

BANTAM AND HIGH SCHOOL HOUSE RULES & REGULATIONS

PLAYING RULES

USA Hockey Official Rules shall govern the gameplay of all sanctioned games at the GIR. Supplemental league rules apply as noted. Games will be played using delayed offsides and icings allowed on penalty kills.

GAME FORMAT

All games are 60 minutes of ice time. Game format includes a 3-minute warm-up and three (3) 17-minute run-time periods. The last 30 seconds of all periods are stop time. Each team is allowed one 60-second timeout. The last five minutes of the third period are stop time if the game is within two goals.

GOAL DIFFERENTIAL

In the event of a three+ goal differential, run time will be utilized in the last 5 minutes of the third period. Penalties during running time will begin at the next drop of the puck. Running time will not stop unless on-ice officials deem it necessary. Running time will be restored to stop-time if goal differential drops below 2.

“GRETZKY RULE”

No player is allowed to score more than three goals in a game. Any goals scored by a player who already has three goals will be disallowed and a faceoff will occur in defensive end zone of the player's team.

TIES/OVERTIME (Regular Season)

If the score is tied at the end of regulation play during the REGULAR SEASON, the game will end in a tie.

TIES/OVERTIME (Playoffs)

Pool play games, if applicable - same as the regular season. Ties allowed.

Semi final:

If a game is tied at the end of regulation play during all rounds except the finals, a three-on-three, five-minute stop-time sudden-death overtime period will commence. If the game remains tied after the OT period, a three-man shootout will begin with each team selecting three skaters to alternately attempt a penalty shot (highest seed shoots first). If the game remains tied after the initial shootout, it then becomes a “sudden death” shootout with highest seed shooting first. If the highest seed scores, the lower seed gets a chance to answer the goal. Each player can only shoot once, unless one team runs out of players. If this occurs, the rotation can start over for both teams.

Final:

During the finals, a sudden death, five-on-five 17 minute OT period will be played. If the game remains tied after the OT period, a three-man shootout will begin with each team selecting three skaters to alternately attempt a penalty shot (Highest seed shoots first). If the game remains tied after the initial shootout, it then becomes a "sudden death" shootout with highest seed shooting first. If the highest seed scores, the lower seed gets a chance to answer the goal. Each player can only shoot once, unless one team runs out of players. If this occurs, the rotation can start over for both teams.

OTHER PLAYOFF RULES

Playoff seeding is based on the number of points accumulated during the regular season.

In the event of teams being tied in points, the tie-breaker protocol is as follows:

1. Head to Head.
2. Fewest goals against.
3. Fewest penalty minutes.

Pool Play Points (if applicable)

2 points for win

1 point for tie

0 points for loss

GAME CANCELATIONS

Although amendments to the schedule are avoided whenever possible, the GIR reserves the right to cancel or alter any game due to facility malfunction, cold weather or other circumstances. In the event a game(s) must be canceled, facility management will notify the GIR Administration immediately. The GIR Administration will then notify the teams. In the event a game(s) is canceled, the facility shall reschedule game(s) prior to the end of the season to the best of their ability.

PLAYER EQUIPMENT

In accordance with USA Hockey rules and enforced by the game referees, all players must wear full equipment including an **HECC certified helmet, mouthguards, and neck laceration protection.**

PENALTIES AND SUPPLEMENTAL DISCIPLINE

All league disciplinary actions will be handled by the GIR Administration in accordance with the rules mandated by USA Hockey policies and procedures.

Any player who has accumulated 50 or more penalty minutes at any point in the season will be suspended for one (1) game.

PENALTIES

Minor penalties will be three minutes in duration during run-time periods, and will not stop with a stoppage of play. In the event of a minor penalty during stop time, the player will be assessed a two-minute penalty that will stop with stoppages of play. Double minors will be six minutes during run time, and four minutes during stop time. A major penalty is 5 minutes. Misconducts are ten minutes. A second misconduct in the same game results in a Game Misconduct.