 10U, seeding shall be assigned to the participating teams in accordance with the following procedure:
- 1) The teams shall be split into an upper pod and a lower pod, with the upper pod consisting of the top half of the teams in the Division Rankings (rounded up when the total number of teams is an odd number) and the lower pod consisting of the remaining teams from the bottom of the Division Rankings.
  - 2) The teams in the upper pod shall be sorted randomly by the League Office to apply a postseason seeding to each team, sequentially from #1 through the conclusion of the upper pod.
  - 3) The teams in the lower pod shall be sorted randomly by the League Office to apply a postseason seeding to each team, continuing in order from the next sequential number after the upper pod.
  - 4) All teams – with their newly-assigned seed – will then be placed into a standard, single-elimination bracket in accordance with Playoff Brackets.
- C) **Playoff Brackets:** The playoff seeding shall be utilized to place teams into a standard, single-elimination playoff bracket for each division.
- 1) All seeded teams shall be placed in the appropriate order into the bracket, with the higher seeds inversely playing the lower seeds in the first round.
  - 2) Byes shall only be granted to the highest-seeded teams, where necessary.
  - 3) Teams are not resorted nor reseeded after any round; the progression through the elimination bracket shall always be applied.

## SECTION 11.3 – Playoff Player Eligibility

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- A) **Playoff Player Eligibility:** In addition to standard Participation Policies, players must meet the following requirements to participate in playoffs with a team:
- 1) Appeared on the team's league roster on or before October 31st or was placed on a league roster for the first time on or before December 31st
  - 2) Participated in at least 50% of the team's regular-season league games for 14U and above, with exceptions approved via Playoff Injury Exemptions.
- B) **Playoff Injury Exemptions:** A player who does not meet the minimum requirement for games played can be granted a participation waiver by the League Office at the conclusion of the regular season for proven injury situations, under all of the following requirements:
- 1) The player participated in at least 25% of league games with the team.
  - 2) The player was injured for at least 25% of league games, with documented proof of injury from an independent professional medical provider.

## SECTION 11.4 – Playoff Provisions

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- A) Playoff Schedules:** The League Office shall secure ice slots from the host venue(s) to establish the playoff game schedules for each division.
- 1) Playoff games – except for the 10U age classification – shall be scheduled to start no earlier than 11:00 AM and no later than 7:00 PM.
  - 2) The highest-seeded team shall always be scheduled for the earlier game slot for its semifinal game.
  - 3) Games involving advancing teams that will meet in the next round shall be played simultaneously or consecutively, as best applicable.
  - 4) Playoff game schedules shall not be arranged nor changed to meet the needs/requests of any individual team.
- B) Playoff Home Teams:** The home team in each elimination game shall be the team with the higher seeding number, with #1 being higher than #2 and so on.
- 1) In instances where a match-up consists of teams with identical seeding numbers, the Tiebreaker System shall be used to determine the home team.
  - 2) The home team shall occupy the player bench designated for the home team and shall reserve all privileges granted by the applicable rulebooks.
- C) Playoff Authority:** The League Office remains the authority on all postseason 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 shall violate an established league By-Law.
  - 2) All such actions shall be final and therefore not eligible for appeal.
- D) Playoff Discipline:** All pending suspensions and disciplinary actions acquired by individuals and associations shall apply to the postseason.
- 1) Suspensions and disciplinary actions incurred during the regular season shall carry-over into the playoff games.
  - 2) Suspensions and disciplinary actions incurred in playoff games shall apply to the subsequent rounds for winning teams and/or into the next regular season for losing teams under the terms of Carryover Suspensions.
- E) Playoff Protests:** Protests of playoff games shall follow the established league policy for Protests, with the following modifications:
- 1) The initial protest must be filed within 1 hour, and the protesting team's Head Coach must then send one email to the League Office within 1 additional hour of the first notification with full and factual details, plus all supporting evidence, of the basis for the protest.
  - 2) There shall be no appeal on adverse rulings issued by the League Office on protests in the postseason.

