

SHA Playoff & Final Days -Supplementary Rules - 2022

Final Days - League Cup Games

1. All Cup games shall use Hockey Canada, Alliance, and Sarnia Hockey Game Rules of Play
2. All Jamboree Games shall use OHF, Alliance, and Sarnia Hockey Guidelines for Cross Ice and Half Ice Games
3. Final Days shall determine SHA LEAGUE CUP CHAMPIONS and FINALIST - A, B,C,D,E cup for U9, U11, U13, U15 & U18/21
4. Cup Teams will be seeded by final playoff standings - 2v1, 4v3, 6v5, etc...
5. Cup Homes/Visiting Teams will be determined by final playoff standings. Home team will be the highest seed
6. Any Final Days Games for U6 can be conducted Jamboree Style under the supervision of the division director
7. U7 shall be conducted Jamboree Style under the supervision of the division director
8. **Alliance Championship Representatives are determined by SHA Policy during playoff rounds. This representative is declared by the Division Director/Convener**
9. **The Referee's call on the ice will be final**
10. All pre-game warm ups will be 3 min and will begin when the "zamboni" doors close
11. All **U8/9, U11, U13, U15 & U18/21** cup games shall be **10-B-10-B-15** with a 1 min break between each. **All regulation periods will be STOP TIME**
12. All cup games will be 5 on 5 game play in regulation.
13. Each team will be allowed **one** 30 sec time out during regulation play ONLY.
14. The **Timekeeper shall only stop the clock with direction from the referee** when time out is called. The clock will start once the puck is dropped at the next faceoff.
15. The **Timekeeper shall only stop the clock with direction from the referee** if a team official is required to enter the ice to attend to an injured player. The clock will start once the puck is dropped at the next face off.
16. **OVERTIME:** If a game ends in a tie, there shall be (2) 5 min RUN TIME overtime periods. OT1 = 4v4 Format & OT2 = 3v3 Format. There will be no intermission, breaks or floods for overtime. All overtime periods will be SUDDEN DEATH. There will be NO timeouts during overtime play
17. If the game remains tied after the 2 overtime periods. The winner will be decided by 3 player shoot out
18. If the game remains tied after the 3 player shootout, sudden death shoot out until a winner is determined

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- ~~19. In any regulation games with run time, in the last 3 min of the 3rd Period if the score differential is or becomes 2 or less, the game will be played stop time~~
- ~~20. Run Time Penalties will be 3 min, 7 min, and 10 min for Minor, Major, and Misconducts respectively~~
21. Stop Time Penalties will be 2 min, 5 min, and 10 min for Minor, Major, and Misconducts respectively
22. Overtime Penalties shall be served so that no team has less than 3 players on the ice. If a penalty is assessed during OT, the play will become 4 on 3. If a second penalty is assessed, play will be 5 on 3. Penalized players may enter the game after their penalty expires. The referee(s) will ensure the correct number of players is on ice at the next stoppage in play
23. Teams can shake hands after the game.
24. A copy of these rules with the both head coaches acknowledgment/signature above will accompany the official game sheet in the Official Time Keepers box

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BANTAM PLAYOFF SERIES RULES (PILOT for 2019-20 Season)

