

TIER 1 ELITE HOCKEY LEAGUE POLICIES AND PROCEDURES

Policy 7.1 – Boy's 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 Boys Division.

Game Rules

1. Time Options:

- Midget Majors with 2.0 hour ice time shall play 18-minute stop-time periods for non showcase league games with one (1) ice resurface after the first period and a second ice resurface after the second period with 40 or more minutes on the curfew clock. Showcase games will be 17 minute periods with an ice resurface after each period.
- Midget Minors with 2.0 hour ice time may play 18-minute stop-time periods for non showcase league games with one (1) ice resurface after the first period and a second ice resurface after the second period with 40 or more minutes on the curfew clock. Showcase games will be 17 minute periods with an ice resurface after each period.

Midget Game Format

- All games will start with clean ice, midget minor and major games will have a 5 minute warm up before the start of the first period. The periods will be 17 minutes long with an ice cut after each period.
- If the game ends in a tie the teams will not switch ends there will be a two minute rest period, the teams then will play a **5 minute sudden death overtime period** with 4 skaters per team.
- 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 will be awarded 1 point.
- When a team wins the shootout they are awarded 2 points and the losing team will be awarded 1 point.
- Bantam Division shall play 15-minute stop-time periods for non showcase league games with one (1) ice resurface after the second period.
- Pee Wee / Squirt Division and below shall play 15-minute stop-time periods for non showcase league games and 15 minute periods with one (1) ice resurface after the second period.

* **TIER 1 ELITE HOCKEY LEAGUE Boys Division is a non-curfew league. The curfew clock shall be utilized to determine if enough time remains to resurface the ice at the end of the 2nd period.**

2. Warm-ups:

- Midget Majors and Midget Minors shall have a five (5)-minute pre-game warm-up
- Bantam Division shall have a three (3)-minute pre-game warm-up
- Pee Wee Division and below shall have a three (3)-minute pre-game warm-up

* Warm-up clock shall start immediately after the ice resurfer leaves the ice.

TIER 1 ELITE HOCKEY LEAGUE POLICIES AND PROCEDURES

Policy 7.1 – Boy’s Division Game Rules

- 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.
- Each team may utilize one (1) time out per game at any time except during the shootout.
- 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 warrant stopping the game clock.
- 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.
- 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).
- Home team shall wear DARK sweaters and visiting shall wear LIGHT sweaters.
- Teams shall participate in a handshake at the completion of the game.

Referees

- Only duly registered officials holding USA Hockey referee cards shall referee TIER 1 ELITE HOCKEY LEAGUE games.
- 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

- 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 \$1000 fine. Please refer to TIER 1 ELITE HOCKEY LEAGUE Policy 6.0 for complete details.

Coaches Cards

All coaches must have a valid coaching card after December 31st of the current season.

Scoresheets

- Home team is responsible for posting game in Pointstreak in real-time. If real-time scoring is unavailable, the game must be posted within 24 hours of completion.
- All teams must have a blank scoresheet available at every game in case it needs to be utilized.

Suspensions

- 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.
- Players and team officials serving any suspension will be considered “ineligible players” for every game in which they participate, until their suspension is served.
- When a game suspension is being served, it must be clearly indicated on the scoresheet. The team with the suspended player or team official shall include on the scoresheet the name of the suspended player or team official, and the total number of games being served.
- All suspensions will be served in the team’s next scheduled game(s) for that team.

TIER 1 ELITE HOCKEY LEAGUE POLICIES AND PROCEDURES

Policy 7.1 – Boy’s Division Game Rules

3. 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 Home team is responsible for providing a timekeeper and scorekeeper at all TIER 1 ELITE HOCKEY 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 Commissioner 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.

TIER 1 ELITE HOCKEY LEAGUE Helmet Stickers

Players shall wear at least one (1) TIER 1 ELITE HOCKEY LEAGUE helmet sticker which shall be appropriately placed on the helmet.

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.
3. Any parent or spectator assessed a Zero Tolerance penalty will have their case reviewed by the Coaches Committee for the age division in which the Zero Tolerance penalty occurred. If the Coaches Committee 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 Commissioner and Appeal Board via email (yarrlelad@aol.com) or fax (313-525-8367).

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.

Timeline: Effectively immediately.

Policy Number: 7.1

Date(s) Effective: August 12, 2007 – Until Superseded

Each team plays one (2) HOME and one (2) AWAY within their respective Division (min. 36 games including playoffs)

TIER 1 ELITE HOCKEY LEAGUE POLICIES AND PROCEDURES

Policy 7.1 – Boy's Division Game Rules

Structure for Midget Major & Midget Minor showcases for the 2013-2014 season

Three 18 Minute Periods for all Inter-Division Games. 3 minute warm up. Ice Make after 1st Period (Resurface after 2nd if 40 min +)

In the event of a tie after regulation, there will be a 5 min sudden death O.T. (4 on 4).

If still tied 3 man shoot out until a winner is declared (all skaters must be utilized before any skater can shoot twice).

Each team plays in four (4) SHOWCASES. Four (4) games per showcase

Three 17 Minute Periods for all Showcase Games. 5 minute warm up. Ice Make after each period (same O.T. & S.O. procedure as above)

Game Format: The following alternates every other showcase (3 sheet facility 4 days) U-18 2 Friday, 1 Saturday, 1 Sunday U-16 1 Sat, 1 Sun, 2 Mon.

No game starts earlier than 8:00am except for last day of showcase when games can start no earlier than 8am.

Last day of the showcase, games should wrap up as early as time permits for out of town travel.