

We are not using Sherwood this year. It is RBK and there are a few allowances until everything gets established.

The following is new, we ask the referees to report it to Derryl

- M. All players must wear game jerseys that have a tie-down strap attached. Players failing to do so will receive a fine of \$50 in addition to any additional penalties that may be warranted. This fine also applies to a player who deliberately removes his elbow pads when engaging in a fight.

This will apply to a player who takes off gear and throws it after a fight.

Warm-up and Game Start Procedure

(APPENDIX B)

30 minutes before game time warm-up begins with 15 minutes set on the clock. Players are not allowed to make contact with or cross the center red line at any time during the pre game warm-up. A Misconduct penalty will be assessed to any player making contact or crossing the center red line during the pre game warm-up, plus any other penalties which may be assessed.

With 2 minutes left in warm-up a warning buzzer will be sounded.

All players are to be off the ice at the expiration of the 15 minutes. (There will be a \$25 fine for each player on the ice after the expiration of the warm-up time)

Five minutes prior to the start of the game the on ice officials will come on the ice with a warning given to the teams.

All players are to be on the ice or bench 2 minutes prior to game time for the playing of the National Anthem.

BETWEEN PERIOD PROCEDURE

When the players have left the ice there will be 15 minutes put on the clock for the intermission.

With 3 minutes left on the clock there will be a warning buzzer at which time all players are to proceed to the ice and their benches. The starting lineups are to take their positions for the face off.

Any team, which has not presented itself for the face off at expiration of the 15 minutes, will be subject to a delay of game penalty.

Should a team require extra time during an intermission due to a promotion the team may stop the clock for up to three (3) minutes. (This should take place with ten (10) minutes left on the clock).

- I. During the playing of the national anthem the starting line-up only, for each team, shall be at its blueline with helmets removed facing the Canadian flag.

NOTE: Off ice officials will be responsible for recording the jersey numbers of players in violation of the above protocol. He will then report the players in violation to the referee who will assess the misconduct penalties to start the game. The numbers of players not off the ice after the warm-up will be reported to the vice-president administering discipline.

II. Maritime Junior A Hockey League

III. Overtime and Shoot-out Procedure

IV. (APPENDIX D)

V.

- VI. During regular season games, if the game remains tied at the end of the five (5) minute overtime period, the teams will proceed to a shootout. The rules governing the shootout shall be the same as those listed under the Penalty Shot rule.
- VII.
- VIII. 1. The Teams will not change ends for the shootout. The visiting Team shall shoot first. The Teams shall alternate shots.
- IX.
- X. 2. Three (3) players from each team shall participate in the shootout and they shall proceed in such order as the coach selects. All players are eligible to participate in the shootout unless they are serving a ten minute misconduct or have been assessed a game misconduct, gross misconduct or match penalty.
- XI.
- XII. 3. Once the shootout begins, the goalkeeper cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goalkeeper.
- XIII.
- XIV. 4. Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a sudden death format. No player may shoot twice until everyone who is eligible has shot.
- XV.
- XVI. 5. Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.
- XVII.
- XVIII. 6. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game winning goal in the shootout will not be credited with a goal scored in his personal statistics.
- XIX.

MJAHL RULE SUPPLEMENT AND OVERTIME AND SHOOTOUT GUIDELINES

XX. 7. If a team declines to participate in the shootout procedure the game will be declared as a shootout loss for that team. If a team declines to take a shot it will be declared as no goal.

XXI.

XXII. 8. There will be no timeouts called during the shootout.

XXIII.

XXIV.

XXV.

XXVI.

XXVII.

XXVIII.

XXIX.

When the numerical player strength at the end of the third period is;	The numerical player strength at the beginning of the overtime period will be;
5 on 5	4 on 4
5 on 4	4 on 3
5 on 3	5 on 3 With the expiration of penalties, due to continuous play, player strength may get to 5-on-5 or 5-on-4. At the first stoppage of play, player strength must be adjusted to 4-on-4 or 4-on-3 as appropriate.
4 on 4 due to non-coincidental penalties	4 on 4 Players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, player strength must be adjusted to 4-on-4 or 4-on-3 as appropriate.
4 on 3	4 on 3 Players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, player strength must be adjusted to 4-on-4 or 4-on-3 as appropriate.
3 on 3	3 on 3 Players exit the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, player strength must be adjusted to 4-on-4 or 4-on-3 as appropriate.

XXX.

XXXI.

XXXII.

1. If a team receives a non-coincidental penalty in overtime the teams will play 4-on-3.

XXXIII.

MJAHL RULE SUPPLEMENT AND OVERTIME AND SHOOTOUT GUIDELINES

XXXIV.

2. If a team receives a second non-coincidental penalty prior to the expiration of the first penalty the teams will play 5-on-3 with players exiting the penalty box as normal to 5-on-4 or 5-on-5. At the first stoppage of play, player strength must be adjusted to 4-on-4 or 4-on-3 as appropriate.

XXXV.

XXXVI.

XXXVII.

XXXVIII.