

PLAYING RULES

**SINGAPORE ICE HOCKEY
ASSOCIATION
(SIHA)**

ADULT LEAGUE

**Summer League
2023**



SUMMER LEAGUE 2023

SCHEDULED GAMES

Division 1	Division 2	Division 3
Thursdays	Sundays	Mondays
9:45pm	9:45pm	9:45pm
10:45pm	10:45pm	10:45pm

GAME STRUCTURE - 3 x 16 minutes

- 1.) 2-minute warm-up
- 2.) 1 min breaks in between periods
- 3.) In All Divisions stop time in the last TWO minutes, only if tied game or one team is leading the other by ONE GOAL.

LEAGUE RULES

1. If the game is tied at the end of regulation a SHOOT-OUT will take place (3 shooter). The game will remain a tie at the end of SHOOT-OUT if it's still 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/second 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 overtime 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.
 - c. 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 shoot during the shoot-out.
3. Points shall be awarded as follows:
 - 3 points for the winning team at the conclusion of regulation time
 - 1 point for both teams at the conclusion of regulation time if the game is tied
 - An additional point earned for the team winning the game in a 3-minute overtime period, or the Penalty-Shot Shootout Procedure
 - 0 points for the team losing the game in regulation time
 4. 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.

5. 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.
6. 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.
7. **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.
8. 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.
9. Should a hard shot hit the goalkeeper's face mask, 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.
10. For the rules not covered in the league playing rules please refer to the International Ice Hockey Federation (IIHF) rulebook. <https://www.iihf.com/en/statichub/4719/rules-and-regulations>

11. **15.5. FACE OF LOCATIONS**

When Players are penalized at a stoppage of play so as to result in one or more penalties being placed on the penalty time clock to one Team, the ensuing "face-off" shall be conducted at one of the two Face-off Spots in the offending Team's End Zone. There are only three (3) exceptions to this application:

- (i) when a penalty is assessed after the scoring of a goal – "face-off" shall be conducted at Center ice;
- (ii) when a penalty is assessed at the end (or start) of a period – "face-off" shall be conducted at Center ice;
- (iii) when the defending Team is penalized, and the attacking Players enter the Attacking Zone beyond the outer edge of the End Zone Face-off Circle – "face-off" shall be conducted in the Neutral Zone.

The Team awarded the "Power-Play" will have the choice of which End Zone spot the "face-off" will take place at to start the "Power-Play".

When an infringement of a rule has been committed by Players of both Teams in the play resulting in the stoppage, the ensuing "face-off" will be conducted at the nearest Face-off Spot in that zone.

12. 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 HYBRID 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.
 - a. 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.

13. 81.2. ICING – FACE-OFF LOCATION

Following an "icing", the attacking Team will have the choice of which End Zone dot the "face-off" will take place. If, in the opinion of the Referee, the defending side intentionally abstains from playing the puck promptly when they are in a position to do so, they shall stop the play and order the resulting "face-off" on the adjacent corner Face-off Spot nearest the goal of the Team at fault. If the Linesperson shall have erred in calling an "icing the puck" infraction (regardless of whether either Team is "short-handed"), the puck shall be "faced-off" on the Center ice Face-off Spot.



VISOR PROTECTION



CAGE PROTECTION



FULL VISOR PROTECTION

14. "UNDER 20" – AGE CATEGORY (Born after 2003, as of year 2023)

All Players in the "Under 20" age category **must wear**

- (i) facial protection as described under rule 9.6 and 9.7 (Rule 202.1)
- (ii) a mouthguard, preferably of the custom-made variety, if they are not wearing a full-face protection (full-visor or cage). (Rule 202.3)
- (iii) a certified Neck- and Throat Protection. (Rule 202.5)
- (iv) ear-protection, attached to their helmets. (Rule 202.7)

Players without the mentioned protection **are not allowed** to participate in a game.

15. "UNDER 18" – AGE CATEGORY (Born after 2005, as of year 2023)

All Players in the "Under 18" age category **must wear**

- (i) a full-face protection (full-visor or cage), properly fixed to the helmet. It must be fixed to the helmet along the sides such that it cannot be flipped up. (Rule 202.2)
- (ii) It is strongly recommended that all Players in the "Under 18" age category wear a mouthguard, preferably custom-made. There is no obligation to wear as they wear a full-face protection (full visor or cage). (Rule 202.4)
- (iii) a certified Neck- and Throat Protection. (Rule 202.6)
- (iv) ear-protection, attached to their helmets. (Rule 202.8)

Players without the mentioned protection **are not allowed** to participate in a game.

16. **Rule 202.9. PROCEDURE – NON-COMPLIANCE WITH PROTECTION EQUIPMENT**

The On-ice officials will respond appropriately if a player on the ice is not wearing their protection equipment in accordance with the rules (e.g., visor pushed up, face protection not properly attached, removed ear-protection, etc.).

The On-ice officials will respond appropriately when a Player who is required to wear a mouthguard is obviously not wearing it while on the ice. The Game Officials will then take the offending Player to the appropriate Player's Bench and issue a warning to the Team through the Coach. The Game Officials shall also inform the other Team and warn them as well.

Both teams are now warned that Players requested to wear the protection equipment properly. The next Player found not to be wearing the protection equipment not in accordance with the rule shall be penalized with a ten-minute (10') Misconduct Penalty.

17. 12. ***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.
18. 13. **Call up procedure** from farm team. Team Managers are only allowed to do call ups for their respective farm team in the lower division. As for division 3, you are able to call across. (more information will be given to which is your farm team). Team Manager cannot allow players who are not in the correct call up, not registered or playing double games.

Call Up				
Div 1	Smokey's	Norqain	PS Engage	Tribeca
Div 2	Smokey's	Norqain	PS Engage	Tribeca
Div 3	Smokey's	Norqain	PS Engage	Tribeca

First offend: verbal warning

Second offend: consider your team lose the game (walk over 5-0)

Third offend: Scorekeeper & Referee will not be schedule for your game

On Ice Officials reserve the rights to eject anyone player/spectators during the league game from the rink if found not to be following the code of conducts

19. Jersey Distribution (audit purpose)
- All jerseys will be issued to the Team manager.
 - List will be given and all players need to sign upon receiving the jersey (return to league commissioner)
20. Players that mentioned that they can't play in a certain division will not be allowed to call up to that division.

PENALTY POINT SYSTEM

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

Players will accumulate Penalty Points for committing offenses 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	2
Double Minor + Misconduct	4 min to team, 10 min personal penalty	3
Game Misconduct	Expulsion for remainder of game	4
Major + Game Misconduct	Expulsion for remainder of game	5
Match Penalty	Expulsion for remainder of game	6 +

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 (Verbal)	2 GAMES
ABUSE OF OFFICIALS (Physical)	8 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
INTOXICATION	1 GAME
KICKING	3 GAMES
FIGHTING (1 PUNCH)	1 GAME
FIGHTING (2 PUNCHES OR MORE)	2 GAMES
SLASHING	1 GAME
TRIPPING	1 GAME
UNSPORTSMANLIKE 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 passed 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 3 on 4. When the coincidental expire, teams would play 4 on 5 with the coincidental penalties players from the penalty box.

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 in that exhibition game.

9. 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.

10. Any player found to be **intoxicated** prior to or during the game will automatically be ruled off the playing surface IMMEDIATELY and shall be suspended from their next scheduled game. The player(s) will also receive an additional 5 points (Penalty Points).

a. Team Managers will be required to assist in removing the intoxicated player(s) from the playing surface. Failure to comply will result in further action from the SIHA Disciplinary Committee to all individuals in question.

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.