

ARTICLE 22

HOCKEY

BOYS AND GIRLS

Section 1: RULES

- A. Boys and Girls
1. Boys: All games under the jurisdiction of the RIIL shall be played according to the official National Federation of High School Associations Ice Hockey Rules, except for any special ruling adopted by the Committee.
 2. Girls: All games under the jurisdiction of the RIIL shall be played according to the official National Federation of High School Associations Ice Hockey Rules, except for any special ruling adopted by the Committee.
- B. The reading of the “Blue Card” by officials shall take place as follows:
1. Boys:
 - a. For the 1st game, officials shall enter the locker room 20 minutes prior to the start of the game and read the Blue Card to coaches and the entire team.
 - b. For the 2nd game, officials shall enter the locker prior to the start of the 3rd period of the first game and read the Blue Card to coaches and the entire team.
 2. Girls:
 - a. Officials will read the Blue Card to the entire team at each team’s respective bench prior to the playing of the National Anthem or prior to the beginning of the 1st period.
- C. The home team shall wear white uniforms. The visiting team shall wear a contrasting color. All players on a team must wear the same uniform.
- D. The penalty schedule is as follows:
1. Fifteen (15) minute periods
Minor penalty – two (2) minutes
Major penalty – five
Misconduct penalty – ten (10) minutes, team will not be short-handed
 2. Game Misconduct – a player is out of the game, team will not be short-handed
 3. Game Disqualification – A player is out of the game and the next regular scheduled RIIL League game and this disqualification will count toward a season disqualification. (Article 6, Section 6)
 4. Any athlete who receives a Game Disqualification penalty from any contest (non-league or league game) at any level (freshman, junior varsity, and varsity) shall be ineligible to participate until she/he sits out the next League game including all games in between. In addition, the athlete must fill out the Unsportsmanlike Conduct Questionnaire and submit it to the principal and athletic director, with a copy sent to the League Office. (See Article 6, Section 6).
- E. Anybody receiving a penalty for fighting will automatically receive a Game Disqualification penalty.
1. *When a disturbance occurs, no player shall try to break it up or join it. All other players must go to their own bench and either be at their bench, or heading toward it when the officials have the disturbance broken up. In no case may a player or coach leave the bench. Any player(s) not following this regulation may be subject to a Game Disqualification penalty.*
 2. *In the event players come on the ice during a disturbance, such players will receive a game disqualification. The numbers listed on the submitted rosters will be presumed to be the numbers used by the contestants unless the Supervisor has been notified before the game of a change in numbers. If a team is unable to field a team for the next RIIL contest because of the number of disqualified members, the game must be forfeited.*
- F. **Beginning in December 2016 – RIIL Rule Change**
1. **Establishment of a system that would penalize and suspend players who have exceeded the maximum number of penalty minutes during the regular league season and playoffs.**

- Any player who has accumulated 50 or more penalty minutes during the regular season will be suspended for two (2) league games and any games in between (including playoffs).

At the conclusion of the regular season, the first level of penalty minutes will be raised from 50 or more penalty minutes to 60 or more penalty minutes for the playoffs. Any player who accumulates 60 or more penalty minutes (regular season and playoffs combined) will be suspended for the next (2) playoff games.

- In addition, any player who accumulates a total of 70 or more penalty minutes will be suspended for the remainder of the hockey season (including playoffs).
- If the player accumulates the 50/60/70 penalty minutes level during the last game of the season, he/she will sit out the first two (2) league ice hockey games in the next year or if a senior, two (2) league games in the next sport season.

Rationale: Penalize players who continue to accumulate penalties (minor and major) and jeopardize the health and safety of other players.

