

CAHL RULES & REGULATIONS

PLAYING RULES

USA Hockey Official Rules shall govern game play of all sanctioned CAHL games at the Ice Den facilities. Supplemental league rules apply as noted.

GAME TIMES

All CAHL games consist of 80 minutes of ice time. Game format includes a 4-minute warm up and (3) 15 minute stop-time periods. Due to scheduling efficiency, all games will start and end in accordance with the daily facility schedule.

RUNNING TIME

If a game is in jeopardy of completing within the allocated time slot, the scorekeeper shall inform the referee and the team captain that the game will proceed using the run time format. Scorekeepers are also instructed to run the time clock due to unnecessary delays. Referees can determine run time situations.

In the event of a 6+ goal differential, run time will be utilized no sooner than 10 minutes remaining in the third period and only when agreed upon by *both* team captains. Penalties during running time will begin at the next drop of the puck. Running time will not stop unless on-ice officials deem it necessary. Running time will not be restored to stop-time regardless of the score.

TIES/OVERTIME (Regular Season)

If the score is tied at the end of regulation play during the REGULAR SEASON, a shoot-out will commence with each team selecting three skaters to alternately attempt a penalty shot. The visitors will start and the home team will have the opportunity to answer a goal. If the game remains tied after the initial shoot-out, it then becomes a "sudden death" shoot-out with visitors shooting first. If the visitors score, home team gets a chance to answer the goal. Each player can only shoot once, unless one team runs out of players. If this occurs, the rotation can start over for both teams.

If a player is in the penalty box at the end of regulation play and has not served the full penalty, that player will not be eligible to participate in the shoot-out in either regular season or play-off games.

TIES/OVERTIME (Playoffs)

If a game is tied at the end of regulation play during the PLAY-OFFS, a 5-minute stop-time sudden death overtime period will commence. If the game remains tied after the OT period, a shoot-out will begin with each team selecting five skaters to alternately attempt a penalty shot. The visitors will begin and the home team will have the opportunity to answer a goal. If the game remains tied after the initial shoot-out, it then becomes a "sudden death" shoot-out with visitors shooting first. If the visitors score, home team gets a chance to answer the goal. Each player can only shoot once, unless one team runs out of players. If this occurs, the rotation can start over for both teams.

FORFEITS

In the event a team is forced to forfeit a game for any reason, the team representative shall notify the CAHL Administration with as much prior notice as possible. The opponent shall receive an automatic 1-0 victory. The opponent shall have the opportunity to utilize the allocated ice time for scrimmage. Full hockey gear including an HECC certified helmet is required to be worn during forfeited ice usage. Referees and scorekeepers are not available. **Only currently registered CAHL players are permitted on the ice during forfeited game slots.** Disciplinary action may be taken for any team allowing a non-registered player on the ice.

PLAYOFFS

Each CAHL season ends with playoffs. The playoff format, dates and times for each season as determined by the CAHL Administration will be distributed to the Team Captains and posted on the website. Upon scheduling the playoffs, the CAHL Administration will attempt to schedule games on regular divisional days of the week. However, these days are not guaranteed and teams may have to play on varying days.

GAME CANCELATIONS

Although amendments to the schedule are avoided at all costs, the Ice Den reserves the right to cancel or alter any CAHL game due to facility malfunction or other circumstances. In the event a game(s) must be canceled, facility management will notify the CAHL Administration immediately. The CAHL Administration will then notify the Team Captains of the affected teams as well as post messages on the website.