1. All Bantam Playoff Series games will use Hockey Canada, Alliance, and Sarnia Hockey Game Rules of Play. Teams are playing for game wins not series wins.
2. Bantam Playoffs are round robin, not elimination brackets.
3. Teams will not shake hands before or after games. Teams will shake hands at the conclusion of their playoff series.
4. Bantam Playoff Games will be 3 x 15 Min Periods - Run Time. Curfew Rule Applies
5. Bantam Playoff Points will be 2 Points for a Win, 1 Point for a Tie, 0 Points for a Loss
6. Bantam Playoff Standings will determine who represents SHA at Alliance Championships in accordance with SHA Policy
7. If a team's game roster is less than 10 players, replacement players may be used with **authorization from the division convener**. Replacement Players must come from the league below. Replacement Players are limited to 5 games played per SHA AP Player policy. Replacement players may be used by more than one team. Head Coaches of replacement players can deny access to any player if the player is scheduled to play within 30min of the conclusion of the unscheduled game. Replacement Players must be identified on the game sheet as "AP". Replacement Players must wear a jersey that is the same colour as the team they are playing for.
8. If a team's goalie is absent, a replacement goalie may be used from the league with **authorization of the division convener**. Extra games for goalies will be distributed as evenly as possible. Replacement Goalies have no games played limit. Teams can request to dress 2 goalies for a game under this rule. Goalies will not be required to wear the same colour jersey as the team they play for, but are encouraged to do so. HL Goalies will only be replaced for injury, health reasons, or if they are absent from a game.
9. Bantam Playoff Standings will determine ranking for seed into SHA Final Days Cup Championships. 1v2, 3v4, etc
10. Penalties and Suspensions will be upheld by SHA. Players and Coaches are expected to follow SHA and Alliance "Code of Conduct". Code Violations will be reviewed by the VC-HL and League Convener on a case by case basis.
11. Any Player that receives a GM30, GM31, or GM32 (Fighting Majors) will serve the OHF Minimum plus (1) additional game suspension.
12. Any Player that receives a GM41.XX will serve the OHF Minimum plus the situation will be reviewed by the Referee Director, Division Director, and League Director or replacements delegated by the President/Chairperson of SHA.

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13. A Bantam Playoff Suspension Report will be reviewed bi-weekly by the SHA Board of Directors if required. This review will be “in-camera” and is to assess the Bantam Playoff Pilot for 2020
14. All Teams **must** identify a captain and alternates on the game sheet with a “C” or “A” respectively. No team can have more than (1) Captain and (2) Alternates or (3) Alternates identified on the game sheet.
15. A Team Official needs to be in possession of an Approved Alliance Team Roster at every Game
16. Game Sheets shall be filled out correctly and completely. Game Sheets will be the responsibility of the Home Team to initiate and must be delivered to the Visiting Team no less than 15 min before game time. The Visiting Team must have the game sheet to the time keeper 5 min before game time. A 2 min Bench Minor for “Delay of Game” to the offending team will be assessed if:
 - a. Home Team Game Roster **is not** verified and signed by a Team Official that appears on the Alliance approved roster
 - b. Visiting Team Game Roster **is not** verified and signed by a Team Official that appears on the Alliance approved roster
 - c. Team Official in attendance of the Home Team **has not** signed their block on the game roster of the game sheet
 - d. Team Official in attendance of the Visiting Team **has not** signed their block on the game roster of the game sheet or;
 - e. **If** the Home Team or Visiting Team cannot produce their Alliance Approved Roster at the request of the game’s referee
 - f. **If** the game sheet is not available for review by the on and off ice officials 5 min before scheduled game time the Visiting Team will be assessed this penalty
 - g. **If** the top portion of the game sheet is not filled out to the satisfaction of the referee the Home Team will be assessed this penalty. This includes Date, Location, League, Division, Category, Game Type (*Playoff & Game X of 3*), Floods, Game Start Time (Scheduled), Curfew Time (Scheduled), & Game Length

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Half Ice and Cross Ice Final Jamboree

1. Jamboree Games will be played with 1 x 24 min period. All teams will play each other 1 time
2. It will be the oncoming team(s) responsibility to ensure the correct equip is set up and the correct configuration for the age group
3. It will be the oncoming team(s) responsibility to ensure the equipment is open and adjusted to allow for periodic floods throughout the day. These floods are indicated on the schedule
4. There are no officials for U6 or U7. U8 shall have 2 officials per game, 1 in each game area.
5. ~~It will be the teams responsibility to ensure their food order is submitted with sufficient time for the concession to prepare their team meal (approx 60 min)~~
6. The theme and intent of the “Final Days” jamboree is a fun and safe conclusion to a successful developmental hockey season, not a championship. Teams should be organized to maximize fun and fair play
7. Alliance Official Game sheets are required for the Final Days Cross Ice Jamboree
8. U6 shall be played with small nets(if available), blue pucks, no goalies, shooter tutors are acceptable
9. U7 shall be played with small nets(if available), blue pucks, and optional goalies, shooter tutors are acceptable
10. U8 shall be played with large nets, blue pucks, and goalies