

**OPERATING PROCEDURES AND POLICIES OF
MID-ATLANTIC WOMEN'S HOCKEY LEAGUE, INCORPORATED
(A/K/A MAWHL, INC.)**

A MARYLAND NON-PROFIT NON-STOCK CORPORATION

I PURPOSE

- A. The purpose of this document OPERATING PROCEDURES document is to provide structure, instruction and guidance in the conducting the day-to-day operations of the Mid-Atlantic Women's Hockey League (heretofore referred to within this document as "MAWHL or "League").

II. OPERATING PROCEDURES

- A. All efforts shall be taken to follow the official USA Hockey playing rules so as not to complicate, duplicate, and/or lengthen the MAWHL rules. The USA Hockey rule book and Official Guide should always be reviewed before making additions to the Bylaws.
- B. Each Member Team shall be assessed appropriate costs to operate the MAWHL for the entire year, inclusive of all administrative overhead incurred. League fees are due by December 1st. A fine of \$25.00 will be charged to all teams who pay their dues after December 1st but before December 31st. A team not paid by December 31st will not be allowed to participate in playoffs unless the team successfully appeals to the Board of Directors. A Member Team failing to fulfill its financial obligation prior to any scheduled meeting shall be deemed not to be a member in good standing and not eligible to cast votes.
- C. The following are individual team financial responsibilities, not covered by the League: ice time costs, scorekeeper fees, referee costs, lodging and travel expenses, USA Hockey dues, and League playoffs.
- D. All teams must have a \$-0- balance with the League treasury prior to the annual meeting of the following season. Any team that has a balance due from the past season(s) will not be allowed to play in games for the current season. Players who leave a team with a outstanding balance to join another MAWHL team may be required to pay a proportion of the outstanding balance. A player who leaves a MAWHL member team with an outstanding debt may be required to satisfy that debt to be on the roster of another MAWHL member team.

III OFF-ICE RULES, REGULATIONS, AND GUIDELINES

A. PROTESTS

- 1. USA Hockey rules will be followed. Protests are not encouraged, however, conflicts do arise, which test League and USA Hockey rules. If a conflict arises in a game, the original scoresheet must show three things
 - a. Description on the back of the original scoresheet.
 - b. The words "Played Under Protest".
 - c. Proper signature by the coach (es) and referee(s) involved.
- 2. Only if these three things are complete will the MAWHL Board of Directors contact USA Hockey officials if necessary to settle the problem. If it is a judgment call by the referee, his/her decision will stand.

B. MISCONDUCT

1. In addition to USA Hockey Rule 404C, if a player is issued a game(s) misconduct for the third time in a single season, MAWWHL rules that the player is automatically suspended for the remainder of that season.
2. If a misinterpretation of a written rule by the referee constitutes a game misconduct, an appeal can be made via phone to the District Referee-in-Chief of USA Hockey. If the referee's decision is proven wrong, the Referee-in-Chief must call the MAWWHL team representative of the next game involving that suspended player and back up the call with a letter to the MAWWHL Commissioner.

C. SUSPENSIONS

1. USA Hockey suspension rules will be followed and player suspensions will carry through League playoffs, USA Hockey tournaments, and into the next season if needed. A suspension received in a regularly scheduled MAWWHL game, League Playoffs, District Championship, Regionals, or Nationals must be served in the next regularly scheduled League game, League Playoff, District Championship, Regionals, or Nationals.
2. If a member of a team is suspended for a game(s), it is the responsibility of that team's Representative to notify the Team Representatives of those teams involved in upcoming games. The suspended player's name must be listed on the next game's scoresheet with "suspended" written beside it. The suspended player does not have to attend the game to get credit for serving a game suspension.
3. The MAWWHL complaint/suspension form must be completed and sent by the offending team's Team Representative to the MAWWHL Commissioner within 48 hours of the incident.

