

MONROE TOWNSHIP YOUTH HOCKEY RULES and REGULATIONS

1. All rules and regulations will be in accordance with the “Official Street Hockey” rulebook, unless otherwise noted here.
2. Each team will have a roster size of no more than 15 players.
3. Each team will be required to have 5 players and a **fully equipped goaltender** to start a game. (2007)
4. **Player Equipment: Only approved street hockey gloves, shin guards, helmets and sticks will be permitted. Goaltenders shin pads, blocker, glove, chest protector, helmet and goalie stick are required to be considered a fully equipped goaltender. All coaches and referees are required to check all equipment before each game. (2006)**
5. **Player Bench and Score Box Areas: Only approved coaches and Board Members are allowed in the player bench area. There shall be no greater than three (3) coaches on the player bench. Any violation of this rule will result in a minor penalty for Delay of Game. If a coach refuses to leave the bench area, he/she will be given a Game Misconduct. All coaches are required to have their team clean up the player bench area after each game. There will only be Board Members and approved volunteers in the score box area. There will be absolutely No Smoking in the player bench and score box areas. (2004)**
6. No rescheduling of league games will be permitted for any reason other than those relating to weather. All scheduling and rescheduling of games will be done by the league office.
7. If a team does not have the minimum number of players at the scheduled start time of a game, the game clock will begin as scheduled, with no play taking place. If the team reaches the minimum number of players within the time of the first period, play will begin with the game clock continuing to run uninterrupted. If the team does not reach the minimum number of players within the time of the first period, that team will forfeit the game.
8. The game will consist of three (3) – ten (10) minute periods. The clock will stop upon every whistle. There will be two (2) minutes between the conclusion of a period and the start of play of the next period. **There will be an eight (8) goal mercy rule. In the event there is an eight (8) goal differential in the 3rd period, the game clock will run continuously even though play may stop. The only exception will be for a power play or to deal with an injury. The referee will indicate that the clock should stop.** In the event of a tie game at the end of regulation, there will be a five (5) minute sudden death overtime period. **If the game has not been decided after the sudden death period, there will be a three (3) round shootout. Each team will select three (3) players and the order in which they will shoot. The home team will have the choice as to whether they will shoot 1st or 2nd. The teams will alternate shooting. If a winner has not been determined after the three (3)**

rounds, each team will alternate shooters until a winner is determined. Every player must shoot before a player can shoot for a 2nd time. In the playoffs, overtime periods will be ten (10) minutes in length. There are no shootouts in the playoffs. All playoff games will be decided in the sudden death style. The Chipmunk Division will play three (3)- fifteen (15) minute periods. The clock will run continuously. All other rules, pertaining to game time, will apply. (2004)(2007)

9. Each team will be allowed to utilize one (1) sixty (60) second timeout per regulation game, as well as one (1) sixty (60) second timeout per overtime period. This applies in the regular season and playoffs.
10. The protest of any game must be made prior to the start of the scheduled game or at the time of an incident. All protests must be filed with the referee. The referee, in turn, will give the protest to the League Rep, who will bring it to the League Board of Directors. The Board will rule on the protest within three (3) days, and their ruling will be final. It will be the responsibility of the Board President to organize a meeting of as many board members as possible within that time.
11. Scoring: A goal will be awarded when a player hits or deflects the ball across the goal line. If an opposing player deflects it into his/her own net, the last offensive player to touch the ball will be awarded the goal. If an offensive player directs the ball with his/her hand or kicks the ball into the goal with a distinct kicking motion, the goal will be disallowed. The resulting face-off will be held in their defensive zone.
12. Assist: When a player or players (limit of 2) pass or touch the ball immediately previous to goal being scored, they will be awarded an assist, as directed by the referee.
13. Team Scoring: Two (2) points will be awarded for a win, zero (0) for a loss, and one (1) point for a tie and/or overtime loss. Two (2) points will be awarded for an overtime win. If teams finish in a tie in the standings, the following tiebreakers will come into play:
 - a. Most wins.
 - b. Least losses.
 - c. Record against each other.
 - d. One (1) game playoff.
14. Penalty Times will be as follows:
 - Minor- one (1) minute
 - Major- two and a half (2 1/2) minutes
 - Misconduct- five (5) minutes
15. Player Sticks must be at least one and one-half (1½) inches wide in the blade area. Wooden ice hockey sticks are prohibited. If challenged by the opposing team, a failure to meet the requirements will result in a minor penalty for Delay of Game. Any coach who challenges a stick and is deemed wrong by the referee will be given a minor Delay of Game penalty.

