

**NEW YORK STATE PUBLIC HIGH SCHOOL
ATHLETIC ASSOCIATION, INC.
ICE HOCKEY RULES – (addendum to NFHS Rule Book)**

RULE 2-1 ART. 2 TEAMS

- **Players need not have numbers on both sleeves of the jersey**

RULE 2-3 ART.1 PLAYERS IN UNIFORM

- There is **NO** maximum number of players. (**Note:** Variance approved 10/99)
- The minimum number of players that may dress for a game or a scrimmage is nine skaters and one goaltender.
Note: Every effort should be made to have two goaltenders in goalkeeper equipment for every game.

RULE 2-4 ART. 2 & 3 WARM-UP BETWEEN PERIODS

- All players will be allowed a two minute warm-up period to skate and stretch between periods. During this warm-up period, no shots will be taken and players must stay in their own end of the ice. A team shall not use pucks on the ice before the start of the second or subsequent periods or where there is a separate warm-up period followed by an ice cut, before the start of the first period. (approved 9/28/01) .

RULE 2-6 ART. 4 INJURED GOALKEEPER

- When a team dresses only one goalkeeper and he is injured, two minutes will be allowed for that goalkeeper to recover. All players are to go to their team bench upon the direction of the game official. The official shall notify the game timekeeper to time the recovery period.
- The hockey committee adds that if there is no substitute goaltender in goalkeeper equipment, then extreme caution, by the coach, shall be used to replace the incapacitated goaltender.

RULE 3-3 ART. 1 GOALKEEPER'S EQUIPMENT

- A “chin strap check” will be conducted on goaltenders prior to the game or upon substitution. Goaltender may not continue until equipment is corrected.

RULE 3-7 ART. 2 PUCK

- The pucks need not have the NFHS authenticating mark.

RULE 4-1 ART. 1 PENALTIES

- Minor penalties shall be 1 minute, 30 seconds in duration
- Major penalties shall be 4 minutes in duration
- Misconduct penalties shall be 7 minutes, 30 seconds in duration.

RULE 4-5 AND 6-17 DISQUALIFICATION / GAME MISCONDUCT

- The referee shall designate and penalize other improper conduct not herein mentioned and, at his discretion, may increase any penalties in these rules, especially for any particular infringement thereof (as may be shown by a repetition of any offense)
- An official shall initiate a one game disqualification (player's next game) to further enforce player discipline concerning a player or coach's gestures, swearing at the officials, or other similar gross misconduct upon the conclusion of the game.
- Flagrant violations: Some incidents may warrant more than one game disqualification, (ex: Molesting an official or causing injury by malicious use of the stick, etc). Sections and/or league officials are urged to formulate committees to adjudicate flagrant violations of the rules. Any coach, athletic director or game official should be empowered to initiate complaints to this committee.
- Any player assessed a game disqualification or game misconduct penalty will be suspended from his team's next regularly scheduled played game. The progressive disqualification structure will be followed Rule 4-5b.

Note: All game disqualification and game misconduct penalties, regardless of when imposed, shall be charged against the offending players or coaches, shall be recorded on the score sheet.

- Should a player or coach be ejected because of misconduct, the NYSPHSAA Sportsmanship Standard #26 is in effect. The Standard requires that the player or coach “sit out” the next contest in the tournament series, or if occurring during the final or last contest of the tournament, that the player must “sit out” the first contest of their next season of participation.

RULE 4-5 ART. 2 GAME DISQUALIFICATION

- Any player that incurs 5 penalties (**a combination of minors and majors**) in a contest will be removed for the remainder of that contest only.

RULE 4-11 ART. 1 REMOVAL FROM THE GAME

- **Authorized school personnel need to be present to handle discipline situations.**

RULE 6-37 ART. 4 TIME OF GAME

- When a substitute goalkeeper initially enters the game, he will take his position without delay. A **TWO** minute warm-up per substitute goaltender per game shall be required. **Five pucks will be allowed on the ice for this purpose.** If, in the judgment of the official, he feels that a goaltender's warm-up has been made to give his team a stoppage of play or rest period, the official may assess a minor penalty for delay of game. No timeout will be charged to the team. (Note: Variance approved 10/99)

