

PIRHL Game Format

- a. All teams must be dressed and ready to play 15 minutes prior to the scheduled start of their game.
 - i. Any player who forgets or loses his/her jersey will not be permitted to play without a matching jersey.
- b. **PRIOR TO GAME: Referees will check all players in.**
- c. A three (3) minute warm-up clock is used once teams are checked in.
- d. Three (3) fifteen (15) minute running clock time periods shall be played.
- e. A stop clock shall be used in the final two (2) minutes of the third period with a two (2) goal or less score differential.
- f. Teams must have four (4) skaters and one goalie to start the game.
- g. If the required number of players is not on the floor by the time the three (3) minute warm-up clock expires, fifteen (15) minutes will be placed on the score clock.
 - i. If a goalie is not available, a team CANNOT play with five (5) skaters and will have to forfeit the game. The team cannot play a goalie that is not on their roster.
- h. If the required number of players does not arrive within these fifteen (15) minutes, the game will be marked as a forfeit in PointStreak. (Scorekeeper will post a note of this occurrence in PointStreak.) The PIRHL Commissioner will record the score as a 5-0 forfeit.
- i. Between periods, 1 minute will be placed on score clock and ran.
- j. Each team is allowed 1 team time out per game. The team time out can carry over to overtime, if not used during regulation.
- k. Mercy Rule: 8 goal differentials after two (2) complete periods have been played, all playing must cease. (All Elementary Divisions are EXEMPT to this rule, scoring of game stops (except penalties) in Pointstreak and scoreboard. Referees will remain and continue game.)
- l. A minimum of one PIRHL/AAU Certified coach permitted on the bench, the maximum is three PIRHL/AAU Certified coaches allowed on the bench.
- m. If a skater shows up late for a game he/she can enter the game and play in the game at the next stoppage in play. Skater must check in with scorekeeper at the end of the period.
- n. All puck drops will be at the appropriate dot on the rink.
- o. Regular Season Overtime
 - i. Regulation season games that end in a tie will have one (1) five (5) minute running clock "sudden death" overtime period.
 - ii. The overtime period in a regular season game is played with 3 skaters and a goalie per team.
 - iii. The team that wins in overtime earns two (2) points.
 - iv. The team that loses in overtime earns one (1) point.
 - v. Each team earns one (1) point for a game that ends in a tie after the overtime period.
- p. Playoff Overtime
 - i. Overtime played four (4) on four (4) for 15-minute periods until there is a winner.