

## **2010 – NSIHL PLAYOFF RULES**

### **1 Home team duties**

The Home team will be the higher seeded team and will provide the game sheet.

### **2 Game sheet requirements**

Before the start of the game, a team official from each team must enter a list of player names and numbers on the game sheet, which should then be handed to the referee. Players may only be added to the game sheets up until the start of the second period.

### **3 Player eligibility**

Players may play only for teams that they are registered. In extenuating circumstances, the league may grant permission for a player to play on several teams in different divisions. If a team's assigned goalie is sick or injured, an approved goalie may be recruited from a lower division. Use of a non-registered, or unauthorized player will result in forfeiture of the game.

### **4 When to enter the floor**

Players are not permitted on the playing floor before their scheduled time and before all players from the previous game have left the floor. Teams should remain in the dressing room until the floor is available.

### **5 Minimum number of players**

A team must have a minimum of 6 eligible players in uniform (including a goaltender) in order to start a game. Failure to start a game will result in forfeiture.

### **6 Game length**

Teams are allowed a 3 minute warm up. Games must start within 5 minutes of their scheduled time. Regulation time consists of two 23 minute periods with a 2 minute break between.

### **7 Timeouts**

A team is entitled to one time out during a game. If a team calls a timeout during regulation time, it will not be able to call a time out during overtime. A timeout will last for one minute.

### **8 Stop time**

During the last 2 minutes of regular time, the clock will be run as stop time when there is a goal differential of 2 or less.

### **9 Tie breaking procedure**

During the overtime and shoot out, every player will be eligible to score. Overtime If the teams have tied at the end of regular time, they will play sudden death overtime. The overtime will start 1 minute after the end of regular time and will be 5 minutes of running time. Shoot out if the game remains tied after overtime, there will be a "3 players per team shootout". The home team will chose whether to shoot first or second. All 3 players will shoot and the team scoring the most goals will win. If the game remains tied after the first shootout, a "single shootout" will occur, involving players who did not participate in the first shootout. Each team will alternate shooting until one team outscores the other. If a team uses every player on its roster, it will return to the beginning of its first shootout list, and continue. At that time, the other team may return to the beginning of its first shootout list, regardless of whether all of its players have had a turn shooting

### **10 Equal Play Rule (Bench Minor Penalty)**

The purpose of this rule is to ensure that all players receive equal playing time, both in the number of shifts and in the length of each shift. It is understood that the length of time for each shift will not be exactly the same but each shift should be reasonably the same. Coaches must have an equal number of forwards and defence OR a difference of only 1.

All playoff games will have a monitor present to watch for players being given excessive floor time. All monitors will be league officials. If the monitor becomes aware of any non-compliance with the rule, he will instruct an on-floor official to assess a penalty.

The penalty will be a bench minor penalty and will be served by the player receiving the excessive floor time. In the event there is more than one player that is receiving excessive floor time, the ref will choose which player will serve the penalty. A penalty under this ruling can be called as often as required during a game and will have a carry over effect into following games. The penalty can also escalate each time it is called.

1. First infraction - 3 minute penalty.
2. Second infraction - 3 minute penalty and the coach is ejected from the game.
3. Third infraction - 3 minute penalty and the coach is suspended. Future coaching assignment in NSIHL up for review.

Conditions:

If the second infraction happens in the same game as the first, the coach will be ejected from the game. If the ejection happens in the last 10 minutes, the coach will be suspended for the game following as well.

If a coach is ejected from a game, a recognized team official must replace him. If a recognized team official is not available, the game will be forfeit in favour of the opposing team, regardless of the score.

The first infraction will count against the team. Second and Third infractions will go against the coach who is in charge on the bench at the time of those infractions.

