

APHA House League Playoff Rules – 2019-2020

- Full equipment including an approved neck guard, helmet, and mouth-guard are mandatory.
- The half-ice game will be played 4 vs. 4 (skaters) and 1 goalie from each team.
- **Teams must use a three-shift rotation. Shift rotations must be made based on ability, not balanced lines.** This means:
 - The top 4 skilled players (advanced) from each team must skate against each other
 - The next 4 skilled players (developed) from each team must skate against each other
 - The remaining 4 skilled players (developing) from each team must skate against each other.
 - Teams with more than 12 skaters are to rotate extra skaters within the same appropriate skill level of the rotation.
 - **Coaches must meet before each game to discuss equal ability line rotations and provide a list of their rotations to the other team**
- **Failure to follow the equal ability line rotations may result in forfeiture of that game.**
- **No double shifting. If you're short players, you play shorthanded!** For example, if you only have 10 skaters, your shift rotation could be 3-4-3. If you cannot dress 12 skaters and 1 goalie (13 players), you may bring up Temporary Players (TP's). TP's require their coach's permission and are drawn from underage players (APHA 5&6 HL). Please note "TP" on the game sheet.
 - TP's are to be placed into the shift-rotation that best fits their skill/ability level
 - Novice Female players are not eligible to be called up as TP's.
 - You may not bring players over from another 7/8 team.
- You must have eight players on the ice when the game is scheduled to start. If you cannot provide eight players, the game will be forfeited.
- If a player is injured during their shift and play is stopped due to the injury, **the player must leave the ice for the face-off.** The player may then return to the ice. If the player is unable to return immediately, you may:
 - Play short-handed until the player can return.
 - Put another player of **equal caliber** from the bench or development zone onto the ice until the injured player is ready to return, or for the duration of that shift. At the end of that shift, the substitute player would continue with their regular rotation.
 - Any player deliberately trying to injure another player will be given a game misconduct
- The goalie may be pulled during the **last shift of the game only**, for an extra attacker. **The extra attacker cannot be one of the top 4 skilled (advanced) players.** Double shift rule does not apply.
- **Overtime player designation must be done at the start of the game. Equal ability line rotations do not apply in overtime. Coaches can select any 7 players of their choice.** Use positions 1-7 of the game sheet. If no players are designated, the numbers 1 – 7 will be given to the first 7 players listed on the game sheet. If it's brought to the attention of the league a team has used an illegal player the team will forfeit the game.

- Sudden Death Overtime format is:
 - 3 on 3 with a goalie for one minute
 - 2 on 2 with a goalie for one minute
 - 1 on 1 with a goalie for one minute
 - 1 on 1 **without** a goalie until a goal is scored
- **Any penalty during overtime results in a penalty shot**
- Coaches are responsible for filling out all copies of the game sheet.
- Please have your team ready to go on the ice 15 minutes prior to game time.
- CHA rules apply unless noted below.
- There are **no timeouts** allowed in the playoffs.
- Both coaches please email: info@aphahockey.ca after your game with the scores.
- If the assigned referee does not show up, the home team shall supply a parent to referee the game. Immediately following the game, the home team shall email notification of this.
- Remember, our referees are learning too, treat them with respect, we need them to continue when your kids are older.

Hockey Winnipeg - Novice (7/8) Half-Ice Rules (same as regular season)

These are basic rules regarding the format and structure for Novice half-ice games:

- Teams use their own bench for the duration of the half-ice game. Home team gets the bench in the game side of the rink.
- The half-ice game will be played 4 vs. 4 (skaters) and 1 goalie from each team
- Games are 2 x 24-minute periods (teams switch ends after 1st period)
- The visiting team defends the net on the centre red line in the 1st period
- Officials will draw a dot in the middle of the Game Zone for all face-offs
- Each team has 8 players in the Game Zone at all times (4 on the ice, 4 on the bench)
- The remaining players are in the Development Zone
- Shifts are 2 minutes, running time; continuous play within each shift
- Busser sounds once at the end of each 2-minute shift, however clock continues to run
- A face-off will take place at the start of every shift
- After 4 shift segments (8-minutes), clock is stopped and buzzer is sounded to signify player rotations
- Each team rotates new players into the Development Zone for the next segment
- There are NO icing or offside calls
- Score will be kept, however goals and assists will not be recorded
- Goalies may only be pulled in the last shift of any game
- Players and coaches shake hands after the game

Continuous play & change of possession

As identified by Hockey Canada as a core element at the Novice category, one of the keys to improving the flow of each game and reducing stoppages is to create continuous play, particularly on change of possession. These basic rules apply:

- There will be no face-offs or lengthy stoppages in play during shifts; continuous play will be used (exception; injury)
- Puck shot out of play: Official blows whistle, offending team backs off and non-offending team gets possession
- Goalie freezes puck: Official blows whistle, attacking team backs off and defending team gets possession
- Goal scored: Official blows whistle, attacking team backs off and defending team gets possession

NOTE: In all cases, “backing off” will require the offensive team to move back to the ringette line (or top of circles). The defensive team must wait for the official to indicate they can begin their attack, and must start with the puck on or behind their goal line. Both teams resume play on the officials’ signal.

Coaches should ensure all players understand this concept from both the offensive and defensive perspective.

Penalties

The following guidelines apply to minor penalties during Novice half-ice games:

- Standard delayed penalty procedures are followed (note: goalie can't be pulled during delay)
- The official calling the penalty blows whistle, identifies offending player and penalty
- Offending player is escorted to player bench by the official who called the penalty
- The 2nd official gives possession to the non-offending team (offending team must back off)
- The offending player is eligible to return during the same shift if a goal is scored by the non-offending team

Player Rotations

Players will rotate between the Game Zone and Development Zone after each 8-minute segment. The timekeeper will sound the buzzer twice at the end of each 8-minute segment to identify rotations. There are 8 players in the Game Zone at all times (4 on the ice, 4 on the bench), and the additional players will be in the Development Zone. Coaches simply rotate new players into the Development Zone after each 8-minute segment. This rotation MUST be done fairly to ensure all players receive as equal time in the Game Zone and Development Zone as possible for every game.

Coaches should meet before each game to discuss equal ability line combinations. For example, both teams could ensure their more developed players are on the ice for the 1st and 3rd shift, and the less developed players are on the ice for the 2nd and 4th shift for each segment (or vice versa).