

TIER 1 ELITE HOCKEY LEAGUE POLICIES AND PROCEDURES

Policy 7.3 – National Bound Division Game Rules

PURPOSE

The purpose of the following is to ensure parties conducting business with the TIER 1 ELITE HOCKEY LEAGUE have a clear understanding of the rules & guidelines governing the playing of games in the TIER 1 ELITE HOCKEY LEAGUE.

TIER 1 ELITE HOCKEY LEAGUE GAME RULES

Rule:

USA Hockey Rules

Except as provided herein, the applicable rules of USA Hockey and the TIER 1 ELITE HOCKEY LEAGUE shall apply to all games played by teams competing in the TIER 1 ELITE HOCKEY LEAGUE Midget Division.

Game Structure:

- 18U/16U/15O & 14U Showcase games will all be played on a 1 hour and 45min slot. Games will be booked to have 2 hours from the start of 1 game until the start of the next game.
- Teams will be given a minimum of 4 hours in between games and 12 hours from the last game one-day until the first game the following day.
- NO Games are to start prior to 8am.
- All games will start on clean ice with 17 min periods and a 5 minute warm-up
- There will be one (1) ice resurface per game, to occur after the first whistle after the 9-minute mark of the second period. Play will resume after the resurface at the spot of the last whistle.
- Games will not be curfewed.

Midget Game Format:

- If the game ends in a tie the teams will not switch ends there will be a one-minute rest period, the teams will play a **5 minute sudden death overtime period 3v3**.
 - If still tied a 3 man shoot out will be used until a winner is declared (all skaters must be utilized before any skater can shoot for the second time.
 - At the end of the game in regulation time the winning team will be awarded 3 points the losing team none.
 - During the overtime period if one team scores a goal the winning team will be awarded 2 points and the losing team awarded 1 point.
 - When a team wins the shootout they are awarded 2 points and the losing team awarded 1 point.
 - Further clarification is at the end of page 3
1. Rest time between periods shall be one (1) minute. At the end of the first and second periods, the timekeeper shall immediately run one (1) minute on the game clock and the next period shall begin promptly thereafter.
 2. Warm-up clock shall start immediately after both teams enter the ice.
 3. Each team may utilize one (1) time out per game.
 4. Running clock shall take effect if, at any time during the third period, a team has a five (5) or greater goal lead. The clock shall continue to run until the goal differential is reduced to three (3) goals.
 - * The on-ice officials may direct the scorekeeper to stop a running clock, in the event of an on-ice injury or other circumstances that in their judgment warrants stopping the game clock.
 5. Penalty time will follow the game clock (e.g. stop-time if stop-time and running-time if running-time). Penalty time shall follow the 2/5/10 minute format. Under running-time conditions, Players must remain in the Penalty box until the puck is dropped if the penalty expires during the stoppage of play.
 6. Faceoffs: Teams are reminded of the changes to USA Hockey Rule 611, particularly the implementation of the five (5) - second rule under Rule 611(a).
 7. Home team shall wear DARK sweaters and visiting shall wear LIGHT sweaters.
 8. Teams shall participate in a handshake at the completion of the game.

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Referees

1. Only duly registered officials holding USA Hockey referee cards shall referee TIER 1 ELITE HOCKEY LEAGUE league games.
2. Referees have been instructed to strictly enforce infractions such as fighting, removal of helmets for the purpose of fighting (constitutes a fight), stick work, and holding.

* Referees are directed that the TIER 1 ELITE HOCKEY LEAGUE does not condone fighting. Players and Coaches involved are subject to disciplinary action for their involvement in a fight. DO NOT FIGHT.

Refusal to Compete

1. Any team not completing their TIER 1 ELITE HOCKEY LEAGUE schedule may, by decision of the Board of Directors, be assessed a penalty as deemed appropriate. Furthermore, the offending team is subject to a \$1500 fine. Please refer to TIER 1 ELITE HOCKEY LEAGUE Policy 6.0 for complete details.

Coaches

All coaches must be current with all necessary USA Hockey certifications, background checks, and Safesport

Suspensions

1. If any team official or player is serving a suspension, she/he may not sit on or near the player bench of her/his team or in any way attempt to direct the play of her/his team.
2. Players and team officials serving any suspension will be considered “ineligible players” for every game in which they participate, until their suspension is served.
3. When a game suspension is being served, it must be clearly on the scoresheet. The team with the suspended player or team official shall include the name of the suspended player or team official, and the total number of games being served.
4. All suspensions will be served in the team’s next scheduled game(s) for that team.
5. If a team official or player violates her/his suspension, he/she is subject additional discipline, including but not limited to individual suspensions, team suspensions and game forfeitures.

