

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. Each team must furnish to the Game Supervisor before the start of the game four (4) copies of their roster with the jersey numbers being used in the game.
- D. 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.
- E. The penalty schedule is as follows:
1. Twelve (12) minute periods for *Boys Division III* and *Girls Division*
 2. Minor penalty – one and one half (1 1/2) minutes
Major penalty – four (4) minutes
Misconduct penalty – ten (10) minutes, team will not be short-handed
 3. Fifteen (15) minute periods for *Boys Division I and II*
Minor penalty – two (2) minutes
Major penalty – five
Misconduct penalty – ten (10) minutes, team will not be short-handed
 4. Game Misconduct – a player is out of the game, team will not be short-handed
 5. 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)
 6. 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).
- F. 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.*
- G. *After a player has committed **three (3) penalties** of any type, he/she will receive a game misconduct penalty for his/her next penalty.*
- H. 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 four (4) minutes in a twelve (12) minute period game or five (5) minutes in a fifteen (15) minute game. The team, however, will not be short-handed. The RIH Game Official will be responsible for reporting these infractions to the RIIL Office. Such a player shall be identified and 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.
- I.
 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. The major penalty is four (4) minutes for a twelve (12) minute period game and five (5) minutes for a 15 minute period game and the team must play with one (1) less player on the ice for that period of time.
 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 accompany 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.**
- J. If any coach fails to submit four (4) copies of the team roster to the game supervisor before the start of the games, the team will be assessed a bench penalty.
- K. 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.
- L. 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.
- M.
 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.
- N. No team shall be allowed to take an overnight trip beyond a fifty (50) mile radius of the school, for purposes of a game, scrimmage or practice of any kind in any week in which it has two scheduled hockey games.

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 in Boys Division I and II three 15 minute periods. Boys Division III and Girls Division will play three 12 minute period games. 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.

Section 3: POSTPONEMENTS

The postponement of RHL 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 officials shall have supervision of the playing surface from the start of the game, unless otherwise designated, until it is finished.

- 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
 - 2. Head to head RIIL competition
 - 3. Least goals scored against
 - 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.