A player may hit the ball, in the air, twice consecutively with his stick without being penalized. (2007)

- 23. Loss of Equipment During Play- If a player loses his helmet during play; the referee shall immediately blow his whistle for a stoppage. If a player loses his shoes, shin guards or gloves in the defensive zone, He/She may continue to play in the defensive zone. As soon as the ball clears the defensive zone, the player must come off of the rink. If the player violates this rule, the referee will assess a minor penalty for Delay of Game. If a player loses his shoes, shin guards or gloves in the offensive zone, He/She has to immediately come off of the rink. If the player violates this rule, the referee will assess a minor penalty for Delay of Game. (2007)**
24. Throwing of Equipment: Throwing of equipment will not be tolerated. This infraction will be treated as stated under the rules for Abuse of Officials (described in Rule 31, Page 34).
25. Icing or Illegal Clearing: Icing (described in Rule 50, Page 52), will be utilized in the 7-9 year old, 10-12 year old, and 13-15 year old divisions. The clearing line will be at the face-off dots in the offending team's defensive zone.
26. Crease Rule: An offensive player is allowed to be in the crease as long as he/she does not interfere with the goaltender in any way. If a goal is scored, but in the opinion of the Referee, there was an offensive player in the crease and had interfered with the goaltender, the Referee will disallow the goal and the offending will receive a minor penalty for Goaltender Interference.
27. Fighting: A player penalized for fighting will receive a major penalty and game misconduct. If it is a 1st offense, the player will receive at least a two (2) game suspension upon Board Review (to be conducted within three (3) days). A 2nd offense will result in an expulsion upon Board Review.
28. Physical Abuse of Officials: A player penalized for physically abusing a referee, coach, or league official will be ejected from the game and will be subject to expulsion upon Board Review (to be conducted within three (3) days).
29. Verbal Abuse of Officials: The excessive verbal abuse of an official by any player, coach, or spectator will result in a bench minor. A 2nd offense during that game will result in (a) the ejection from the game in the case of a player, or (b) the ejection from the playing rink area in the case of a coach or spectator; the game will be stopped until the offending person leaves the area, and if that person refuses to leave the area within a reasonable amount of time, the game will be forfeited.
- 30. Lob Rule: The Lob Rule, as it exists in the "Official Street Hockey" rulebook, shall be eliminated from our rules. Rule 56, Page 58. (2007)**

The above rules are provided as a guide and as a supplement to the “Official Street Hockey” rulebook, and are not intended to be all-inclusive. All rules listed in the Official Street Hockey” rulebook, unless superseded here, will be enforced.

The following is a list of penalties, the rule number and page number for which a definition and severity of the penalty can be found in the Official Street Hockey Rulebook:

Fighting- Rule 43, Page 46

A two and a half (2-1/2) minute major and game misconduct. If it is a 1st offense, the player will receive at least a two (2) game suspension upon Board Review. A 2nd offense will result in an expulsion upon Board Review.

Tripping- Rule 71, Page 66

Interference- Rule 51, Page 53

High Sticking- Rule 47, Page 50

Body/Board Checking: Rule 34, Page 38

Charging- Rule 36, Page 39

Cross Checking/Butt Ending- Rule 37, Page 40

Holding- Rule 48, Page 51

Slashing- Rule 65, Page 63

Spearing- Rule 66, Page 63

Hooking- Rule 49, Page 52

Elbowing, Kneeing and Headbutting- Rule 40, Page 42

Falling on Balls- Rule 42, Page 45

Delay Of Game- Rule 39, Page 41

Lob- Rule 56, Page 58

Misconduct- Rule 21, Page 18

Gross Misconduct- Rule 21, Page 19

Game Misconduct- Rule 21, Page 19

Abuse Of Officials- Rule 31, Page 34

Physical Abuse of Officials- Rule 57, Page 58

Profane Language or Obscene Gestures- Rule 58, Page 59

Penalty Shots- Rule 23, Page 20

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