Off-Ice Officials

The Host team is responsible for providing a timekeeper and scorekeeper at all TIER 1 ELITE HOCKEY LEAGUE league games. If the rink has a tall glass door, each team is responsible for providing a penalty box attendant. The conduct of any timekeeper and scorekeeper shall be governed by the applicable USA Hockey rules governing off-ice officials. (See the “USA Hockey Off-Ice Officiating Manual” for further information about the responsibilities of off-ice officials).

Protests

A team wishing to protest a game may only protest the opposing team’s use of an ineligible or illegal player or coach. A protested game must be recorded as a protest on the game sheet. A copy of the game sheet and a \$50 protest fee must be received by the Executive Director within 48 hours of the protested game. If the protest is ruled to be valid, a decision will be reached and the \$50 fee will be refunded.

League Standings

League Standings will be determined by following USA Hockey rules.

Zero Tolerance

1. The TIER 1 ELITE HOCKEY LEAGUE supports USA Hockey’s Zero-Tolerance Policy. In order to achieve the objective of teaching good sportsmanship to our players, it is imperative that spectators conduct themselves appropriately. Each team shall take action to ensure that spectators are not abusive to officials, players, team officials or other spectators. Failure to do so could result in team suspension or game forfeiture, such penalty to be decided by the Coaches Committee for the age division in which the Zero-Tolerance incident occurred.
2. Each TIER 1 ELITE HOCKEY LEAGUE team is responsible for educating and monitoring this policy with the parents and spectators of their team or club.

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3. Any parent or spectator assessed a Zero Tolerance penalty will have their case reviewed by the Board of Directors(BOD). If the BOD determines that a Zero Tolerance penalty did occur, it shall impose a suspension of the involved parent or spectator of at least the next two (2) TIER 1 ELITE HOCKEY LEAGUE league games scheduled for the team involved. If the parent or spectator violates such a suspension, the Coaches Committee shall have the authority to impose additional discipline, including but not limited to team suspensions or game forfeitures.

Appeal Process: Teams and/or players reserve the right to appeal all disciplinary actions arising from violation(s) of the above TIER 1 ELITE HOCKEY LEAGUE game rules to the TIER 1 ELITE HOCKEY LEAGUE Executive Director Chris Stern at sluggot1ehl@gmail.com.

Appeal Board: The Appeal Board is comprised of three (3) Directors from member organizations not involved in the dispute. The decision of the Appeal Board is final and binding.

Overtime: - if at the end of the three (3) regular (17) minute periods, the score shall be tied, each team shall be awarded one point in the League standings. The teams will then play an additional overtime period of not more than five (5) minutes with the team scoring first declared the winner and being awarded an additional point. The overtime period shall be played with each team at a numerical strength of four (3) skaters and one (1) goalkeeper. Additional penalties to be assessed consistent with the rules in regulation time. The overtime period will be commenced immediately following a one (1) minute rest period during which the players will remain on the ice. The teams will not change ends for the overtime period. Goalkeepers may go to their respective players' benches during this rest period, however, penalized players must remain on the penalty bench. Should a penalized player exit the penalty bench during this rest period, the officials shall return him immediately with no additional penalty being assessed, unless he commits an infraction of any other rule. When regulation time ends and the teams are 5 on 4, teams will start overtime 4 on 3. Once player strength reaches 4 on 4, at the next stoppage of play, player strength is adjusted to 3 on 3, as appropriate. When regulation ends and teams are 4 on 4 or 3 on 3, teams will start overtime 3 on 3. Once player strength reaches five (5) skaters on four (4) skaters or five (5) skaters on five (5) skaters, at the next stoppage player strength is adjusted to four (4) skaters on three (3) skaters or four (4) skaters on four (4) skaters, as appropriate. At no time will a team have less than three players on the ice. This may require a fifth skater to be added if a two-man advantage occurs. If a team is penalized in overtime, teams play four (4) skaters against three (3) skaters. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will play three (3) skaters against three (3) skaters. In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either four (4) skaters on four (4) skaters or a four (4) skaters on three (3) skaters situation, as appropriate.

Timeline: Effectively immediately.

Policy Number: 7.3

Date(s) Effective: September 7, 2019 – Until Superseded

Date Approved: September 13, 2019

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