

**Dane County Youth Hockey Council**  
**15-Minute Period Game Rules**  
**Peewee & Bantam Championship Round**

**General**

- All games using 15-minute periods must follow these rules.
- Referees, team reps, and coaches, must enforce, comply or encourage adherence to these rules
- No exceptions to the rules shall be allowed
- DCYHC strongly suggest scrimmage games follow same rules.

**The following rules will apply to 15-minute period games**

- Teams receive 1 ½ hours of ice, which includes one resurfacing. Therefore, on rinks with 15 minute resurface times, games must end no more than 1 ¾ hours after it starts (1 ½ hours of ice and 15 minute resurfacing). With 10 minute resurfacing game times end 1:40 after they start.
- Game 1 starts promptly at the quoted time. (The Dane County schedule will designate game 1 and game 2 of back-to-back 15 minute period games with penalties of 2, 5, and 10 minutes)
- At the end of the second period of game 1, the teams promptly leave the ice to the locker rooms. The ice *must be* resurfaced and the teams return immediately to the ice to complete the game.
- Period 3 is played. When the game is completed, the teams shake hands and leave the ice immediately.
- The warm-up for Game 2 starts immediately after the teams from Game 1 leave the ice. **NOTE: NO RESURFACING OCCURS AT THIS POINT.**
- At the end of period 1 of Game 2 the teams promptly leave the ice to the locker rooms. The ice is resurfaced. The teams shall return immediately to the ice upon completion of resurfacing and the game resumes without any further warm-up time.
- Periods 2 and 3 are played. The game is completed. The Teams shake hands and leave the ice immediately.
- The ice is resurfaced and a new game starts with resurfaced ice.

**Observations**

- Teams should be ready to play 10 minutes in advance of their quoted start time.
- Any deviations made to these rules can adversely affect the games that follow.
- Referees shall have the final say in enforcing these rules.
- All other DCYHC rules will apply.