



Integrity Hockey League – Playoff Rules Guide

In addition to these Playoff Rules, the Integrity Hockey League (IHL) requires each of our participants to read and accept the Integrity Hockey League Code of Conduct, Rules Guide, and Penalty & Suspension Guide.

These Rules ONLY Apply to Post-season Games.

1 Definitions

- 1.1 Player – An individual who has signed all necessary forms, paid Integrity Hockey League dues/Rink Fees, and agreed to abide by the Integrity Hockey League Code of Conduct.
- 1.2 Substitute - An individual who is registered with the league to fill in for Players who are unable to attend their game.
- 1.3 Run Time – The game clock will not be stopped for any reason.
- 1.4 Captain/Alternate Captain - A Registered Player officially designated as one of the team spokespersons. Goalies are not allowed to function as Captains as we expect our Captains to manage both the on ice and bench behavior of their respective teams.
- 1.5 Spectator - An individual watching a game for entertainment with no physical involvement.
- 1.6 Contest Area – Defined as locker rooms, interior viewing/seating area in and around any rink – along with the internal lobby of the facility.
- 1.7 Commissioner/Chaplain Team – Each team has an assigned commissioner and chaplain.

2 Playoff Rosters & Substitution

- 2.1 Teams are only authorized to use players that are registered with IHL as a full or half season player. **Players registered as a \$50 substitute are NOT eligible to participate in playoffs.**

It is up to the captains' discretion whether or not they deem it fair to allow half season skaters to play in more than 1 playoff game.

In the event a team does not meet the minimum roster requirements (see Rules Guide on website), IHL reserves the right to limit half season skaters to one playoff game.

- 2.2 All substitute players must be registered before they step on the ice. A list of all registered players can be found on the website under the *Resources* tab.
- 2.3 Teams may borrow players registered within the Integrity Hockey League from a division **BELOW** their own to **bring them team to 10 players (not including the goalie).**

Example: A team in C2 only has 9 skaters, that team may bring in 1 substitute skater from C3, D1, or D2 to bring their roster to 10 skaters. If a substitute player is used from the B, C1, or the C2 division, that team will be forced to forfeit the game.

Since there is no division below D2, D2 teams may utilize subs from the D2 division, or utilize D1 captains.





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- 2.4 The captains **must** notify the opposing captain of the substitute player and clearly label that player on the game sheet handed in to the scorekeeper.

Example: #27 John Thomas (Team Hanson C2).

If a player tells the captain that they are OUT for that game and still show up, the captain must decide who may play in the game, the substitute player, or that player that checked OUT. **Teams cannot use substitute players that already have 10 or more skaters.**

- 2.5 You may borrow a goalie from a team within your own division.
- 2.6 Sub goalies are eligible to participate in playoffs after all other options have been exhausted. The sub goalie list can be found on the website under the *Resources* tab.
**In the event of a goalie emergency, work with your opposing captain and commissioner.*

3 Goal Caps & Mercy Rule

- 3.1 C1, C2, C3, D1, D2 – No player is eligible to score more than 3 goals per game, including OT. Players who have reached the goal limit are eligible to participate and score in the shootout.
- 3.2 If a player exceeds the 3 goal cap, that goal is disallowed and opposing team is awarded a face off in their offensive zone.
- 3.3 If leading by 7 or more goals in the final five minutes of the third period, the team that scores a goal that results in a goal differential in excess of seven (7) goals, the player who scores the goal receives a 2:00 minor penalty for unsportsmanlike conduct.
**Goal cap rules do not apply to the B division.*

4 Run Time & Mercy Rule

- 4.1 A game moves to run time if a team is trailing by 6 or more goals with 10 minutes left (or less) in the 3rd period. Clock will move back to stop time only if the losing team reduces deficit to 4 goals or less.

5 Overtime Rules

- 5.1 In the event a game is tied after regulation, the game moves to a 6-minute running clock sudden death period. If the game remains tied, then it moves to a 5v5 shoot out, with sudden death if it remains tied after that.
- 5.2 In the event the game goes to a 5v5 shootout, each team must roll through all players sitting on the bench before another player shoots twice. This is regardless of the player count for each team. ALL players must have an opportunity to participate in the shootout.
Violation of the shootout rules will result in a forfeit.
- 5.3 Due to the time constraints of overtime, the postgame prayer must be conducted off the ice.





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6 Pre & Post Game Communication

- 6.1 Pre-game: Captain and their cord of three are expected to introduce themselves to each other before the game. This is also serves as an opportunity to discuss rosters and substitute players being used.
- 6.2 Post-game: Each player from both teams is expected to participate in handshake line, as well as the post-game prayer at the middle of the ice (unless the game goes into OT).