D. FORFEITS

1. Playing a suspended player will result in forfeiture of that game by the offending team.
2. A player cannot play for a MAWWHL team until she is officially on the roster for that team. A player can be primarily rostered for only one MAWWHL team. A written release is required for a rostered player to switch teams during the playing season. A player may be rostered as a goalie and a forward for two different teams in different divisions as long as they are properly rostered for their abilities at each position. See section G. ROSTERS for more information.
3. A game may be deemed a forfeit if a team violates Article IV, Section A #10 of this document.
4. Any "misunderstandings" as to game times, locations, or dates will result in a forfeit by the team at variance with the master schedule. All schedule changes must be submitted in writing to the Scheduler, Statistician, Commissioner, Vice President, and affected teams. This change should also be sent via e-mail to the group distribution list.
5. In any MAWWHL forfeit game situation, if the game involved was played in full and the nonviolating team wins, the game will stand. If, however, the violating team wins or ties, the nonviolating team will receive two points for the win and no individual goals or points will be awarded.
6. If teams are in disagreement to travel or play on the proposed rescheduled time for whatever reason (i.e., threat of impending bad weather, bomb threats, etc.), an immediate call must be made to the Vice President by the refusing team so the Vice President can make a final decision as to whether or not that team has due cause to not play the game. If the Vice President is not available and time is of the essence, the President will make the

appropriate decision. The Vice President/President will let both teams know the outcome of his/her decision as soon as possible. If the decision is to play the game, and a team still refuses to play it, then the game will be recorded as a forfeit for the violating team. And the violating team will compensate the home team for costs incurred.

7. A \$450.00 fine will be assessed to any MAJHL team that forfeits a game without good reason (i.e. "No Show"). A phone call to the Commissioner at the time of the forfeit is mandatory. The Commissioner will decide within one week if this fine will be imposed or waived or if any reimbursement should be given. Any difference will go into the League's treasury after reimbursement.
8. If a team refuses to play a rescheduled game after reasonable efforts have been made to reschedule the game as deemed by the Commissioner, the team refusing to reschedule will forfeit the game.
9. A Team may be subject to a forfeit for failure to submit a roster prior to the first game.

E. MISCELLANEOUS RULES

1. Since the master schedule is final, the Team Representative must check its accuracy and inform the League Officers of any errors, discrepancies, or changes to the master schedule, prior to the start of the season.
2. A schedule change may occur only when two teams concur on an alternate time and date for the game. This change must be submitted in writing to the Statistician, Scheduler, Commissioner, Vice President, and affected teams. This change should also be sent via e-mail to the group distribution list. Conflicts will be arbitrated by the Commissioner.
3. The only acceptable reason for canceling a scheduled game is snow or something equally unpredictable. In either case, the game must be rescheduled. If it cannot be rescheduled, it is a non-played game and neither team receives a point. Should one team be burdened with unforeseen costs due to multiple cancelled games in one season, that team can petition the League Commissioner for financial assistance.
4. No League games are to be scheduled during Thanksgiving Weekend in November or from December 24 to January 1. Game start times should be between 10 a.m. and 9 p.m. Saturdays and 9 a.m. and 6 p.m. Sundays. Start times outside of these parameters shall be agreed upon by all teams within the division and evidence thereof, which may be in the form of emails, surveys, and the like, shall be submitted to the Board of Directors. The Board of Directors shall determine the number of league games to be played and the length of each season.
5. In the event of a complaint against a Member Team of MAJHL player, a formal request can be submitted via the MAJHL complaint/suspension form.
 - a. The complaint must include the following: time and date of the incident, description of the incident, plays involved, teams involved, and/or any LiveBarn or video of the incident. Pursuant to the MAJHL operating procedures and USA Hockey rules, a hearing committee will be formed to review the altercation and decide the appropriate course of action. Please see USA HOCKEY BYLAW 10 GUIDLINE ON PROCEDURE FOR SUSPENSION AND DICIPLINE OF MEMBERS for more information on Hearings.

F. SCORESHEETS

1. Changes or additions to the game scoresheet must be made before the referees sign the scoresheet with the exception of goals and assists. Goals and assists may be changed after the referees sign with the agreement of both teams.

