ADULT WINTER LEAGUE RULES
2015 / 2016

Adult Winter League 2015/2016 Rules

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ADULT WINTER LEAGUE 2015 /2016 PLAYING RULES

GAME SCHEDULE

Division 1: Thursdays - 2145hrs & 2245hrs
Division 2: Sundays - 2030hrs, 2130hrs & 2230hrs
Division 3: Mondays - 2145hrs & 2245hrs
National Team: Selective Tuesdays - 2245hrs or 2345hrs

GAME STRUCTURE

Period: 3 x 16 minutes
1) 2-Minute warm-up
2) 1 Minute breaks in between periods
3) In All Divisions stop time in the last TWO minutes, only if one team is leading the other by ONE GOAL. Tied games do not have stop time.

LEAGUE RULES

1. If the game is tied at the end of regulation, **NO SHOOT-OUT** will take place. The game will remain a tie.

2. ***NEW*** – OVERTIME FOR PLAYOFFS

    a. If the game is tied at the end of regulation of a playoff game a ***THREE (3)*** minute 3 on 3 overtime period will take place. If this is the first game of the playoff series, the game stays tied. If no winner is needed, the game will remain tied.

    b. If the game is still tied at the end of the over time period (and a winner is needed in order to move on in the playoffs) a shoot-out will take place. The shoot-out will have ***THREE (3)*** players from each side, most goals wins.

        i. If still tied at the end of the THREE players then a SUDDEN DEATH shoot takes place. After the first 3 players have shot, any player may continue to shot during the shoot out.

3. Each team in All Divisions has 30 seconds timeout per game (this includes Overtime). This timeout can be taken at any point in the game.

4. All Divisions must have a minimum of ***SIX (6)*** players per game, who must be dressed by the start of the first period. If a team has less than six players, the team forfeits the game. Players could include 5 skaters and 1 goalie, or 6 skaters.

5. Offside is subject to the attacking team clearing the zone. This means the attacking team can clear the zone and negate the offside. Clearing the zone means all attacking players must at the same time be outside the zone after a puck has been cleared into the attacking zone when at least one attacking player was in the

zone. Once all players have cleared the attacking zone, the referee shall indicate the negation of the offside by indicating the washout sign.

6. Only the referee can stop the time clock. The clock will only be stopped if there is a major injury. Fighting, roughing after the whistle, minor injury all will ***NOT*** stop the clock.

    a. ***At no point in the game can any player request that the timekeeper stop the clock. Doing so can lead to a minor penalty. If a player thinks the clock should be stopped, the captain or assistant captain of that players' team must signal the referee first for a time-out. This rule includes injuries and other events, which may require stoppage in play.***

    b. Your team/game may not receive a "flood" prior to the start of the game. Depending upon the scheduled start time of the game – only will a "flood" be allowed by the referee.

7. Games will follow a "15 second stoppage" rule. This means referees are instructed to drop the puck within 15 seconds from the call of the stoppage of play. If one or both teams have not lined up a center man, the puck shall still be dropped. If there are not enough or too many players on the ice, the referee will drop the puck, without warning other teams of the number of players they have on the ice.

8. Should a hard shot hit the goalkeeper's facemask, while play is in progress, the play ***MAY BE STOPPED AT THE DISCRETION OF THE REFEREE*** only if no immediate scoring chance is presented to the opposing team.

9. For the rules not covered in the league playing rules please refer to the International Ice Hockey Federation (IIHF) rulebook. http://www.iihf.com/iihf-home/sport/iihf-rule-book.html

10. NO CHANGE ON ICINGS (ALL DIVISIONS)

    a. Should a player of a team equal or superior in numerical strength propel the puck in any manner from his own half of the ice to beyond the icing line of the opposing team, (including off the boards or protective glass) without the puck being touched by any player from either team in the offensive half of the ice before the puck crosses the goal line – an icing will be in effect (Hybrid Icing).

    b. There are two decisions a linesman must make under HYBIRD icing rules. First, he must determine that the shot from a player's own side of the center ice line will cross the goal line in the attacking zone. Second, he must determine whether a defending player or attacking player would be first to touch the puck.

        i. This second decision must be made no later than the instant the first of the players reaches the end zone faceoff dots (although the decision can be made earlier). The skates of the skaters will be the determining factor.

    c. Should the puck be shot or propelled in such a way that it travels around the boards and slides back towards center ice, the linesman will determine which player would be first to touch the puck. In this instance, the determining factor is not the end zone faceoff dots, but the puck itself.

d. *If there is no "race" for the puck, icing will be not called until the defending player crosses his defending blue line and the puck crosses the ice line.*

e. If the goalie leaves his/her crease (even if he/she does not play the puck) the referee shall wave off the icing call.

