

St. James-Assiniboia Minor Hockey Association

7/8's House League Rules – 2016/2017

Game Length: *NEW!* Games consist of 3 stop time periods of 14 minutes each. The scheduled game time is the official start time for the game. Teams are asked to be ready to go on the ice in advance of the start time, and be ready for a warm-up once the Zamboni gates are closed. Please limit the warm-up to 2 minutes and start the game as quickly as possible to maximize playing time. The game will end upon completion of the 3rd period or when the rink attendant "blows the horn" at the end of the one hour ice time.

Line Changes: *NEW!* A two minute horn (time keeper's horn) will be used for line changes. The horn will blow exactly on 2 minutes regardless of the play on the ice. At the sound of the buzzer, players are to leave the puck exactly where it is and get off the ice as quickly as possible. As soon as the LAST player is off the ice, the players from the next line can step onto the ice. While the players are changing, the officials will move the puck to the nearest face off dot and leave the puck there. Play will resume as quickly as the players can get to the puck. The official who is closest to the puck, shall raise their hand to help players locate the puck. Should a team put players onto the ice too quickly, the official will blow their whistle and there will be a face off. *From our evaluation of the league last year, by eliminating face offs we should be able to add an extra 3 shifts to every game AND still finish within regulation time. Therefore, PLEASE ensure your team does not force a face off.*

Face Offs: Face offs will only occur to start the play following: A goal; a penalty; a period; an injury; a rule infraction or the goalie covering the puck. There will NOT be a face off to allow for a line change. Referees will whistle down the play as soon as the goalie has covered the puck.

Additional Rules: Blue line offsides will be called; Delayed offside rule is in effect; Icing will be called; Shooting the puck away at the sound of the buzzer will result in a face off and a warning to the team and may warrant a penalty for the next line coming onto the ice. Should that happen, the coach will be responsible for keeping a player of their choice on the bench, so they are short one player for that shift.

Game Officials: 1 or 2 referees and a time-keeper will be provided for each game by SJAMHA. These will be younger referees and many will be officiating for their first season. Not all calls will be correct but the referee's decision is final! AT NO TIME CAN A COACH, TEAM OFFICIAL OR PARENT CONFRONT A REFEREE – ON OR OFF THE ICE OR THEY WILL BE SUSPENDED. These are children officials and need to be treated with even greater respect than your own players because of the responsibility they have agreed to take on, so that we can all enjoy this game.

Goalies: Goalies are NOT to be pulled at any time to permit an extra skater.

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Penalties: Penalties will be called when necessary in all games. When a penalty is called, the whistle is blown and the clock is to be stopped. The clock will restart as soon as the puck is put back into play. The penalty will last the duration of the shift with the offending team playing short. The offending player is to go to his/her bench and is NOT required to go the penalty box. The penalized player is not allowed back on the ice until his next regular shift, not the next shift. The referee should advise the player and coach the nature of the offence. If a goal is scored during the penalty by the non-penalized team, the penalty is over and the player can come back on.

Player Rotation: Teams with 10 skaters or more are to rotate players as equally as possible using a “fair play rotation” approach that provides equal ice time for all players. Purposefully double shifting players, in order to gain a competitive advantage is not allowed. However, teams with less than 10 skaters for a game must play with 5 skaters on the ice, unless agreed to by the coaches of each competing team prior to game time (E.g. A strong team may choose to play with only 4 skaters on the ice against a weaker team). Teams with less than 10 skaters are permitted to double shift players on a complete “fair play rotation” basis. Please ensure all players are double shifted equally during the game.

Temporary Players: Teams are only allowed to use 6 year olds from the 5/6 team within their community clubs. Players from other leagues or other ages are not allowed. TP's MUST be recorded on the game sheet, identified by 'TP' next to their names. Players are only allowed to be called up a maximum of 10 league scheduled games in a season. You are encouraged to make a list of capable players before you need them, so you will not be scrambling when the time comes. 7/8 coaches MUST obtain permission from the TP's head coach (or designate) BEFORE asking them to play up. The TP's coach has the right to refuse to allow the player to play up but should only do so if it is a scheduling conflict with their own teams schedule. If your club does not have a 5/6 team, then contact the VP of the league for assistance in finding players. Teams may not exceed the total number of players on their rosters with TP's.

Home Team Responsibilities: 1. Responsible for providing a game sheet and 2. May conduct the 50/50 draw

Standings: Both teams are responsible to e-mail the game results to doug@rockhockey.ca AND houseleague@sjamha.ca by Monday at noon following your weekend games. Results will be compiled to determine year end tournament seeding and possibly modifications to the second half schedule. League results will NOT be posted on the SJAMHA website because we are shifting the focus to the long term development of athletes instead of statistical hockey.

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24 Hour Rule: A 24 hour cooling off period will be enforced prior to reporting or dealing with conflicts. THIS APPLIES TO ALL LEVELS IN THE CHAIN OF COMMAND. The proper chain of command MUST be followed when there is a concern and the flow of information is: Concerned Party (Typically the parents) -> Team Manager / Parent Liason -> Head Coach -> Community Club Rep -> VP House League -> Escalate to appropriate parties. This needs to be adhered to, otherwise the concern will simply be redirected to appropriate level. If there is a concern about the next level up, then you may skip ONLY that level in the process.

Parent Behavior: Parent's behaviour will be the responsibility of the parent's team's official (typically the coach).

Uniform Colour Conflicts: Where uniform colors are the same it is the responsibility of the designated home Team to utilize a different coloured uniform set or "pinnies".

League Play Exemptions: You need to apply for an exemption from league play if you wish to travel for a tournament and miss a league scheduled ice time. Not all travel exemptions will be approved and there is a maximum of 1 per half of season. Priority is given to league games and due to schedule and ice limitations, it may not be possible to move your game. Contact the scheduler at icescheduling@sjamha.ca to apply for one.

Don't forget that BOTH TEAMS must email the final score of the game to doug@rockhockey.ca and houseleague@sjamha.ca no later than Monday!

THANKS AND LET'S HAVE A GREAT SEASON!