



APPROVED GAME PROTOCOL

Last updated 7/19/2019

To provide a consistent set of standards and conditions for games across the WCCHA, the following game protocol is the **default** standard for all games hosted by a WCCHA team for **league play**. Alterations to this protocol must be communicated to the visiting team in advance of arrival, and any concerns should be forwarded to the WCCHA Commissioner immediately.

APPROVED GAME PROTOCOL

1. Teams enter for warmups on *clean ice*. Standard warm-up time is **8:00 minutes**.
2. At the home team's discretion, lineups and an anthem are allowed prior to the start of the first period.
3. **20 minute 1st period** following completion of warm-ups (no ice cut).
4. Ice Cut during 1st/2nd period intermission.
5. **20 minute 2nd period**
6. Ice cut during 2nd/3rd period intermission.
7. **20 minute 3rd period**

IF TIED AFTER 60 MINUTES

1. 2 minute on-ice intermission (no ice cut).
2. **5 minute, 4v4 overtime period** played under sudden-death rules.
3. If no score after the overtime period, game ends in a tie (no shootout rule).

IMPORTANT REMINDERS/GAME DAY REQUIREMENTS

- The home team shall supply warm-up and game pucks for BOTH teams
- The home team shall supply the scoresheet and staffing for the scorer's box (2 people preferred) and penalty boxes
- The home team shall confirm time for warmups (clarify if listed game time is for warmups start or puck drop)
- The home team is expected to wear white/light color jerseys, with visiting teams wearing dark color jerseys; teams can agree in advance to a different pairing of jerseys, but this must be communicated
- A 3-man officiating system is the *minimum* allowed for ACHA and WCCHA games
- There is NO rule for running time or shootouts in WCCHA play. Teams are expected to reserve at least 2.25 hours (preferably 2.5) to ensure completion