RULE 6-54, 56 OVERTIME

- **During the regular season** (non-tournament or consolation game, or any game where a winner is not necessary) there will be a three minute rest for players (teams do not change ends) and one five minute sudden-death overtime period will be played. The first team to score shall win the game. If neither team scores in the five minutes, the game shall be declared a tie.
- **During the regular season tournament where a winner is necessary**, play shall continue for not more than two sudden-death overtime periods of 7 minutes, 30 seconds each. Teams will not change ends. If no goal is scored, the game will be considered a tie, and the shootout procedure as outlined in Addendum 1 will be followed to determine advancement only.
- **In Sectional, Regional and NYSPHSAA Championship Play:** Play shall be continued for not more than four overtime periods of 7 minutes, 30 seconds each; There shall be a three minute intermission after the third period and teams will not change ends for the overtime period.
- If the game shall be tied at the end of the first overtime period, teams will play another overtime period without changing ends. If the game remains tied after this second overtime period, there will be a rest period while the ice is resurfaced. For the third overtime, teams will change ends, if the score is still tied, there will be a three minute rest, and a fourth overtime will be played. If the score is still tied, the "shoot down" procedure will be used, (Addendum #1)
- If the teams are still tied after the four overtimes of the NYSPHSAA finals, Co-Champions will be crowned.

RULE 8

GAME PROTOCOL

- For clarification purpose, as this has always been procedure but it has not been published in state rules, it was APPROVED (8/04) that ice hockey games consist of three fifteen minute periods.
- It was also APPROVED (8/04) that during the regular season each game begins on a clean sheet of ice and that a minimum the ice is cleaned after the second period (ice cuts after each period are allowed). If the ice is not cleaned after each period there will be at least a three minute period or intermission between the first and second period.
- In At Large, Regionals, Semi-Finals and Finals, ice will be cut prior to the first period and after each period of regular game time. There will be a twelve to fifteen minute intermission between each period of regulation play.

ADDENDUM #1

PROCEDURES FOR A “SHOOT DOWN”

1. 1ST Attempt- Each team shall select three shooters who will meet at center ice with the officials. (All players, other than those involved in the shoot down, are to go to their bench and be seated. The shooters will remain behind the center face-off spot at the discretion of the officials.)
2. The official(s) will flip a coin to see which team starts. Players from opposing teams will alternate taking penalty shots (Rule 4-6) until all six players have competed. The team with the most goals will advance in tournament or state play.
3. If there is a tie after the first group of six, each team will select three new shooters. Players from opposing teams will alternate taking penalty shots (Rule 4-6) until all three players have competed. The team with the most goals will advance in tournament or state play.
4. If there is still a tie, each team will select another three shooters (none of those who have already competed) and continue the process. Players from opposing teams will alternate taking penalty shots (Rule 4-6) until all three players have competed. The team with the most goals will advance in tournament or state play.
5. If a tie still exists, each team will select any three shooters for the remaining shoot downs. Players from opposing teams will alternate taking penalty shots (Rule 4-6) until all three have competed. The team with the most goals will advance in tournament or state play.
6. Goaltenders may be substituted in between each group of three shooters, not during. Goaltenders injured may be substituted according to NYSPHSAA rules.

Approved: NCAA addendum: 9/12/97 (11/13/97), Updated 11/13/98, 11/5/99, 9/29/00, 9/28/01, 9/27/02, 9/26/03, 9/24/04

Approved: NFHS addendum 11/07

GAME DAY PROTOCOL

The accompanying “Game Day Protocol” is **recommended** for statewide usage:

PRE-GAME

- Warm-ups begin
- At the conclusion of warm-ups, ice will be resurfaced (teams to locker rooms)
- Teams will receive a warning (horn & verbal notice) when resurfacer is on its last lap.
- When zamboni is finished and doors are closed - 2 minutes goes on clock.
- At the conclusion of time, starting lineups and National anthem will start promptly. Upon completion the puck is dropped (no team huddle).
- Teams not ready to play are subject to a minor penalty

BETWEEN PERIODS

- Ice will be resurfaced after each period (teams to locker room)
- Teams will receive a warning (horn & verbal notice) when resurfacer is on its last lap.
- When zamboni is finished and doors are closed - 2 minutes on clock.
- At the conclusion of the time the puck will be dropped to start the period.
- Teams not in compliance are subject to a minor penalty

Note: this is intended as a recommendation for consistency across the State and to expedite the start of the game and periods.