MCHC-WIDE GAME PROTOCOLS
All Teams – All Arenas

GAME PROTOCOLS:
• The time listed on the schedule is the time teams take the ice for warm-ups.
• The home team will dress in white/light-colored uniforms, visiting team in dark, unless agreed upon by the Head Coaches of both teams.
• The visiting team shall provide their roster including the starting lineup to the scorekeeper prior to the home team, and both prior to the start of the warm-up period. (Rule 6.6)
• The home team will provide a least 20 pucks to the visiting team for warm-ups. (Rule 6.2)
• Any special ceremonies lasting more than 5 minutes shall take place before the warm-up period, unless mutually agreed upon by the Head Coaches of both teams.
• A 10-minute warm-up will be on clean ice, the game will start immediately after the warm-up.
• Teams are reminded that any player crossing to the opponent's side of the center red line during warm-ups may result in a minor penalty.
• The starting six (6) players from each team will skate to their respective blue line for the playing of the National Anthem.
• There will be ice cuts after the first and second periods.
• Teams are reminded that failure to skate directly to their respective benches to start the second or third periods will result in a minor penalty for Delay of Game. (NCAA Rule 84.2)
• Regulation time consists of 3 periods; each period is 20 minutes stop-clock.
• **Any changes to the above protocol must be conveyed to the referee and chief as well as the other coaches - prior to the game being played.**

OVERTIME PROCEDURES:
• If the game ends in a tie after regulation time, a 5-minute sudden-death period will commence. The teams will play 3 on 3 plus goaltenders. (Rule 13)
• There will not be an addition ice cut before the overtime period.
• Goalies will switch ends for the overtime period. (Rule 13)
• If a goal is not scored during the overtime period, there will be a three-player per team shootout. (Rule13) **The ACHA does not recognize shootout decisions for D3 games.**