

NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION

P.O. BOX 487, 1161 ROUTE 130 NORTH ROBBINSVILLE, NJ 08691

2014-2015 Ice Hockey Rules Modification

Rule 1-9-2 Player's Bench

The number of team personnel permitted to occupy the team bench area shall be unlimited.

Rule 2-4-2 Starting Lineups

Teams shall be allowed a one minute warm up skate between periods. During this warm up period, no pucks shall be allowed on the ice.

Rule 3-4-3 Required Equipment (NEW)

Throat/Neck protectors shall be required for each player. Throat/Neck protector shall not be modified from its original manufactured state and shall be worn in the manner the manufacturer intended it to be worn. **Penalty: First offence, Misconduct; Further Offence, Game Misconduct. Goalkeeper: Minor**

No captain or coach shall delay the game by challenging a player or goalkeeper mouth guard or neck guard.

Penalty: One team warning for delay, subsequent team violation, Minor Penalty. As per NFHS Rule: Prior to the start of the game, each coach will certify that their respective players are properly equipped.

Rule 3-4-4 Protective Equipment (Revised)

All players must have dental guards which are attached to their facemasks. The dental guards must not be altered from the manufacturer's original specification. A player who loses his/her dental guard during play shall be permitted to complete his/her playing shift without it. During the next stoppage of play, it shall be the responsibility of the player, not the referee, to immediately retrieve their dental guard.

Penalty: First offence, Team Warning; Subsequent Team Violations, Misconduct.

Rule 6-35 Start of Game and Periods/Pregame Warm-Up

Ice resurfacing shall not be allowed between the pregame warm up and the first period. "Dirty ice" may be utilized for warm up however, the first period shall commence immediately after the conclusion of warm up. For violation of this rule, the offending team(s) shall be assessed a minor penalty and the incident shall be reported to the NJSIAA office. For all regular season, cup, and state tournament games, there shall be a warm-up of eight (8) minutes. Resurfacing shall take place prior to the game and following the first period of all state tournament games. There shall be a five (5) minute intermission between non ice resurfacing periods.

Rule 6-37-3 Time of Game

Upon completion of the second period or, at any time during the third period, if there is a ten goal differential, the game shall end immediately and will be considered complete.

Rule 6-38 Tied Games

There shall be no overtime periods except in league playoffs, regular season tournaments, the NJSIAA state tournament or when playing out of state. For games that require a team to advance, a 15 minute overtime and shootout procedure must be used. For final or championship games, a 15 minute overtime must be used. A shootout shall not be allowed.

Rule 11-11 Game Management

Adult supervision shall be required at the scorer's/game Time Keepers Table for the duration of the game. This Adult shall Not be an Athletic Trainer.

Rule 11-12 Game Management

A minimum of two (2) On Ice Game Officials must be assigned to all Varsity Interscholastic Games and Scrimmages.

NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION

P.O. BOX 487, 1161 ROUTE 130 NORTH ROBBINSVILLE, NJ 08691

Overtime Period & Shoot-Out Procedure

There shall be a mandatory ice resurface after the first period of all NJSIAA State Tournament games and between the end of regulation time and the start of the overtime period.

For games that require teams to advance rounds (not championship):

One (1) fifteen (15) minute sudden victory overtime must be played.

If game is tied after overtime, a shoot-out shall take place.

A list of ten (10) players, in order, shall be given to the referee after the overtime.

The choice to shoot first shall be determined by the higher seeded team.

The first five (5) players from each team alternate attempts at a penalty shot.

The team scoring the most goals, wins by a one goal differential.

If score is tied after five (5) penalty shots, the second five (5) players attempt sudden victory penalty shots on a paired basis.

If necessary, the original list of ten (10) players will begin again taking penalty shots until the tie is broken.

During the shoot-out, teams shall remain at their benches and defend their goal.

Penalized players, whose penalty does not expire by the end of the overtime, can not shoot and shall be replaced prior to the start of the shoot-out.

Any injured player, whose name is on the list of players to shoot, may be replaced prior to the start of the shoot-out.

For final or championship games:

One (1) fifteen (15) minute sudden victory overtime must be played.

If game is tied after overtime, a shoot-out shall not be allowed to take place.