



Wisconsin Amateur Hockey Association
2007 Tier I & Girls/Women
State Playoffs
March 9 – 11, 2007



Age Classes	Regulation Time	Penalty Times	Overtime
U12 Girls	5 Minute Warm-up 12 Minute Periods 2 Minute rest between periods Resurface before each game	1:30 Minor 3:00 Major 6:00 Misc.	6 Minute Sudden Victory
Pee Wee	5 Minute Warm-up 15 Minute Periods 2 Minute rest between periods Resurface every 2 periods	2:00 Minor 5:00 Major 10:00 Misc.	10 Minute Sudden Victory
U16, U14 U19 Girls	5 Minute Warm-up 15 Minute Periods 2 Minute rest between periods Resurface every 2 periods	2:00 Minor 5:00 Major 10:00 Misc.	10 Minute Sudden Victory
Bantam	5 Minute Warm-up 16 Minute Periods 2 Minute rest between periods Resurface every 2 periods	2:00 Minor 5:00 Major 10:00 Misc.	10 Minute Sudden Victory
Midget	5 Minute Warm-up 17 Minute Periods 2 Minute rest between periods Resurface every 2 periods	2:00 Minor 5:00 Major 10:00 Misc.	10 Minute Sudden Victory

- All Midget 16U, Girl's U12, U14 & U19 games must have a winner. All other games, except for Sunday's final game, remain a tie.
- Games ending in a tie that require a winner will continue with listed minute overtime periods until a winner is determined. Teams will not change ends. There will be a two (2) minute break between overtime periods.
- Each team is allowed one timeout per game. Must be properly requested during line change procedure.
- All games must be completed in their entirety – **NO TIME** shall be taken off the clock for any reason.
- For all games except Girl's U12, following the first period all non-starting players must proceed from their locker room directly to their player's bench. Only starting players are permitted on the ice following the first period.
- When resurfacing the ice between periods, place 12 minutes on the game clock and start the clock before the officials leave the ice.



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FORMAT

Best 2 out of 3 games

Classifications – Girls/Women U12, U14, & U19 and Midgets 16U. All games Played Until A Winner Is Determined. 3rd Game Only If Necessary

Round Robin Play

Classifications – Girls U16, Midget 18U, Bantam and Pee Wee. Teams receive 2 points for a Win; 1 point for a Tie and 0 points for a Loss. 2 teams with most points play for Championship. Tiebreakers used per USA Hockey Annual Guide, page 154. Championship Game played until a winner is determined.

RUNNING TIME – ALL GAMES

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 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 direction of the on-ice officials. Once the puck is dropped to restart play, running time resumes.
- Running time continues during the serving of all penalties.
- ***If a 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-incident minors) the player may return to the ice during the stoppage if it does not hold up play. Otherwise the player must wait until the next stoppage of play.

Each Game Official must sign the score sheet. **All Team Officials on the bench must be designated on the score sheet for each team, with appropriate CEP information listed per USA Hockey Annual Guide.** There will be a WAHA representative at the rink that can answer any questions or solve any problems.