G. ROSTERS

1. All players and teams must be USA Hockey registered prior to competing in a MAWHL game.
2. The MAWHL has an unlimited roster. This list should include all the players on the team even if it exceeds the 20-player maximum for USA Hockey.
 - a. The League roster must be sent to the Secretary, Statistician, Commissioner, and via email to the group distribution list prior to the first league game.
 - b. Player eligibility will be determined by USA Hockey and their eligibility rules, including but not limited to waived players.
 - c. Goalies may move up a division for any number of games, however they may not move down a division. A skater can play goalie in an upper division, and a goalie can play as a skater in a lower division, or vice versa. Notwithstanding the foregoing, MAWHL specifically permits a B-level goalie to play for a C-level team. Substitute goalies can be from any team in the same division but must be approved for the use by both captains/team representatives ahead of game play. Goalies have no minimum game requirements for playoffs. In the event of a goalie emergency, goalies within the same organization can sub up or down a division with approval from the opposing team's captain.
 - d. Member Clubs with multiple teams must have separate rosters for each team.
 - e. All players must be rostered on one primary team in either the C or D division. After they are approved on a C or D roster, they can be designated as a crossover player and added to the "crossover player sub list". Crossover players must be approved by form ahead of league play in the fall, and teams/players can submit these requests up until the roster locks at the end of the calendar year. A form will be submitted by a member team or player to request adding the player to the "crossover player sub list" so that any MAWHL team may select that crossover sub player to fill a roster in any division. The primary purpose of the "crossover player sub list" is to allow teams to fill their roster, though other reasons may arise such as, but not limited to, allowing a player to get practice in another division, or because the player is a "cusp" player. Additional reasons can be discussed by the executive team and League Play committee when review the request.
 1. Players on the "crossover players sub list" can play unlimited games between C and D divisions but must play playoffs with their primary team (their rostered team).
 2. Requests to add a player to the "crossover player sub list" can be submitted via form. Requests must include the following: Name of player, primary team of player, primary team representative contact information.
 - f. Any exceptions to the above rostering rules must be approved by board vote prior to any given season.
3. The League will monitor players in each Division to be sure that no one player is dominating. It is expected that players will play in the level suitable to their skill. Players in the D level should be informed by their Team Representative that if they perform above the D level, they will be removed from the league. Open and honest communication between Team Representatives regarding such issues is encouraged prior

to submitting the formal written MAWHL complaint/suspension form. The MAWHL complaint/suspension form will be submitted to the league play committee and the Vice President of their Division where that player will be evaluated on a case-by-case basis. The Vice President shall handle or raise the issue to the President and the Commissioner as necessary for appropriate action. If the review is not favorable for the player, that team/player has a right to appeal to the Board of Directors. If a protest is brought regarding this issue in the playoffs, it will be brought to the board of directors, and the board of directors is empowered to take the action(s) it deems necessary, including forfeiting the game for the offending team and awarding wins and/or a championship to the opposition.

H. GAME SCORESHEET ROSTERS

1. All players who are legally rostered on a team (i.e., rostered with both the League and USA Hockey) can be listed on a game scoresheet. The names of all players shall appear in the same order on all copies of the scoresheet. If a player is not present, then no signature will be made next to her name. At any point in the game when a player arrives, they can sign the scoresheet and join the game.
2. A team determined by the Statistician and confirmed by the Commissioner to be playing a non-rostered player will be subject to a \$25.00 fine per player per game, and any game the non-rostered player(s) participated in will be declared a forfeit.

I. HOME AND AWAY TEAM RESPONSIBILITIES

1. Home Team
 - a. Schedule two USA Hockey referees, with credentials, for every game.
 - b. Provide two game pucks in good condition. Provide a minimum of 15 warm-up pucks for the visiting team.
 - c. Team Captain Designation: Each team must designate a captain for every game if the regular captain isn't playing. This person is responsible for the scoresheet.
 - d. At the end of each game, both captains should review the scoresheet to confirm accuracy (scoring, penalties, and roster), ensure it is legible, and verify that all players who participated are listed. The home team captain is responsible for taking a high-resolution photo of the completed scoresheet and emailing it to the statistician within 48 hours. If the statistician reaches out to the home team captain for clarification due to inconsistencies, please respond promptly or designate a teammate to assist if you're unavailable. Teams that chronically submit inaccurate or late information requiring the statistician to repeatedly follow up will be fined as follows: \$15 for the first offense, \$25 for the second offense, and additional fines TBD for habitual violators. The statistician has discretion in assessing these fines. The home team will verify that the stats in the MAWHL record are correct and notify the statistician within 3 days of the notification being sent. After the stats are verified with the home team, they will be entered into the MAWHL record and posted to the website. All deadlines and fines may be waived by the statistician with prior coordination for vacation, illness, etc.
 - e. Supply a timekeeper and scorekeeper (which may be the same person). The scorekeeper is responsible for tracking all stats, including shots on goal. At the end of each game, both captains should review the scoresheet to confirm accuracy (scoring, penalties, and roster), ensure it is legible, and verify that all players who participated are listed.

