

2009-10 MIDDLE SCHOOL PLAYING RULES

Playing Rules

- All games will consist of 3 13-minute periods following a 4-minute warm-up. No coaches are permitted to be on the ice during warm-up or at anytime during the game except when attending to an injured player.
- No curfews, all games played to completion.
- All teams must be prepared to play 15 minutes prior to scheduled game time.
- No mercy rule
- A team will have 5 skaters and a goalie or 6 skaters to start a game. If a team is unable to field a starting line-up within 10 minutes of the scheduled starting time, a forfeit will be awarded to the other team, and they are permitted to use the remaining ice time for practice.
- Slap Shots are allowed in all divisions
- **No Players may swing down. NO EXCEPTION. Players may swing up for a Maximum of 8 games.**
- Goaltenders: If a team does not have a goaltender for a scheduled game. That team may bring a goaltender up from their club's lower division ILMSHL team. If the club does not have a lower division team in the ILMSHL, they may borrow a goaltender from another team in the same division. The team borrowing the goaltender must obtain approval from the borrowed goaltender's coach, and also notify the league commissioner.
- All games will be scheduled with 2 refs. In the event only 1 ref shows up, the game will still be considered official and must be played.
- Both Players and coaches must sign in on the sign in sheets before receiving a copy the score sheet at the end of the game.
- **ALL PLAYERS MUST SIGN IN BEFORE PLAYING IN THE GAME!**
- Please have coaches check score sheet at the end of a game before they sign for penalties, scoring, etc. Once they sign the sheet, it will be considered official, and no scoring or penalty changes will be accepted.
- If a coach wishes to protest a game, it must be stated on the score sheet along with a brief description as to why. A follow-up letter should then be submitted to the league commissioner. No protest will be accepted on a referee call/no call. (Except for a Major or Match Penalty). Protests will not be permitted if not noted on score sheet before both coaches' sign it. (Exception to this is if a team later finds out the other team used an illegal player against them.)
- Penalties will be 1.5 minutes for minors, 5 minutes for majors and 10 minutes for misconducts.
- If a player receives a 10-minute misconduct penalty within the last five minutes of a game, that player will be suspended for the first period of the next game. If a player receives a misconduct penalty with more than five minutes to play, the remaining time to be served will not carry. **IN THE LAST 5 MINUTES** - If a player receives a 5 minute major that carries an automatic game misconduct, it shall be treated like a game misconduct (player will sit next game only). If a player receives a 5 minute major that does not carry the automatic game misconduct penalty, he will sit first period of the next game.
- All games will be played by USA Hockey rules.
- If a player/coach receives a major penalty for a different USA Hockey team he/she plays on, it does not carry over into the Ice Line Middle School League.
- Match penalties do carry over to the ILMSL as well as all USA Hockey teams that player is rostered with.

Jersey Colors

- If there is a conflict in jersey colors, the designated home team has 1st priority. If 1 team has 2 sets of jerseys, they are required to switch to a contrasting color. If neither team has a 2nd color jersey, the designated visiting team will be required to wear pinnies. (Available at the Ice Line office.)