Examples:

- Game misconduct – 10 minutes
- Major penalty – 5 minutes
- Double minor – 4 minutes
- Game Disqualification = 15 minutes
 - (5 minutes major and 10-minute game misconduct)
 - Must sit out next league game and counts as a “game ejection”.
- 4 minor penalties = game misconduct (10 minutes) and must sit out the next league game. (Does not count as an ejection).
- 2 major penalties = a game disqualification 15 minutes plus 10 minutes = 25 minutes
- All penalties and penalty minutes for all players must be listed on the hockey game sheet and recorded on the RIHCA website. Any player who attains 50/70 minutes in penalties must be reported to the RIIL office.
- If a player (who accumulates 50/70 minutes in penalties) plays without being suspended, the game will be forfeited.

- G. A player who is called for a major, misconduct, double minor or roughing in the last minute of the game will be ineligible to play the first five minutes of the next scheduled game. The team, however, will not be short-handed. It is the responsibility of the school coach or AD to make sure that the player is placed in the Penalty Box at the beginning of the next game, and may not leave the Penalty Box until the first whistle signifying a stoppage of play.
- H. 1. Hockey Coach Ejection – A hockey coach who is ejected from any game is subject to penalties listed in Article 6, Section 6 of the Rules and Regulations of the RIIL. In addition, a major penalty will be assessed on the team at the time of the ejection.
2. Player ejection: a player ejected from an ice hockey game must leave the ice and bench area immediately. The ejected player is to go to the locker room in the company of an adult school official/school supervisor/coach for the remainder of the game. Failure to report will result in further penalties as listed in Article 6, Penalties.
- I. A player who is called for a minor penalty after a whistle is blown shall be assessed a double minor penalty unless the penalty called for is a major penalty.
- J. Any player cited for malicious use of the stick at any height and distance shall receive a game disqualification penalty. A player shall be disqualified for swinging his/her stick even though she/he does not strike his/her opponent. Intentional spearing and or butting is malicious use of the stick and will be penalized accordingly.

- K. 1. In order to avoid any liability for dental injuries as well as to ensure no unfair competitive advantage to teams not observing the rule, “All players, including goalkeepers, shall wear and have properly inserted into their mouth during the course of play a properly fitted tooth and mouth protector”. The first violation will result in the immediate removal of the offending player from play. Any additional violations of this rule will result in the assessment of a misconduct. Dental guards are not to be attached to the face mask.
 - 2. No player shall be allowed on the ice without proper protection of a head helmet properly fastened and unaltered face mask. Players and goaltenders must wear head gear approved by their school as well as approved by HECC/ASTM standards. The head helmet must have a RIIL warning sticker which reads: ***Do not use this helmet to butt, ram or spear an opposing player. This can result in severe head, brain or neck injury, paralysis or death to you and possible injury to your opponent. There is a risk these injuries may also occur as a result of accidental contact without intent to butt, ram or spear. NO HELMET CAN PREVENT ALL SUCH INJURIES.***
 - 3. Helmets must be worn by all players while on the bench and at all times on the ice, which includes the congratulatory handshake at the end of the game. Failure to adhere to this rule will result in a bench minor (penalty).
 - 4. Goaltender’s helmets must have an acceptable throat/neck protection which includes: a mask with “flapper” style protector attached or a mask with an extension worn in combination with the helmet or a separate neck guard providing throat protection or a neck guard as part of a manufactured undergarment providing throat protection.
- L. Mercy Rule in All Divisions
 - 1. In the third period only, running time will commence if there is an eight (8) goal difference in the score. If, during the third period, the score becomes less than eight goals, regular stop time will be re-instituted.

Section 2: SCHEDULE/GAMES

The Director of Hockey shall make up the schedules and order of games. No school may make any change to the schedule. Each regular match will play (3) three 15 minute periods. If it is necessary to break a tie, one five (5) minute sudden death overtime period will be played. This applies to all Divisions. The team first scoring in the overtime period wins, ending the game.