- f. If the home team fails to schedule referees and the visiting team does not agree to use a captain or a representative, then the home team forfeits.
 - 1. In the instance that referees were scheduled but do not show up, USA Hockey Rule 501 will be followed. The captains/representatives of the two teams shall either referee themselves or agree on volunteer referees so that the game can be played. If the captains/representatives are unable to agree, they shall appoint a player from each team who shall act as referees. If only one USA Hockey referee shows, he will ref the game on his own. In other words, a scheduled game will be played with some type of referee. Any team not agreeing to play the game will forfeit that game to the non-offending team.
- g. Notify referees of canceled games.
- h. The home team will have preference of jersey colors where possible. The visiting team will be responsible for resolving any conflicts with similar jersey colors by providing pinnies, or some other means of distinguishing between the two teams.

2. Away Team

- a. Responsible for giving the home team ample notice about a game they will be unable to make due to weather conditions.

J. INJURY REPORTING

- 1. Team reps or other team officials must report/document injuries which occurred during league play to the MAWHL board via an email to the official distribution list within 72 hours of the actual injury or the time in which the team official becomes aware of the injury.
- 2. If the injured player becomes capable of playing in the playoffs, yet did not play in the required number of games to qualify for playoffs, the team representative may submit a waiver form to excuse the previously injured player from the minimum game requirement to the league play committee for review and approval.

K. LEAGUE PLAYOFFS

1. General

- a. The playoff structure, eligibility, and awards shall be determined by the Board of Directors prior to the start of the season.
- b. In prior seasons, the four teams finishing at the top of the regular season League standings in each division will make playoffs. If a team is determined not to be eligible, the next team in line would go to playoffs in their place.
- c. If the playoff format is to change any given year, Member Teams must vote on it in the fall meeting.
- d. The League requires that players, not including goalies, be rostered no later than December 31st of the year prior to the subsequent playoff year to be eligible to play in that year's playoffs. A team that plays an ineligible player in a playoff game will be fined \$50.00 per ineligible player and forfeit any title that may have been won.

- e. Total costs for playoff ice time and referees will be equally split by all teams that make the playoffs. The Board will set the due date for playoff fees on a season-by-season basis. Teams that do not make playoffs will receive a rebate. Make checks payable to the Mid-Atlantic Women's Hockey League and mail to the League Treasurer. If playoff fees are paid after the deadline, which will be set on a season-by-season basis, the team will not be eligible for playoffs but may appeal in writing to the Board for review. The playoff fee must be paid before an appeal is considered.
- f. Playoff awards (if applicable after the Board votes on awards for that season) are League expenses and should be divided among all the teams in the league and included in the operating costs at the beginning of the season.
- g. All team fines must be paid prior to playoffs to be eligible for the playoffs.

IV. ON-ICE RULES OF PLAY

A. REGULAR SEASON

1. USA HOCKEY RULES WILL STAND, with the following additions and interpretations.
2. Time of Match - This League plays three 15-minute stop time periods with 2-minute period intermissions and a beginning warm-up time of up to 6 minutes, as determined by the home team.
3. Ties - The MAWHL waives Rule 638 concerning tied games. Instead, ties will stand in regular season games and no overtime periods will be played [see Rule 638C (Note)].
4. Running Clock - In a MAWHL game, if a team is losing by 7 or greater, a running clock will be established in the third period. If the deficit lessens, the game returns to stop clock.
5. Penalties - The MAWHL penalty times are as follows:
 - a. Minor - 2 minutes (2:00)
 - b. Major - 5 minutes (5:00)
 - c. Misconduct - 10 minutes (10:00)
6. Mouthguards - The MAWHL waives Rule 304C concerning mandatory mouthguards. Mouthguards in the League are optional.
7. Equipment - Helmets with either a facemask or a plastic face shield are mandatory and must be approved by H.E.C.C. in accordance with Rule 304D. Any balance of equipment will be left to the discretion of the player.
8. Referees - A two referee system will be used according to Rule 501 b. They will be USA Hockey certified with proof of credentials. They will sign the scoresheet following each game and comment on any incident as necessary on the back of the original copy. Without referee's signatures, the scoresheet is not legal.
9. Referee No-Show - In the instance that referees were scheduled but do not show up, USA Hockey Rule 501 will be followed. The captains/representatives of the two teams shall either referee themselves or agree on volunteer referees so that the game can be played. If the captains/representatives are unable to agree, they shall appoint a player from each team who shall act as referees. If only one USA Hockey referee shows, he will ref the game on his own. In other words, a scheduled game will be played with some type of

referee. Any team not agreeing to play the game will forfeit that game to the non-offending team. See article I. 1. F. 1. for more information.

