



WISCONSIN AMATEUR HOCKEY ASSOCIATION

TIER I & GIRLS & TIER II CHAMPIONSHIPS

MARCH 7-9, 2008 – GREEN BAY-SHEBOYGAN-FOND DU LAC

TIER II MIDGET 18U & 16U

Teams will play a round robin within their division. After round robin play, the top four Teams in point standings, 2 points for a win, 1 point for a tie and 0 points for a loss, will Advance to semi final crossover round, with 1st vs. 4th and 2nd vs. 3rd. Winners of crossover games, advance to Championship game.

GIRLS U16 & GIRLS U12:

Teams will play best two out of three, with the third game played only if necessary. All games played till there is a winner. See over time rule.

TIER I BANTAM & MIDGET 18U

Four team round robin, with the top two team in points after round robin, with 2 points for a win, 1 point for a tie and 0 points for a loss, advance to Championship game.

GIRLS U19 & TIER I PEE WEE & MIDGET 16U

Three team round robin, with top two teams in points, with 2 points for a win, 1 point for a tie and 0 points for a loss, advance to the Championship game.

OVER TIME PROCEDURE

After the third period, there will be a two minute rest and then a 8 minute Sudden Victory After the first over time, if still tied the teams will leave the ice for re-surfacing. The teams will not change ends and then play overtime in the necessary regular length of a regular period until there is a winner, with a two minute rest between periods, with the ice being resurfaced every two periods, except for Girls U12, every three periods.

RUNNING TIME – ALL GAMES

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

Ice Resurface

After second period and before start of game.

Warm up

Five minutes before game. Two minute rest between 1st & 2nd period. Starting players only on ice start of 3rd period. All other player go directly to bench.