



# FSHL LEAGUE RULES

(2010-2011)

The FSHL follows the current OFFICIAL PLAYING RULES OF USA HOCKEY but reserves the authority to develop and implement such additional rules and disciplinary actions as deemed appropriate by the board to ensure sportsmanship, skill development, and a safe hockey experience.

## I. ICE TIME:

Because ice time is a premium, the FSHL reserves the right to schedule ALL FSHL practices, regular season games, and play-offs. Therefore, FSHL teams that have pre-arranged ice time at any participating rink shall, at the request of the FSHL EXECUTIVE BOARD, surrender that ice time to the FSHL for the entire duration of the current FSHL season (includes the time period from the first day of FSHL practice to the final FSHL play-off game). Failure to do so, may result in team fines and/or suspension of the offending team coach.

## II. GAMES:

### A. FORMAT

1. All games will have a THREE (3) minute pre-game warm-up. Period one and period two will each consist of TWELVE (12) minutes, stop time. Period three will be determined as ONE-HALF (1/2) the remaining scheduled time (stop time). Each team will be entitled to ONE (1) 30 SECOND TIME OUT during the course of the game.
2. For a sanctioned FSHL GAME or SCRIMMAGE to begin, each team must present with a minimum of FIVE (5) SKATERS and a GOALTENDER. If a team does NOT present with the minimum number of skaters and a goaltender, the opposing team shall win the game by default.

However, upon agreement by the opposing coaches and with the agreement of the officials, the teams may utilize the ice time as a

SCRIMMAGE (following FSHL rules for scrimmages – see below) by allowing the reserve goalie of the opposing team to play for the team lacking a goalie. If a reserve goalie is NOT available, the ice time may be used as a practice by the two teams.

3. MERCY RULE

a. An EIGHT (8) GOAL DIFFERENTIAL in the 3<sup>rd</sup>. period will result in RUNNING TIME

4. Games and/or Scrimmages shall NOT be scheduled during a regularly scheduled FSHL practice.

**B SCORE SHEETS**

1. The HOME team is responsible for supplying an official score sheet for any regular season League game.

2. On the day of the game, the official score keeper will fax the WHITE copy of a completed official score sheet signed by on-ice officials, both team coaches, and the official scorekeeper directly to the FSHL OFFICIAL-IN-CHIEF. The official score keeper will also submit the original WHITE copy to the FSHL OFFICIAL-IN-CHIEF.

3. Each team is responsible for submitting to the scorekeeper a COMPLETE roster. Indicate on that roster, those players present for and playing in that League game. It is the coach's responsibility to accurately indicate on the score sheet with a letter "P", those players who are present for and playing in that League game. If the score sheet INACCURATELY reflects the presence ("P") of any players, the coach will receive a WARNING for the first infraction. For the second infraction, the coach will receive a ONE (1) game SUSPENSION. It is also the coach's responsibility to inform the officials of the names of any late-arriving rostered players. Having FAILED to do so, that player will NOT receive credit for attendance under the League 50% rule.

4..Players must arrive on the bench and ready to play prior to the beginning of the SECOND PERIOD to qualify for ("P") on the official score sheet. Any player arriving AFTER the beginning of the SECOND PERIOD will receive a ("L") on the official score sheet. Those players who arrive after the onset of the SECOND PERIOD may participate in the game, BUT will NOT receive credit for attendance under the FSHL 50% rule.

**III. RESCHEDULING FSHL LEAGUE GAMES:**

1. Each FSHL team is entitled to reschedule ONE (1) game per season.
  - a. The team requesting the scheduling change must inform the League of the intention to reschedule at least TEN (10) DAYS prior to the originally scheduled game.
  - b. The team requesting the scheduling change is responsible for rescheduling the game with the approval and availability of the

opposing team. The cost of ice time will be incurred by the team requesting the scheduling change.

- c. The team manager of the team responsible for rescheduling must inform the opposing team's team manager by e-mail and by phone of the League's approval to reschedule a FSHL game at least TEN (10) DAYS prior to the originally scheduled game. In addition, the team responsible for rescheduling MUST document to the League, CONFIRMATION by the opposing team within 48 hours of that e-mail and phone call, or the request for rescheduling shall be denied.
- d. Failure to adhere to the above will result in a forfeit by the team granted the scheduling change.
- e. NO game may be rescheduled and played after the last regularly scheduled League game.
  - (1) If, however, by the end of the regular season, a previously postponed game the League considers important to the final standings has not been rescheduled and played, the FSHL Executive Board, in the best interests of the League, reserves the right to mandate that game be played, and may schedule that game. AFTER the last regularly scheduled League game.
  - (2) If BOTH teams fail to appear, and the game is NOT played, the outcome of the game will be recorded as a DOUBLE FORFEIT.
- f. Games at the BANKATLANTIC CENTER are considered special events, and thus, may NOT be rescheduled.

#### IV. DEFAULT:

1. Any FSHL team that fails to appear for a sanctioned FSHL GAME (or any team that presents with less than FIVE skaters and a goaltender) will lose the game by default and be subject to a FIFTY (\$50.00) DOLLAR FINE for the first infraction.

2. Any subsequent "NO-SHOW" will result in default of the game, additional fines (as determined by the League – no greater than \$300.00 per infraction) and a required appearance by the team (players, coaches, and team managers) before the FSHL Disciplinary Committee. The team may be subject to FSHL supplementary disciplinary action.

