

St. James-Assiniboia Minor Hockey Association

7/8's House League Rules – 2015/2016

Game Length: Games consist of 3, stop time periods of 12 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: A two minute horn (time keeper's horn) will be used for line changes. (The clock will stop for shift changes). The horn will blow exactly on 2 minutes regardless of the play on the ice.

Face Offs: Face offs following the two minute whistle/horn will be at the closest face off spot where the play ceased. 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.

Game Officials: 1 or 2 referees and a time-keeper will be provided for each game by SJAMHA. These will be younger referees and they are learning. Not all calls will be correct but the referee's decision is final!

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

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 a 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.

5/6 Year Old Temporary Players: Teams are encouraged to utilize 5/6 year old House League players, capable and willing to play in the 7/8's League, as spares when Teams are short players for games. Players from the "home club" should be asked first and players from other clubs asked as a last resort.

Home Team Responsibilities:

- Is responsible for providing a game sheet
- may conduct the 50/50 draw

Both teams are responsible to e-mail the game results to kuntzscott@hotmail.com by Monday at noon following your weekend games. Results will be compiled to determine year end seeding and scheduling at the end of the regular season. League results will be posted on the SJAMHA website (www.sjamha.ca) throughout the season.

24 Hour Rule: A 24 hour cooling off period will be enforced prior to reporting or dealing with conflicts.

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".

Don't forget that BOTH TEAMS must email the final score of the game to houseleague@sjamha.ca (cc kuntzscott@hotmail.com) no later than Monday morning!

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