



2017-18 SEASON QUICK REFERENCE GAME CARD

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LEAGUE GAMES

The home team is responsible for providing sufficient ice time and the necessary facilities for playing the game.

Ice time shall be assigned as follows per division:

DIVISION	LENGTH OF PERIOD	ICE TIME REQUIRED
10U Squirt	15 minutes	1 hour 15 minutes
12U Pee Wee	15 minutes	1 hour 15 minutes
14U Bantam	16 minutes	1 hour 30 minutes
15-Pure	17 minutes	1 hour 45 minutes (1 ice cut)
16U & 18U	17 minutes	1 hour 45 minutes (1 ice cut)

To expedite the game, there must be a five minute timed warm-up period before the game and a one-minute rest between each period. Ice cuts where applicable are between the 2nd. and 3rd. periods.

MINIMUM NUMBER OF PLAYERS

A team must have a minimum of six (6) players (of which at least five (5) must be skaters) on its bench by ten (10) minutes after the scheduled game time or a forfeit may be declared. Forfeits can only be declared by the Commissioner.

OFFICIALS

The following officiating systems apply for all AYHL League games and are highly recommended for non-league games:

DIVISION	SYSTEM
10U Squirt	2-Official System
12U Pee Wee	2-Official System
14U Bantam - Minor	2-Official System
14U Bantam - Major	3-Official System (1 Referee / 2 Linesmen)
15-Pure, 16U & 18U	3-Official System (1 Referee / 2 Linesmen)

> If an official is missing in any of the above, the game shall still be played under these approved officiating systems:

DIVISION	SYSTEM
10U Squirt	1-Official
12U Pee Wee	1-Official
14U Bantam - Minor	1-Official
14U Bantam - Major	2-Official System
15-Pure, 16U & 18U	2-Official System

> If an official does not report for an assigned game, the Referee-In-Chief Frank Krause (njnholio@gmail.com) must be notified within 24 hours of game time.

SHORT ICE SLOT / TIME MANAGEMENT

To be an official League Game, two complete periods must be played. The third period may be shortened, if necessary; however, all time played must be stop time. Running time is not allowed under any circumstances. The reason for shortening the game must be beyond the control of the teams involved.

- The official shall determine the time of the shortened period. As a rule of thumb, the time in the period shall be one half the time remaining in the ice slot. Once the period has begun, the time cannot be changed.
- There is no "mercy" rule. The game must be played to completion regardless of goal differential.

MISC.

It is recommended that all non-league games played between AYHL teams follow the same rules and regulations as agreed in League games.

All parental ejections MUST be reported to the League Office by the Team Managers via email within 24 hours of game conclusion.

All bench personnel MUST be USA Hockey Certified at the appropriate level for which they are involved - NO EXCEPTIONS!

PENALTIES

The following are the penalty times in minutes for each type of infraction. These apply to all divisions:

Minor Penalty	2 minutes
Major Penalty	5 minutes
Misconduct Penalty	10 minutes (not posted on game clock)
Game Misconduct	Removal from game
Match Penalty	Removal from game & 5 minutes

Any head coach whose team incurs 15 penalties or a player who receives 5 penalties in any game will result in the head coach/player being suspended from the next scheduled game. If your next scheduled game is not an AYHL game the coach/player will be required to sit two games. The first non-league game played serves as your obligation to USA Hockey, the second game played serves as your obligation to the AYHL.

The head coach does not receive a Game Misconduct on the scoresheet and does not leave the bench. A player who receives 5 penalties receives a Game Misconduct penalty and must leave the bench.

Should a player on your team receive a Match Penalty please have the team manager email Gene Palecco, Commissioner at: GAP3165@aol.com. Gene will forward to the appropriate authorities within the League. Players receiving a Match Penalty are suspended from all USA Hockey activities for 30 days or until the appropriate authority has made a ruling.

OVERTIME

(15-Pure, 16U & 18U ONLY)

In all 15-Pure, 16U & 18U division League Games that end in a tie after regulation time ends, the teams shall play a four (4) on four (4) Sudden Death Five (5) Minute Overtime Period. Please note the following:

- 1) Overtime occurs with time permitting in the ice slot. There must be at least 10 minutes left in the ice slot.
- 2) Teams do not change ends.
- 3) No ice cut.
- 4) Timeout permitted during overtime period providing it was not used in regulation time.
- 5) If the Sudden Death Overtime period does not produce a winner the game remains tied.
- 6) If a team receives a penalty in Overtime, the teams will play 4 on 3. If the same team is assessed a second penalty before the first one expires, then the penalties will "stack".
- 7) This is not a discretionary rule. If the game is tied and at least 10 minutes remain in the ice slot, then the Overtime MUST be played.

SCOREKEEPER

All roster moves must be completed by noon on Friday before the weekends games. No moves after 3:00pm on Friday unless emergency situations arise and are approved by the Commissioner.

Before signing the score sheet (paper or electronic), the game official must review all penalties to ensure that they have been recorded correctly.

Please ensure that officials names are accurately spelled and legible.

Team managers have 24 hours to upload game data to the league web site. Unless there are suspendable penalties assessed on either team. If there are suspendable penalties game data MUST be uploaded prior to the players next game. Your upload login credentials are the same ones used to manage your rosters.

If you use the ScoreKeeper Worksheet to score a game at the rink and then enter the game data at home the Worksheet MUST be mailed to the address on the back on the Monday following the weekends games (fold in half and in half again - be sure to affix appropriate First Class US Postage).

CONTACT INFO

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