

2010 SHL RULES

- The SHL uses *USA Hockey Rules* and guidelines in addition to our league rules.

-If both teams have the same color jerseys the VISITING TEAM will wear the pullovers. Pullovers are available in both Pro Shops.

-DIV 1, there is no icing, no off-sides, and when the goalie covers the puck just throw the puck in a corner. While there are no penalties per say, officials seeing flagrant or repeated infractions are asked to point these actions out the offending teams coach.

-Any SHL team that is leading the game and pulls their goaltender will automatically forfeit the game. This does not apply to delayed penalty situations. If this situation does happen, do not make a big deal out of it, just have it marked on the score sheet, and let the league deal with this.

-MERCY RULE - In Division 1 and 3 only, a team down by 4 goals in a game can place an extra skater on all shifts until the margin is 3 goals.

-If the scorekeeper inadvertently fails to blow the horn to signify the end of a given shift. Any goal scored after the expiration of the allotted time for that shift shall be disallowed. Also, no time is to be added to the game clock in this situation. The next line is to take its place on the ice and the game shall continue.

-Any goal scored by a player with no line tape on his helmet will be disallowed. Line Tape has been furnished in ALL coaches' packages. This tape must be on the helmet (on the front center just above the mask) Extra tape is available in both Pro Shops.

-When a penalty is called, the line that receives the penalty will serve the penalty. Penalties will carryover at the six-minute mark of the 3rd period until the end of the game

-If a team is short players and the penalty is called on a player playing off his line (such as a C-line player playing on the B-line or a B-line player playing on the A-line) that player will be allowed to leave the penalty box to play on his line, then return to the penalty box to serve remainder of his penalty on the penalized line.

GAME TIMES/LINE ORDER

Division 1: Three 10 ½-minute periods. - Each Shift is 90 seconds long

Start "C" Line; play in "C" "B" "A" line order

Division 3: Three 12-minute periods. - Each Shift is 90 seconds long

Start "C" Line; play in "C" "B" "A" line order

Division 4: Three 12-minute periods. - Each Shift is 2 minutes long

Start "C" Line; play in "C" "B" "A" line order

Division 5-6: Two 12-minute periods. One 14 - minute period. - Each Shift is 2 minutes long

Start "A" line; play in "A" "B" "C" line order

The clock will stop for all line changes. NO changing on the FLY in the Spring House League.

PENALTIES

Divisions 1 and 3 - 1½-minute minor / 3 - minute major / 6-minute misconduct.

Division 4, 5 and 6 – 2 - minute minor / 5- minute major / 10 - minute misconduct.

*Checking is allowed in Division 5 and 6 ONLY.