11. ***Game Officials have been instructed not to tolerate abusive comments from the bench or abuse from players.*** The referee has the authority to issue a bench minor or misconduct with or without a warning, if a bench or individual is being particularly vocal. If the comments from the bench or player are particularly abusive towards the referee the offender will be assessed a Game Misconduct, and the situation will be reviewed by the SIHA Disciplinary Committee to determine if further action is warranted.

PENALTY POINT SYSTEM

To help assess and monitor discipline, the SIHA operates a Penalty Points System.

Players will accumulate Penalty Points for committing offences and incurring Penalties. The accumulation of penalty points will be recorded and monitored by the Referee in Chief.

The table below sets out the number of penalty points received for the various infractions:

PENALTY	GAME TIME SERVED	PENALTY POINTS
Minor Penalty	2 min by offending player	0
Misconduct Penalty	10 min by offending player	4
Double Minor + Misconduct	4 min to team, 10 min personal penalty	2
Game Misconduct	Expulsion for remainder of game	3
Major + Game Misconduct	Expulsion for remainder of game	5
Match Penalty	Expulsion for remainder of game	6 + 'Recommended' Suspension

The table below sets out the sanctions for the penalty points received:

PENALTY POINTS	'RECOMMENDED' SUSPENSION
5 points	1 game
10 points	2 games
15 points	4 games
20 points	Full suspension for the rest of the season

RECOMMENDED SUSPENSION GUIDELINES (MATCH PENALTIES)

PENALTIES	'RECOMMENDED' SUSPENSION
ABUSE OF OFFICIALS	5 GAMES
BOARDING	1 GAME
CHARGING	1 GAME
CHECKING FROM BEHIND	2 GAMES
CHECKING TO THE HEAD	2 GAMES
CROSS CHECKING	1 GAME
ELBOWS	1 GAME
HEAD BUTT	2 GAMES
HIGH-STICKING	1 GAME
HOOKING	1 GAME
KICKING	3 GAMES
FIGHTING (1 PUNCH)	1 GAME
FIGHTING (2 PUNCHES OR MORE)	2 GAMES
SLASHING	1 GAME
TRIPPING	1 GAME
UN-SPORTSMAN LIKE CONDUCT	1 GAME
RACIAL ABUSE	5 GAMES
GAME MISCONDUCT	1 GAME
ANY OTHER MATCH PENALTY	2 GAMES

SPECIFIC LEAGUE RULES

1. A penalty shot shall be called when the attacking player has past his/her defensive zone and has no defending players between him and the net. The attacking player must be denied a reasonable scoring opportunity.

2. An unintentional high stick that draws blood has a minimum penalty of a double minor (4mins). A major and game misconduct can be assessed at the discretion of the referee (5mins).

3. A major (or Match) penalty should be assessed for any situation involving an action that may or did cause injury through the deliberate action of a player. Major (or Match) penalties should also be awarded to a player for actions of unusual aggression.

4. Any situation that involves a major + game misconduct or match penalty should be reported to the league by the following day. This report shall be filled out on the proper "Match Penalty" form, which can be obtained from the Referee in Chief. The report shall be sent to the SIHA Referee in Chief.

    a. *Any situation that involves a severe penalty will be reviewed by the discipline committee. Additional game suspensions may result from the review.*

5. If a player drops his gloves a ***misconduct penalty*** shall be assessed. If the glove dropping is followed by taunts or incitements to fight a player on the opposing team a game misconduct (plus any other penalties incurred) will result.

6. If the puck is shot directly over the glass (including behind the players' bench) a ***MINOR PENALTY*** shall result.

7. If coincidental penalties are assessed (one penalty per team at the same stoppage of play) the team's play 4 on 4. If during the duration of those penalties another penalty is assessed the teams would play 5 on 4. The coincidental penalties now expire at a stoppage of play.

8. If any ONE (1) team has a total of FIVE (5) suspensions handed out to them over the course of a season, the entire TEAM will then be suspended from play for their next game. This includes playoff games.

    a. The opposing team that is supposed to be playing will be awarded a win in the standings and that ice slot will then be opened up to our members to play an exhibition game against the team that is playing during that specific ice slot. No members from the suspended team will be allowed to take part of that exhibition game.

9. ***NEW* -** During the course of the game if a player receives THREE (3) penalties in ONE (1) game; that player will receive a game ejection. These may or may not count towards the penalty point system.

PENALTIES

1. Minor Penalty –2 minutes
2. Double Minor – 4 minutes
3. Major Penalty – 5 minutes (+ Game Misconduct)
4. Misconduct Penalty – 10 minutes

Note: All Penalties are STOP time.

The Singapore Ice Hockey Association may change the rules at any time during the season. If this does happen, all team managers will be notified prior to the new rule taking effect.

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