



MCHA - Referee Guide

1. GAME PLAY

1.1. Game Format

- 1.1.1. MCHA games are 5v5, with a 3-minute warmup, 3 x 15-minute Stop Time periods, and a 1 minute break between each period. The clock moves to running time if a team is trailing by 5 or more goals in the 3rd period. The clock returns to stop time if the goal differential is reduced to 4 or fewer.
- 1.1.2. Each team must field a minimum of 5 skaters and a goalie (or 6 skaters and no goalie) to play a game. If a team has fewer skaters or drops to 4 skaters or fewer during the game (e.g., due to injury or ejection) then the team must forfeit.
- 1.1.3. Games forfeited due to lack of players will not be rescheduled; in case of a forfeit, the available players may use the scheduled ice time for a drop-in style scrimmage (at which point neither referees nor the scorekeeper are required for the remainder of the scheduled ice time). MCHA will meet all of our financial obligations to the rink and NTHOA for forfeits.
- 1.1.4. During the regular season, in the event of a tie game at the end of 3 periods, the game moves to a best-of-3 shootout. If the tie is not resolved with the first 3 players, the game moves to a sudden death shootout. All players on the bench must shoot once before any player can shoot again (regardless of whether the two teams have a different number of players on the bench).
- 1.1.5. During the playoffs, in the event of a tie game at the end of 3 periods, the game moves to a 6-minute Run Time sudden death overtime period. If the game remains tied after the overtime period, the game moves to the same shootout format as the regular season.

1.2. Equipment & Jerseys

- 1.2.1. The following equipment is required of all players in all MCHA games: hockey helmet with a chin strap, elbow pads, hockey gloves, shin pads, hockey pants, protective cup, hockey skates, hockey stick, hockey socks, and a hockey jersey.
- 1.2.2. The following equipment is optional but is *highly* encouraged for player safety: face mask or cage for helmet, shoulder pads, and neck guard. Players who elect to play without this equipment do so at their own risk.
- 1.2.3. The home team wears a dark-colored jersey. The visiting team wears a white or light-colored jersey¹. Each player's number must be the same on both their light and dark jerseys and must be correctly reflected on the game sheet.

¹ Note: on-ice officials are the final authority on what constitutes a "light-colored" or "dark-colored" jersey.



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2. MCHA UNIQUE RULES

2.1. MCHA has several unique rules intended to prevent discord and maintain calm on the ice. We ask that you help support our league's mission by enforcing these unique rules:

2.2. Goal Caps

- 2.2.1. No player is eligible to score more than 3 goals per game, including during overtime.
- 2.2.2. If a player exceeds the goal cap, the goal will be disallowed, and the ensuing faceoff will be placed in the offending player's defensive zone.
- 2.2.3. Players who have reached the goal cap limit **are** eligible to participate in a shootout.

2.3. Post-Game Handshake & Prayer

- 2.3.1. Sportsmanship is a key element of MCHA. To continue to foster a sense of community and sportsmanship, all players agree to line-up after the game and congratulate their opponent.
- 2.3.2. All players agree to meet at center ice for a post-game prayer, unless the game went into overtime, in which case the post-game prayer may be held off-ice. Players may choose not to participate in the prayer but are required to observe a moment of silence. In addition, officials are invited to participate in the post-game prayer if they wish.
- 2.3.3. Players are required to keep their helmets on until they meet in the prayer circle.

2.4. Penalties & Ejections & Stats

- 2.4.1. MCHA players (Christian or non-Christian) are human beings playing a competitive sport and can get caught up in the bravado just like anyone else. Therefore, MCHA asks that the officials issue penalties as necessary to help MCHA maintain the highest standards to make sure the league is able to better accomplish our outreach objectives through fun and safe play.
- 2.4.2. Any player who incurs three (3) penalties in the same game shall be immediately ejected from the game. This ejection is to cool down a game and does not include any additional penalty minutes nor does it result in suspension in and of itself.
- 2.4.3. In compliance with USA Hockey rule 601, MCHA requests that the officials ensure that profanity is not a part of the game and to issue a maximum of one warning per game, followed by unsportsmanlike conduct penalties as necessary, up to and including Game Misconduct or Match penalties at the officials' judgment.



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- 2.4.4. Other supplemental disciplinary actions such as discretionary suspensions are assessed by MCHA after a game is complete, no action is needed from you other than to record the correct player for penalties to ensure that any post-game action from MCHA is directed at the appropriate player.
- 2.4.5. MCHA uses game data as part of making leveling decisions for players. To that end, we ask that you credit goals and assists as accurately as possible to ensure the game data provides the correct basis for leveling decisions.