



Wisconsin Amateur Hockey Association Region 4 Playoffs February 3rd – 5th, 2017



Team Managers must be at the rink at least 45 minutes before scheduled game time. They must check-in with the WAHA Site Director prior to each game. If the roster turned in at the seeding meeting was declared okay, there will be no player verification necessary. If the roster was not okay, you will need to provide proof of age documents for any player who does not have “verified” on the roster following their name. All teams must have a certified coach on the bench and only certified coaches may be on the bench! Coaches must register before each game. Remember, there will be two teams managers that need to have all the paperwork checked and it will take time. So, please help out by being at the rink early. (NOTE: See special instructions regarding Rosters and Coaches check-in procedures below). ***Also, many games will be played at rinks where both team managers may not be familiar with running the clock. Please take some time before the game to become familiar, either by watching those working the clock in the game before yours or asking the rink manager for help before the game.***

Teams should be at the rink and ready to play 30 minutes before the schedule start time as games may start early. All games will start with a four-minute warm up period. The timekeeper shall place 4 minutes on the clock. When the horn sounds teams will have one minute to put the starting lineups on the ice so the game can begin on time. Each team will supply the pucks as they do all season.

	Regulation Time	Penalty Times	Overtime	Resurface
Squirts & U10 Girls	12 Minutes, Stop	1:30 Minor, 3:00 Major & 6:00 Misconduct	8 Minute Sudden Death	After Game Only
Pee Wee, Bantam, U12 & U14 Girls	15 Minutes, Stop	2:00 Minor, 5:00 Major & 10:00 Misconduct	8 Minute Sudden Death	After Every Two Periods
Midgets	17 Minutes, Stop	2:00 Minor, 5:00 Major & 10:00 Misconduct	8 Minute Sudden Death	After Every Two Periods

Games ending in a tie will continue with 8 minute Overtime periods until a winner is determined. Teams will not change ends. There will be a one (1) minute break between Overtime periods.

Each team is allowed one (1) timeout per game. Teams do not get an extra timeout for overtime periods.

All games must be completed in their entirety – **NO TIME** shall be taken off the clock for any reason.

Any time a team has a six (6) goal lead the game will go to running time. Stop time will resume only if the lead is cut below six (6) goals.

During running time:

- The clock is stopped when a goal is scored, to assess a penalty, for injuries or at the request of the on-ice officials. Once the puck is dropped to restart play, running time resumes.
- Running time continues during the serving of penalties.
- ***If the penalty expires during a stoppage of play the penalized player must remain in the penalty box until the puck is dropped to start play.***
- If a player is serving a penalty that must wait for a stoppage of play, (e.g. Misconduct, Co-incidental minors) the player(s) may return to the ice during the stoppage if it does not hold up play. Otherwise the player(s) must wait until the next stoppage.

Each Game Official must sign the score sheet legibly. The Referee must notify the WAHA representative immediately following the game in which a Rule 411, Game Misconduct or Match penalty is assessed, in addition to filing the required Game Report.

Each team must provide off-ice officials for the scorekeeper, game clock and each penalty box. **Highest Seeded Team is the “Home Team” and Must provide an official score sheet. The top copy of the official score sheet must be turned into the WAHA representative immediately after the Game Officials sign the score sheet.**



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Special Roster/Proof of Age and Coaches Certification Instructions

Team Managers:

You need to arrive to the rink for your first game 45 minutes before the schedule game time. Games will start early if we are ahead of schedule at any given rink. When you get to the rink for your first game you will need to look for the WAHA representative. Because we required every team representative attending the seeding meeting to provide an up-to-date roster at the seeding meeting, the roster check-in procedure will be much easier this season. If the roster was declared okay at the seeding meeting, no player verification is necessary. If the roster was not okay, you will need to provide proof of age documents for any player who does not have “verified” on the roster following their name. For all of your remaining games please check in with the WAHA rep so they know your team is present. Also if the game results in a team advancing to State Tournament, the WAHA Rep will provide some information for any team advancing to State.

Next, each coach from your team will need to check-in with this same individual. The coaches will need to check-in for “**Every**” game. Because of the new coaching requirements from USA Hockey, the following is what each coach will need to have and/or do at the rinks for every game:

1. All coaches will need to verify their identity with a driver’s license or other government issued ID.
2. If the information on the certified roster is correct and up to date, then they will be allowed on the bench.
3. If the info on the certified roster is incorrect or not up to date, then the coach will need to show proof that they have completed the SafeSport training, had a background screen conducted, has a current date of validation, (2017 or later) and has completed the correct module for the level they are coaching.

NOTE: We will not accept any excuses for coaches who cannot produce the proper documentation. No proof of completion of ALL USA Hockey registration requirements, no coaching PERIOD.

NOTE: There will a WAHA representative at each rink. They can answer any questions or solve any problem. Protests will be handled according to WAHA By-law, Article 2, Paragraph 28, page 55 of the WAHA Guide Book