## SECTION 11.5 – Playoff Personnel

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- A) Playoff Site Coordinator:** The host association shall appoint a single individual to coordinate the following: liaise with the League Office on operations, supply the ice schedule with the appropriate number of game slots, arrange for the required Game Personnel for each hosted game, organize player check-in, arrange for the availability and use of a functional scoring device, and post results in a visible location at the host venue.
- B) Playoff Personnel Assignment:** The requirements of playoff personnel for each postseason game shall follow the regular-season standards for Game Personnel.
- 1) The host association shall arrange for the Scorekeeper and Timekeeper, for which a separate individual must be serving in each role.
  - 2) The host association shall arrange for the Medic.
  - 3) The referees shall be assigned through the host's Assignor of Officials.
  - 4) Each participating team shall provide one qualified person to serve as its Penalty Box Attendant.
  - 5) The League Office withholds the option of providing or requesting additional personnel, such as goal judges, a PA Announcer, and Arena DJ.
- C) Playoff Officiating Systems:** League playoff games shall adhere to the officiating systems, policies, and procedures defined within Game Personnel, with the following additions:
- 1) No playoff game at any age classification shall start or resume with less than 2 certified officials participating on the ice.
  - 2) No assigned official shall have been on any team roster within the same association of either participating team within the current season.
  - 3) No assigned official shall have held decision-making powers with any team within the applicable division within the current season.

## SECTION 11.6 – Playoff Game Protocols

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- A) Playoff Rules:** All league playoff games shall be played in accordance with all standard league playing rules, except as explicitly cited within these playoff rules.
- B) Playoff Timeouts:** Each team shall be permitted a maximum of one timeout of 1 minute in length in regulation time of a postseason game.
- C) Playoff Curfew:** There shall be no curfew applied to any elimination game. A playoff game that is not played to completion shall be deemed a Suspended Game.

## SECTION 11.7 – Playoff Overtime

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- A) Playoff Overtime Length:** One, 10-minute overtime period shall be played for all postseason elimination games with a tied score at the end of regulation time, which shall be sudden-victory, stop-time play.
- B) Playoff Overtime Manpower:** The on-ice manpower for the overtime period shall be based on 4-on-4 play.
- 1) Applicable penalties that carryover into the overtime period or are assessed during the overtime period shall adjust the on-ice manpower in overtime.
  - 2) Multiple, overlapping penalties to a team during overtime shall never reduce a team's manpower to less than 3 skaters on the ice; applicable instances shall adjust the on-ice manpower by increasing the number of skaters for the non-penalized team.
  - 3) In the event that the expiration of a penalty(s) in overtime temporarily increases the on-ice manpower of either team to above the base manpower (4 skaters), the teams shall revert to the appropriate base manpower at the next natural stoppage of play.
  - 4) The On-Ice Officials shall make all determinations regarding the application of penalties and subsequent on-ice manpower in the overtime period.
- C) Playoff Overtime Intermissions:** The overtime period in postseason elimination games shall be preceded by a 1-minute, on-ice rest period.
- 1) No warm-up activity involving pucks shall be permitted by any player.
  - 2) 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.
  - 3) Teams shall switch defending end zones between the end of regulation time and the start of overtime.
- D) Playoff Overtime Timeouts:** No timeouts shall be granted to a team beyond the conclusion of regulation time, even if the team did not use its allotted timeout during regulation time.

## SECTION 11.8 – Playoff Shootouts

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- A) Shootout Application:** If the score remains tied at the conclusion of the overtime period of an elimination game, a shootout shall be conducted to determine the advancing team.
- 1) A Playoff Overtime Intermission shall take place prior to the shootout.
  - 2) 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 the number of goals scored in the shootout.

- B) Shootout Provisions:** All the following shall apply to the shootout:
- 1) All players must remain fully inside the team bench during each shot attempt, except for the goaltender of each team who is participating in the shootout and the skater who is attempting the current shot.
  - 2) No warm-up activity of any kind shall be granted to any player once the shootout begins, even if a team changes its goaltender.
- C) 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 preceding 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 and must remain in the penalty box.
  - 3) A player who has been barred from participation by a directive of the Medic due to injury or illness shall not be eligible to participate in the shootout.
  - 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 Protocol:** The shootout procedure shall be, as follows:
- 1) The shootout shall consist of 5 rounds unless, at any point, one team holds a lead greater than the number of shooters remaining for the opponent.
  - 2) A team must use 5 unique shooters in the order of its choice, and the Official Scorer 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 USAH rule for Penalty Shots.
- E) Shootout Tiebreaker:** If the shootout score is tied after 5 rounds, an additional round shall be sequentially added, as needed, to determine a winner.
- 1) 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.
  - 2) Each team will have an equal number of chances to shoot in the tiebreaker rounds until a winner is declared.
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# PAHL MEMBER ASSOCIATIONS



**Allegheny  
Badgers**



**Altoona  
Trackers**



**Arctic  
Foxes**



**Armstrong  
Arrows**



**Beaver  
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**Mon Valley  
Thunder**



**Morgantown  
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**Mt Lebanon  
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**North  
Pittsburgh  
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**Pittsburgh  
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