

2014-15 EAHC RWB Rules & Regulations

Mission

The goal of the Rochester Area 8U/House Directors is for all Associations to be working together through continuous communication to provide competitive competition for all skill levels in accordance to USA Hockey ADM guidelines. This committee will meet mid-season to review the guidelines and assess the performance of this format. The committee retains the right to make changes as deemed appropriate. Any changes would be disseminated in writing to all teams prior to any change(s) taking effect.

General Regulations

Players

The EAHC RWB League shall consist of 3 divisions, Red, White, and Blue. For the 2014-15 season, players with Birth years of 06-07, and experienced 08 players, are eligible for RWB play. Partial level definitions are as follows:

- Red** For the most advanced or experienced players, would be unusual for a 1st year RWB player to be placed here.
- White** For 2nd year, final year, or advanced younger players
- Blue** Should be primarily 1st year RWB players who have gone through a Learn To Play Hockey/Initiation (or similar), and/or Pony(6U) program the previous year.

League Standings and Statistics **WILL NOT** be kept at the White and Blue level. In accordance with USAH/ADM guidelines, the focus of RWB hockey is fun and skill development, with zero emphasis on winning, or team/individual statistics.

Win and Loss counts may be kept at the Red level to determine 2nd interleague game schedule.

Teams

Team size should be 9-11 players, for the intended goal of 2 full lines plus a goalie. Teams without sufficient players should plan accordingly to bring substitute players from a lower level team to facilitate 2 complete, 5 player, line changes. USAH & ADM strongly encourage this model to maximize ice time for each player. Additional players reduce the amount of ice time per player, slowing their development and reducing their fun.

Any official roster recorded should include as many Alternate players as possible to most easily facilitate player movement between teams, both laterally as well as vertically. Ideally, rosters would be kept unofficially to most easily allow player movement/substitution.

Level

Organizations shall submit their team count per level by Sept 23.

EAHC shall hold a pre-season Determination Tournament to ensure teams are appropriately placed, to be held by the 3rd weekend of October. A committee consisting of a rep from each EAHC Organization shall review tournament play and make any suggestions for vertical movement. Host for Determination Tournament shall be decided by same Rotation as Championship Hosting, with Orgs having the right to refuse and allow vote of alternate host Org.

Scheduling

Season shall consist of 14 games, 7 Home 7 away, and be scheduled the week following the determination tournament, with a start date for games the 1st weekend of November. Scheduling may be done by Organizational representatives outside of standard scheduling meeting, or by single appointed person/volunteer working with all organizations submitted ice times.

Scheduling will be done on a half sheet basis, per team. Home associations are responsible for finding 2 RWB teams to share the allocated hour of ice time, but each home team will schedule their opponent independently. Example, RYH has White/Jones and Blue/Miller on Saturday XX/XX at 9AM. White/Jones schedules against MCYH/Smith and Blue/Miller schedules against PYH/Buford. **Home Association is responsible for supplying 2 RWB teams of any level or mix of level. In the event of an odd number of teams, accommodations may be made to host a single Half Ice game, but RWB teams shall not split or play full ice.**

Equipment

- Cross-ice boards should be used at the redline for all RWB games (Note that bumpers are allowed but it is the ultimate goal for every organization to use Cross-ice boards)
- Goals shall be Jr size, measuring 48" X 36".
- Goalies shall wear complete goalie equipment meeting HECC requirements (no street hockey pads) including stick. It is strongly recommended that goalies at Blue and White levels be done on a rotation so that all players are given an opportunity to play the position, both to identify future interest but also develop a respect for the position.
- Blue Pucks **only** are to be used.

Games

Format

A game is defined as a half ice event between 2 teams. It is expected that 2 games will be taking place simultaneously on each half of the ice. However, for clarity in regulations below, a game is only 1 half ice event.

- All RWB games shall be played half ice, red line to end of rink, both sides
- Games shall be 5 Vs 5
- 1 Referee per game shall be present pursuant to organizations referee scheduling practices.
- Score will be kept at the Red and White levels via a flip card controlled by a designated home team volunteer.
- Home team(s) shall be responsible for providing **Blue** pucks for each game.

Time Keeping

A time keeper shall provided by the home team. Game time will be regulated by a single running clock for both games simultaneously.

- The Curfew Clock shall be set at 50 minutes.
- The game clock (scoreboard) shall have a 3 minute countdown for warm-up.
- Immediately following the horn at the end of that 3 minute warm up period, 23 minutes shall be put on the game-clock and started to run continuously.
- The time keeper shall sound the horn every 1.5 minutes to indicate a line change.
- After 23 minutes, there will be a 1 minute break. Teams shall switch ends at this end, with goalies skating to opposite goals during the break.
- In the event of an injury or other delay: If the delay is during the first 23 minute period, the game clock shall stop, and resume once play is ready to start. After the 1 minute break, the game clock shall be set to match time remaining on the Rink Curfew clock and run continuously. If the delay occurs during the 2nd period, no action with regards to the game clock shall be taken, it will continue to run leaving whatever time is left for the remainder of the game once play resumes.

It is the coaches' responsibility to manage their bench and players so as to maximize ice time for game play, for example working at practice to teach players to head to the bench at the sound of the whistle.

Play

These guidelines are to promote a near continuous game flow, with play stoppage only for goals and injuries.

- Each referee shall have 2 Blue pucks on their person throughout game play
- The referee shall indicate a valid goal with **both** a vigorous arm signal and whistle.
- After a valid goal, the referee shall instruct players on the scoring team to move to center ice (of half sheet playing surface), and toss the 2nd puck in his possession **behind** the net, allowing the scored-upon team first possession, then recover puck in net.
- For whistles for goalie covering the puck, the referee shall instruct offensive players to move to center ice (of half sheet playing surface), then toss the puck **behind** the net, allowing defending team first possession. **Coaches are encouraged to practice this during practices to minimize non-playing time during games.**
- On a line change horn, the referee shall pick up the puck, and once ALL players have cleared towards their respective benches, the referee shall toss the puck against the boards opposite the benches at the half sheet center line. This will facilitate **continuous play**, as entering players will rush from the bench to the free puck
- In the event of an injury whistle, all players will be instructed to return to their bench by the referee and remain there until the injured player has left the ice. A face off shall take place at center ice (of half sheet playing surface) after all injury whistles.
- Each period shall start with a faceoff.
- As per USAH/ADM Guidelines, **double shifting is not allowed**. Coaches should work diligently towards balanced and equal ice time for all players during a game, excluding the goalie position.

Penalties

- All USAH rules will be followed with particular emphasis on the following infractions at the RWB level- Tripping, Hooking, Charging and High Sticking with head contact.
- As per ADM guideline, penalties shall be enforced as follows: When a penalty is called by the Referee, the player receiving the penalty shall return to their bench and leave the ice immediately, resulting in a man down situation for the duration of the shift. Any subsequent penalties in that shift will allow a substitute player for the 2nd and subsequent penalties, resulting in the penalized team never being down more than 1 player. At the next line change teams will return to even strength regardless of number of penalties.
- **NO PENALTY SHOTS WILL BE PERFORMED**