

NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION

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

2022-2023 Ice Hockey Rules Modifications

The NJSIAA Ice Hockey Rules Modifications, all NFHS Rules and all NJSIAA Rules shall apply to all NJSIAA member school sponsored teams including Varsity and Sub Varsity.

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

The home team shall determine which period the ice resurfacing will take place during the regular season. This must be communicated to the visiting team and the officials upon arrival to the facility. There shall be an intermission after the period which there is no scheduled ice resurfacing of up to five (5) minutes. It is recommended teams remain at the players bench area during the intermission between non-ice resurfacing periods. A team may retire to their locker room however, must return within the intermission time and proceed directly to the player's bench. The Game Time Keeper shall sound a warning signal with one (1) minute remaining in the intermission time. The game clock shall be reset and the starting line ups shall immediately proceed to the face off.

Penalty: Minor (captain's choice of players)

Rule 3-4-2 Throat/Neck Protectors

Throat/Neck protectors shall be required for each player, including goalkeepers. 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 dental guard or neck guard.

Penalty: One team warning for delay, subsequent team violation, Minor Penalty. Per NFHS Rule 3-6: Prior to the start of the game, each head coach will certify that all participants are properly equipped. It shall be the responsibility of coaches and officials to strictly enforce the neck guard rule.

Rule 3-4-4 Dental Guards

All players, including goalkeepers, shall wear and have properly inserted into their mouth during the course of play a Dental Guard which is attached to their facemask. The Dental Guard must have a readily visible color, non-clear and must not be altered from the manufacturer's original specification. It shall be the responsibility of the coaches and officials to strictly enforce the Dental Guard rule.

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

Rule 5-1 Appointment of Officials

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

Rule 5-3 Duties of The Referees

The On Ice Game Officials must remain on the ice until completion of the team handshake and both teams have exited the ice surface.

Rule 5-7 Scorer /Adult Supervision

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.

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Rule 9-10 Start of Game and Periods/Pregame Warm-Up

For all Boys' Varsity regular season, League and Conference games, there shall be a warm-up period of eight (8) minutes. 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.

Penalty: Minor (captain's choice of players), the incident shall be reported to the NJSIAA office

Rule 9-11 Tied Games – League and Non-League

There shall be no overtime periods except in league/conference playoffs, regular season tournaments or when playing out of state. For games that require a team to advance, a 15-minute overtime and shootout procedure must be used.

Rule 9-11 Tied Games – League/Conference Cup Final games

For League/Conference Cup Final games, the NJSIAA State Final Overtime Period Procedure shall be used; One fifteen-minute sudden victory overtime must be played. If the score is tied after the first overtime, a ten-minute rest period must take place. A seven and one-half minute sudden victory overtime period will be played. Each team shall be allowed a maximum of four players plus a goaltender, 4 vs. 4. If the score remains tied after the first seven and one-half minute, 4 vs. 4 overtime period, a ten-minute rest period must take place. The game shall continue with subsequent seven and one-half minute, 4 vs. 4 overtime periods and ten-minute rest periods until a goal is scored

Rule 9-11 Tied Games – NJSIAA State Tournament

For Preliminary Round games that require a team to advance, a 15-minute overtime and shootout procedure must be used.

For NJSIAA State Final games one fifteen-minute sudden victory overtime must be played. If the score is tied after the first overtime, a ten-minute rest period must take place. A seven and one-half minute sudden victory overtime period will be played. Each team shall be allowed a maximum of four players plus a goaltender, 4 vs. 4. If the score remains tied after the first seven and one-half minute, 4 vs. 4 overtime period, a ten-minute rest period must take place. The game shall continue with subsequent seven and one-half minute, 4 vs. 4 overtime periods and ten-minute rest periods until a goal is scored.

Rule 9-12-3 Time of Game

The game will be terminated after two periods or during the third period when a team leads the opposing team by 10 or more goals. The game shall end immediately and will be considered complete.

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Overtime Period & Shoot-Out Procedure

There shall be a warm-up time of eight (8) minutes.

For all NJSIAA State Tournament games there shall be a mandatory ice resurface after the first period 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.
- Teams shall change ends prior to the overtime period.
- 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, cannot 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.

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NJSIAA State Final Overtime Period Procedure

- There shall be a warm-up period of eight (8) minutes.
- Teams shall change ends prior to each overtime period.
- One (1) fifteen (15) minute sudden victory overtime must be played.
- If the score is tied after the first overtime, a ten (10) minute rest (intermission) period must take place.
- A seven and one half (7 $\frac{1}{2}$) minute sudden victory overtime period will be played.
- Each team shall be allowed a maximum of four (4) players plus a goaltender, 4 vs. 4.
- If the score remains tied after the first seven and one half (7 $\frac{1}{2}$) minute 4 vs. 4, sudden victory overtime period, a ten (10) minute rest (intermission) period must take place.
- The game shall continue with subsequent seven and one half (7 $\frac{1}{2}$) minute, 4 vs. 4, sudden victory overtime periods and ten (10) minute rest (intermission) periods until a goal is scored.
- All NFHS and NJSIAA Rules Modifications shall apply during the overtime periods.