

PLAYOFF RULES

- Games start at the published time. **EXCEPTION** – second and subsequent games may start up to 20 minutes early.
- All games are 3 – 15 minute periods.
- 10 goal rule ends the game
- 3 minute warmup. (5 min for 120 minute ice slots) Time starts when the rink doors close – NO EXCEPTIONS.
- 3rd period shortening rules in effect (remaining time / 2) = 3rd period – NO EXCEPTIONS.
- **MANDATORY ICE CUT AFTER 2nd PERIOD** for **ALL** games @ Laurel.
- Overtime – You must have at least 15 minutes in the slot to play an overtime. OT's are 5 minutes minimum, 10 minutes maximum. If insufficient time remains, go directly to the shootout.
- Overtime ends when one team scores.
- Shootout – 10 players per team. List the 10 shooters on the attached form. 1st 5 shooters alternate. If one team is ahead after 5 shooters, the game is over and the team that scored the most shootout goals advances to the next round.
- If the shootout is tied at the end of 5 shooters, we go to sudden death. If one team scores and the other does not the game is over and the scoring team advances.
- If you run out of ice time and the game has not been decided, you go to the MSHL tie-breaking procedures.
- **SPECIAL RULES FOR FINALS TIED AFTER 3 PERIODS** – The game will not be decided via a shootout. Overtime will be two 15 minute, sudden death periods (JV/Girls -- 1 OT period). If the two teams are tied at the end of overtime(s), co-champions will be declared.
- Game Supervisor (or winning team if supervisor not present) faxes scoresheet (plus any game reports) to MSHL Statistician , emails score to mshlstats@comcast.net, and calls the hot-line 240-355-9593.