- A. Any game with nonmembers of the RIIL must have the written approval of the Director of Hockey.
- B. No team shall play more than three (3) games in any one (1) week (Sun – Sat).
- C. No game, RIIL or otherwise, shall consist of periods longer than fifteen (15) minutes without permission of the Director of Hockey.
- D. Warm-up time between 2nd and 3rd periods: Upon stepping onto the ice between 2nd and 3rd periods, players can skate around the arena, providing time for stretching and warming up. When the whistle is blown to begin play, those who will be playing go directly to the face-off area and all others return to the bench.
- E. The definition of time-outs between periods is as follows: Two (2) minutes between regular periods and two (2) minutes before each overtime.
- F. No hockey game shall be scheduled prior to the first Friday of December, unless approved by the Director of Hockey. This is interpreted to include any inter-school or other squad contests that meet the requirements of a game.
- G. The home school should provide the services of a licensed doctor and/or a licensed athletic trainer at all hockey games. The medical personnel must introduce himself/herself to both coaches and referee prior to the start of the game. S/he shall sit on the home team bench so that s/he will be available at all times.

Section 3: POSTPONEMENTS

The postponement of RIIL League hockey games shall be made by the Director of Hockey. The postponement rules contained in Article 4, unless otherwise stated, shall govern all other postponed hockey games (i.e. non-league, invitational tournaments, etc.). Any request for a change must be made to the Director well in advance so that all schools, newspapers, officials and spectators have adequate notice of such change.

Section 4: OFFICIALS

RIIL assigned official's authority extends to pre and post-game oversight. Fighting and unsportsmanlike penalties will be within the authority of the officials at all times at the contest site.

- A. Medical personnel will not be assigned by rink officials; however, access to medical emergency personnel is required by rinks.

Section 5: PLAYOFFS

The Championship Playoffs will be conducted under the direction of the Director of Hockey in a format determined by the Director of Hockey, approved by the Committee and published with the RIIL Hockey Schedule.

- A. To determine the RIIL standing, two points will be given for each victory. In an overtime game, the winner will earn two points and the loser will earn one point. An overtime game that ends in a tie, each team will receive one point.
- B. Qualification rating for the final RIIL Standing will be determined in this order as may be necessary:
 - 1. Most points in regular season league games
 - 2. Head to head RIIL competition
 - 3. Least goals scored against in regular season league games
 - 4. Tie-breaking special game

Boys – Playoff matches shall consist of three fifteen (15) minute periods. If a tie then exists, the following format will be followed:

- 1. Teams will play one seven and one half (7 1/2) minute sudden death period. Each team will field 4 players for the overtime period.
- 2. Teams will play a second seven and one half (7 1/2) minute sudden death period. Each team will field 4 players for the overtime period.
- 3. Each team will provide 5 players for a shootout. Team scoring the most goals will be declared the winner of the game. A second shootout is approved with 5 new players. A third shootout is approved with each team providing one shooter. Which team shoots first will be decided with a flip of a coin. The winner of the tossed coin will choose to take the first shot or allow the loser of the coin flip to take the first shot. The team scoring a goal after both teams have an opportunity to shoot will be declared the winner of the game. Each set of two shooters will be treated as a separate shootout.

Girls – Playoff matches shall consist of three fifteen (15) minute periods. If a tie then exists, the following format will be followed:

- 1. Teams will play one seven and one half (7 1/2) minute sudden death period. Each team will field 4 players for the overtime period.
- 2. Teams will play a second seven and one half (7 1/2) minute sudden death period. Each team will field 4 players for the overtime period.
- 3. Each team will provide 5 players for a shootout. Team scoring the most goals will be declared the winner of the game. A second shootout is approved with 5 new players. A third shootout is approved with each team providing one shooter. Which team shoots first will be decided with a flip of a coin. The winner of the tossed coin will choose to take the first shot or allow the loser of the coin flip to take the first shot. The team scoring a goal after both teams have an opportunity to shoot will be declared the winner of the game. Each set of two shooters will be treated as a separate shootout.

Revised 11/16/16