10. Start of Game and Forfeits - The MAJHL additions to Rule 632 "Refusing to start play" are as follows: The game is scheduled to start 6 minutes after the master schedule ice time block begins. An additional five minutes grace will be allowed for either team's benefit in the event they are not prepared. After a total of 11 minutes, the puck shall be dropped. If either of the teams does not have at least four players on the ice at this time, a forfeiture is declared. The non-forfeiting team will receive two points for the win and no individual goals or points will be awarded.

B. LEAGUE PLAYOFFS

1. Section IV. A. Rules 1 – 10 (except #3 and #4), will be followed during the League playoff games with the following additions and interpretations.
2. Overtime Procedure - If at the end of three regular stop-time periods of play the score is tied, one five minute stop-time overtime period will follow immediately. The team that scores first wins the game (Sudden Death). If at the conclusion of OT the score is still tied, a shoot-out will determine the winner. If at the conclusion of regular play there is not sufficient ice time left to complete an overtime period, the shoot-out will begin immediately and will be the sole determination of the game-winner. If time permits a shoot-out will be held to break a tie in the consolation game. If time does not permit, the winner will be determined by the highest finisher in the League standings.
3. Shoot-Out Procedure - Prior to the beginning of the game, coaches from both teams will submit the names of ten players. The first five players on both lists will alternately shoot on the opposing goaltender in penalty-shot fashion using USA Hockey rules. A coin-flip will determine which team shoots first. One point will be awarded for each goal scored. Once the first set of five players from each team has shot, the score will be tallied. If either team has a high score, that team wins the game. Otherwise, player #6 from both teams will shoot. From this point, if the score is still tied, the 7th player from each team will shoot, etc. If after the 10th round a winner still has not been determined, then the remaining players left on both benches (not listed in the first 10) will shoot until a winner is declared or the lesser of the two rosters is exhausted. At this point where one team's bench has been exhausted, the original lists of 10 players are repeated with the score tallied after each set of two players (one from each team). This continues until a winner is found.
4. Goaltenders - Goaltenders goaltending at the time of the shoot-out are ineligible to shoot. If she is one of the top 10 listed, all numbers behind her on the team move up one notch. Back-up goaltenders may participate in the shooting but only after removing the goaltender's pads.
5. Less than Five Players - The reason for the set of five players in the beginning is to allow the win to be more "teamlike" and not the fault of one player. Obviously if one team has less than five total players, the lesser of the two roster rule applies. The team with the full roster will have the option of shortening their shoot-out list to the number of players of the short team, or of using ten shooters. The short team must go through their entire roster before returning to their number one shooter. The short team is responsible for informing the other team of the former's number of players prior to the start of the game. The team with the full roster must exercise their option before the start of the game, when the shoot-out list is designated on the scoresheet.

C. TIEBREAKERS

1. In the event of a tie, MAJHL supersedes USA hockey tiebreakers as below:

- a. 1st Tie Breaker: Of the teams that are tied after the regular season games have been played, the team with the most wins in head-to-head competition among the teams with which it is tied will finish highest in the standings.
- b. 2nd Tie Breaker: Of the teams that are tied, the team with the highest goals for/against differential in head-to-head competition among the teams with which it is tied will finish highest in the standings.
- c. 3rd Tie Breaker: Of the teams that are tied, the team with the best record (most points) against the highest common opponent will finish highest in the standings.
- d. 4th Tie Breaker: If time permits, a single elimination round of games amongst the teams tied will be played to determine the standings if and only if it will determine first place or playoff eligibility (team with most overall goals will have the home ice advantage). Otherwise, the team with the highest goal for/against differential in overall division/League play will finish higher in the standings.
- e. 5th Tie Breaker: Flip of a coin.

