

NORTHAMPTON TOWNSHIP YOUTH HOCKEY RULE BOOK (Updated Winter 2019)

Rules of play will be generally the same as the NHL except as specifically noted below:



1. PRE-GAME

- A. Time permitting, teams in the Mites and Pee Wee divisions will have a practice session of up to 15-minutes before each game. Teams in the Juniors division will receive a 5-minute warmup prior to each game.
- B. Only players and coaches are permitted on the court or around the benches during practice sessions.

2. TEAMS

- A. A minimum of 5 players (including the goalie) per team is required to start and continue a game.
- B. Forfeit time is 10 minutes after the scheduled start time of game. Teams that delay the start of the game will lose their timeout.
- C. With the consent of at least one of the coaches for the opposing team before the game begins, a team that will be short players (due to absence, illness, etc., but not due to penalties, suspensions, etc.) may borrow an equivalent number of players from another team in the league. If a coach for the opposing team consents, the game will be counted towards the teams' records.
- D. The league Commissioner may add, remove or move players to or from any team at any time. The Commissioner will discuss the addition, removal or move with at least one coach from the affected team(s), but all additions, removals and moves will be in the Commissioner's discretion.
- E. The Commissioner may make exceptions to the age requirements and limits for players in the league in the Commissioner's discretion, taking into account the safety and skill of the players.

3. EQUIPMENT

- A. Failure to wear proper equipment can lead to injury. Therefore, forwards and defensemen should wear hockey helmet and hockey gloves for hand protection.
- B. Goalies should wear a regulation goalie mask or hockey helmet with cage, leg pads, chest-protector, waffle-board for stick hand and goalie glove on their non-stick hand.

4. GAME TIME

- A. Games in the Mites and Pee Wee division will consist of 3 periods of 12-15 minutes each with a running clock except for stoppages listed below. Games in the Junior division will consist of 3 periods of 12-15 minutes each with a running clock except for stoppages listed below. Duration of periods may be adjusted in extenuating circumstances (e.g., weather delay, additional or rescheduled games, etc.)
- B. The clock stops when there is 2 minutes or less on the game clock unless a team has a 3-goal or more lead.
- C. A 2-minute intermission will separate each period.
- D. Each team is allowed 1 time-out per game lasting 1 minute in duration, unless otherwise agreed by the coaches. A team may call time-out at a stoppage of play only.

- E. There is no overtime during the regular season.
- F. Overtime during the playoffs will be sudden death period(s) until a winner has been determined.
- G. No goals will be recorded when scored by a team that has a 5-goal lead over the opposing team's score. However, goals scored by the leading team after when the opposing team has reduced the lead to fewer than 5 goals will be recorded. For example, if the score is 7 to 2, no further goals will be recorded for the leading team unless the score changes to 7 to 3 – then if the leading team scores, the goal will be recorded for a score of 8 to 3.
- H. Rule G will apply during the playoffs, except that the leading team will need to have a 7-goal lead in order for goals to not be recorded.
- I. In the event of a potential or actual safety issue, the referee or the Commissioner may end the game at his/her discretion.

5. PLAYING THE GAME

- A. Although traditional off-sides rules do not apply, players are not permitted to linger near the opposing net while game play takes place on the other side of center court. Players must stay within a reasonable distance of the ball/active game play.
- B. There is no icing.
- C. There are no two-line passes.
- D. This is a non-checking league
- E. In the event a ball bounces off walls or ceiling the play is dead upon a whistle by the referee.

6. PENALTIES

- A. Minor penalties will result in the player serving a 2-minute penalty.
- B. Teams will receive a 2-minute team penalty at the start of the team's next game if trash is left on or around the team's bench following any game.
- C. Major penalties will result in the player serving a 4-minute penalty. Two major penalties in a game result in an ejection. Misconduct penalties (such as fighting, intent-to-injure, verbal or physical attacks towards any other individual) will result in a player ejection. If a player is ejected from a game for *any* reason, he/she will receive a minimum of a one game suspension. Safety and good sportsmanship are taken very seriously.
- D. A team will never play with fewer than three "out" players on the floor. Penalties that occur when there are already two players in the penalty box will result in a "stacked" penalty, meaning that this player must go into the penalty box, but the actual penalty does not begin until there is only one player in the penalty box with the offender.

7. SCHEDULING

- A. Games can be rescheduled or canceled at the Commissioner's discretion.
- B. If a coach needs or wishes to reschedule a game time, the coach will be solely responsible for obtaining the consent of all other coaches of teams that will be affected by the rescheduled game. The coach requesting the change will consult with the Commissioner regarding the requested change (e.g., to confirm that facilities, referees etc. will be available for the requested rescheduled game), and will provide the Commissioner with copies of texts/emails from all coaches of all affected teams approving the proposed change. Coaches affected by the change will be responsible for notifying all players and parents of the change.
- C. For all playoff games in all rounds of the playoffs, the coaches select time slots from the start times provided by the Commissioner in priority order based on their standings at the end of the regular season.

8. END OF SEASON TIE BREAKERS

- A. Wins
- B. Head to Head
- C. Coin flip