

# South Windsor Arena

## SPRING CLASSIC RULES

- ★ Game officials will be members of IHONC, following USA Hockey rules and codes of conduct
- ★ **Equipment must follow CT USA Hockey rules:**
  - Mouth pieces are required to be worn by all U12 (peewee) U14 (Bantam) and U16 (Midget)
    - 1<sup>st</sup> Mouth guard violation the player will be removed from the ice by the official and the official will give that players team head coach a warning. The player will be eligible to return to play after the start of play.
      - Any subsequent mouth piece violation by the same TEAM will result in the player being assessed a misconduct penalty.
  - Neck guards must be worn by all players and goalies for all levels
    - 1<sup>st</sup> Neck guard violation the player will be removed from the ice by the official and the official will give that players team head coach a warning. The player will be eligible to return to play after the start of play.
      - Any subsequent neck guard violation by the same TEAM will result in the player being assessed a misconduct penalty.
- ★ ***Please have teams ready to go 15 mins in advance of scheduled time***
- ★ 2 minute warmups
- ★ 12 minute periods for all Mite, Squirt, Peewee Bantam; 15 minute periods for Midgets
  - Running/Reduced time will be implemented if needed
    - (Ref will determine at end of 2<sup>nd</sup> period)
- ★ Mites & Squirts: Penalty: minor = 1 min., major= 3 min. & misconduct = 5 min
- ★ PW / Bantam: Penalty: minor = 1:30 min., major = 4 min. & misconduct = 6 min
- ★ Midgets: Penalty – minor = 2 min, major = 5 min & misconduct = 10 min.
- ★ All penalty infractions that would trigger a game report with USA Hockey will be completed by the official for this league.
- ★ No timeout in regular games
- ★ Scoring: 2 points for a win, 1 point each team is a tie, 0 points for a loss.
- ★ No overtime in regular tournament games
- ★ Tie Breakers to determine placement in playoffs in the event of a tie:
  - (1) Head to Head; (2) Goal Differential; (3) Goals For
- Championship Games
- ★ One 60 second timeout in championship games
- ★ Overtime only in the 1<sup>st</sup> & 2<sup>nd</sup> championship games
- ★ 5-minute overtime followed by shoot-out
  - 3 shooters each team – followed by sudden death shootout