D. SCORESHEET RECORDING

1. PRINT LEGIBLY – Ensure all information is transcribed to all scoresheets and is legible.
2. Scorekeeper is responsible for recording rosters, goal statistics, shots and penalties.
Include:

- a. Home team
- b. Visiting team
- c. Division: C or D
- d. Date
- e. Place: Name of rink
- f. Officials: Name of referees
- g. Line-up for each team home and away:

Player: First initial and last name: Be sure all names are distinguishable
 #: Number on jersey for this game
 G, A, PTS: Total goals, assist, and points
 PIM: Total penalty minutes, including fractions
 Minor: 2:00 minutes
 Major: 5:00 minutes
 Misconduct: 10:00 minutes

- h. Scoring Record:

TYP: Type of Goal as listed below this section. If in doubt, ask referee.
 PER: Period in which goal is scored
 TIME: Time into period on clock when referee stopped play
 TEAM: Distinguishable abbreviation to denote the team
 #, SCORE: The goal scorer's jersey name and name

#, ASSIST: The jersey number and name of assisting players to the goal as given by referee

i. Penalty Record:

PER: Period in which penalty occurred
#, PLAYER: The jersey number and name of player receiving the penalty
TEAM: Distinguishable abbreviation.
MIN: Duration of penalty in minutes and seconds (i.e. 2:00)
OFFENSE: Referee's indication of penalty such as holding, slashing, etc.
TIME: Time into period when play is stopped and player(s) reports to the penalty box

j. Scoring: Total goals by period and final total for each team

k. Shots on Goal: Total shots by period and final total for each team

l. Change in Goaltenders:

TEAM: Team substituting its goalie
PLAYER: Name of substituting goalie
PER: Period of substitution
TIME: Time in period when substitution is made
GOALS ALLOWED: Goals scored upon substitution goalie while in goal. If the substitution is made other than at the start of the period, indicate shots for each goalie in goal that period.

m. Statistics Attested To By Signatures: Signatures of both teams' coaches, and of referees, upon review of the scoresheet, must be obtained. Revisions by either team must be approved by the opposing team's coach and by the referees.

n. One sheet is given to the home team. One sheet is given to the visiting team.

3. A \$10 fine may be assessed by the statistician to the home team for each scoresheet that is not filled out properly or is illegible, to include missing shots on goal

Appendix A

MEMO TO MAWHL REFEREES

Dear Referees:

The following list of rules are shorten versions of MAWHL rules which may differ slightly from the USA Hockey Rulebook. If the entire MAWHL rule description is needed to solve any conflicts, please refer to Article IV of the MAWHL Constitution and By-Laws, which should be at the score table of every game. In general, USA Hockey Rules will stand with the following additions and interpretations:

- A. **Time of Match** - This League plays three 15-minute stop-time periods with 2-minute period intermissions and a 6-minute beginning warm-up.
- B. **Ties** - Ties will stand in regular season games.
- C. **Running the Clock** - When there is not sufficient ice time to finish a stop-time period, (i.e.: the time remaining in the game equals the ice time remaining), the scorekeeper and the referees will

decide to run the clock for remainder of the game. If a team is losing by 7 or greater, a running clock will be established in the third period. If the deficit lessens, the game returns to stop clock.

- D. **Penalties** - Minor - 2:00 minutes
 Major - 5:00 minutes
 Misconduct - 10:00 minutes
- E. **Mouthguards** - Optional.
- F. **Equipment** - Helmets with a facemask or a plastic face shield are mandatory and must be approved by H.E.C.C. in accordance with Rule 304D. Any balance of equipment will be left to the discretion of the player.
- G. **Body-Checking** - As per USA Hockey, no body checking is allowed.
- H. **Referees** - A USA Hockey two-referee system will be used. Both referees must have proof of credentials and must sign the scoresheet. The home team is responsible for notifying referees about canceled games.
- I. **Scoresheet Roster** - If a player is found to be listed and signed in on the scoresheet but not dressed for the game, a challenge can be made during the game and a bench minor penalty assessed.
- J. **Start of Game and Forfeits** - The game is scheduled to start 6 minutes after the ice time slot on the master schedule begins. After an additional 5-minute grace period, the puck shall be dropped. If either team has less than four players on the ice, forfeiture is declared.
- K. **Playoffs** - See Article IV, Section B for special overtime and shoot-out procedures.