

# 2011 District Hockey Rules Clips

## **VIII. PLAYING RULES for District 16 2011 tournaments**

A. USA Hockey playing rules as modified by MH shall be used.

C. **Jewelry** shall not be worn except for religious or medical needs. Medals shall be taped to the body under the uniform so as not to remain visible. Penalty: first offense, warning. Returning to the game without correction: Game Misconduct.

H. **Only the players (maximum 20) and coaches (maximum 4) that are listed on the official USA Hockey Player Roster or a replacement coach(es) approved by the district director are allowed to be on the bench during** any MH/USA Hockey sanctioned competition.

Replacement coaches must be currently registered and rostered on a MH/USAH team and can use their current team roster for purposes of credential verification. In order to participate in any team activities, all coaches (head and assistant) must be certified at the proper Coaching Education Program (CEP) level according to the requirements set forth by USA Hockey. Coaches of pre-season High School teams need to be CEP-certified at the proper level when the team is registered. Managers are not allowed to be on the bench. All Players on the bench, including players not dressed to play in the game, must wear a helmet/face mask and team jersey.

I. Players or team officials suspended as a result of a Match penalty cannot participate in any team activities including being in the locker room or on the players' bench. Refer to USAH Rules 404(B) and 404(C).

K. All players, including goalkeepers, are required to wear a colored (non-clear) internal mouthpiece, which covers all remaining teeth of one jaw, customarily the upper.

L. All players jerseys in all Youth and Girl's Divisions, except Mites and Mini Mites, must have a blaze orange "Stop Patch" displayed in the upper center on the back of all jerseys. This includes the MH Advanced 15, 16, 17 and Great 8 teams. This patch/logo may be sewn or silk-screened on the jerseys

## **PLAYING TIME**

1. **Playing time** will be 17 minute periods in all games except Squirt and 10U games where 15 minute periods will be played.. All penalties will be 2 minutes in length regardless of period playing time in district 16 playoffs only.

2. **Running time** shall be used during district, region and state tournaments whenever a goal differential of six (6) occurs in the 3rd period. Stop time shall resume if the goal differential becomes less than six.

3. Where **running time** is used in district, region or state tournament play, the clock shall not be stopped for any reason except for injuries or rink problems and only at the discretion of the referee. **Penalties shall begin at the face-off immediately** following the assessment of the penalty. Penalties shall not be posted on the scoreboard unless they can be entered without stopping the clock.

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## **J. BREAKING OF TIES**

: For District 16 games the following sudden-victory overtime format shall be used. The teams shall not change goals during the entire sudden-victory overtime.

- a. Two minute rest
- b. First sudden-victory overtime period – ten minutes – five on five
- c. Two minute rest
- d. Second sudden-victory overtime period – ten minutes – five on five
- e. Resurface the ice
- f. Additional sudden-victory overtime play, if needed, will be ten minute periods, five on five, with resurfacing after every three periods.

This plan of play shall continue until one team scores. If the teams remain tied after three ten-minute periods of sudden-victory overtime, the tournament director, in the best interest of the tournament, has the option of calling the game and playing it off at a later time.

L. GOAL JUDGES - Goal Judges are recommended for all Invitational and MH District Tournaments. Goal Judges are mandatory for Regional and State Tournaments. When Goal Judges are used, they must be experienced and competent adults.

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## **XII. ON-ICE OFFICIALS**

- A. The three-official system (one referee; two linesmen) or the two-official system will be used.
1. The three-official system is mandatory for all, Bantam A, Girls 14&Under A District Playoffs, Regional and State Tournament games.
  2. The three-official system is recommended for Bantam B, Peewee A and Girls 12&Under A District, Playoffs and Region Tournament games.
  3. The two-official system will be used for all Peewee B, Girls 14&Under B, Girls 12&Under B District, Playoffs, Regional and State Tournament games.
  4. If a scheduled official for the three-official system fails to appear or is injured during the game and no replacement official is available, the game may continue using the two-official system.
  5. A minimum of two referees is required for all District, Region and State Tournament games.
- B. All on-ice officials must be registered with USA Hockey and their respective affiliate to officiate MH sanctioned games
- C. All referees must be registered with USA Hockey at Level 2, Level 3 or Level 4 to officiate District, Regional and State tournament games. Level 2 referees may be used at the "B" level with the approval of the cognizant MH District Director and the MH Referee Section Director.
- D. All on-ice officials are required to wear the official USA Hockey crest on their sweaters and carry their USA Hockey registration card.
- E. All Level 3 or 4 referees must complete registration by Dec. 31.

### **Minor Penalty Pilot Program**

***For the 2010-2011 season, minor penalties for all league, exhibition/scrimmage, and tournament (invitational, district, region and state) games with periods of 15 minutes or less will be 1½ minutes rather than 2 minutes. Minnesota Hockey is conducting this one-year pilot program for the 2010-2011 season only.***