3. Any team that records TWO (2) or more DEFAULTS in a single season will be declared INELIGIBLE for FSHL playoffs and the SAHOF State Championship.

#### V. PENALTIES:

1. Any player assessed a SECOND (2<sup>nd</sup>.) GAME MISCONDUCT penalty, and for any GAME MISCONDUCT penalty thereafter in any given season, will be required to appear before the DISCIPLINARY COMMITTEE of the FSHL
2. Any coach whose team incurs TWELVE (12) or more penalties during a single FSHL game will be assessed a GAME MISCONDUCT penalty. For any subsequent game with TWELVE (12) or more penalties in a given season the coach will be required to appear before the DISCIPLINARY COMMITTEE of the FSHL, and will automatically be placed on PROBATION for the remainder of the current FSHL season. Further discipline may include suspension for the remainder of the current FSHL season. Discipline is to be determined by the FSHL Executive Board based on recommendations from the FSHL Disciplinary Committee.
3. SUSPENDED coaches MUST attend EVERY complete game for which they are serving a suspension (Exception: those coaches suspended for the remainder of the current season). The suspended coach MUST register with the official score keeper prior to the end of the first period of the game for which the suspension is being served.  
The suspended coach shall NOT sit on the bench during that game and shall NOT be involved in ANY aspect of coaching before, during, or after the game for which the suspension is being served. The suspended coach will NOT be allowed in the team locker room before, during, or after the game for which the suspension is being served. The suspended coach will NOT be allowed to serve in the penalty box during the game for which the suspension is being served.
4. The FSHL reserves the right to determine the number of game suspensions assessed for multiple GAME MISCONDUCT penalties in one season.
5. The number of suspensions may be more than, but will not be less than, those prescribed by the current USA HOCKEY Rule Book. For every GAME MISCONDUCT penalty over and above the SECOND (2<sup>nd</sup>.) GAME MISCONDUCT penalty, an ADDITIONAL ONE (1) game suspension will be served.
6. Penalties carry forward from one season to another until they are served or the student no longer participates in the League.
7. Each player is allowed FOUR (4) penalties per game. The assessment of the FOURTH (4<sup>th</sup>.) penalty will result in ejection of that player from the game. A GAME MISCONDUCT penalty will be assessed, resulting in a ONE (1) game SUSPENSION.

- OR -

8. Multiple Stick Infractions (which includes SLASHING, HIGH STICK, and/or CROSS CHECK):
  - a. Any player receiving a THIRD (3<sup>rd</sup>.) stick infraction during a game will immediately be ejected from that game. A GAME MISCONDUCT penalty will be assessed (1 game suspension).

- b. For any subsequent GAME MISCONDUCT penalty secondary to multiple stick infractions, the player will be required to appear before the FSHL DISCIPLINARY COMMITTEE.
- 9. A GAME MISCONDUCT penalty for FISTICUFFS or “THIRD MAN IN” or LEAVING THE BENCH OR PENALTY BENCH carries an automatic minimum suspension of the next THREE (3) scheduled games.
  - a. Any subsequent penalty for fisticuffs, “third man in” or leaving the bench or penalty bench in a given season will result in an automatic suspension from the League for the remainder of the season (no less than 5 games with a season carry-over).
- 10. Any player leaving the bench or penalty bench at any time during an altercation or for the purpose of starting an altercation will receive an automatic THREE (3) game SUSPENSION.
  - a. More than TWO (2) players from any given team leaving the bench and/or penalty bench will result in individual suspensions, AND the game shall be decided by default (by the offending team).
  - b. In addition, the team (players, coaches, and team managers) will be commanded to appear before the FSHL DISCIPLINARY COMMITTEE, and may be subject to supplementary discipline.
- 11. Any player involved in any TWO (2) of the following incidents, or any COMBINATION of the following incidents:
  - a. FISTICUFFS
  - b. THIRD MAN IN
  - c. LEAVING THE BENCH or PENALTY BENCH
 will be automatically SUSPENDED from the League for the remainder of the season (No less than 5 games with a season carry-over), including post-season competition (FSHL PLAYOFFS, SAHOF CHAMPIONSHIPS, USA HOCKEY NATIONAL CHAMPIONSHIP) In addition, any such player will be placed on PROBATION for the following season.
- 12. SUSPENDED players MUST attend EVERY complete game for which they are serving a suspension. The suspended player MUST register with the official score keeper and sign the official score sheet prior to the end of the first period of the game for which the suspension is being served.  
The suspended player shall NOT be in uniform for that game. The suspended player shall NOT sit on the bench during that game. The suspended player shall NOT receive credit for attendance at that game.

## VI. APPEALS:

If an individual or team is entitled to appeal a ruling by the FSHL DISCIPLINARY COMMITTEE, and wishes to do so, an APPEALS HEARING will be conducted by the FSHL EXECUTIVE BOARD. The rules governing APPEALS HEARINGS as dictated by USA HOCKEY, will be followed. Any further appeals will be directed to SAHOF.

## VII. TEAM BEHAVIOR:

1. All players and coaches should consider themselves representatives of their respective high schools. Therefore, they are expected to demonstrate honorable behavior before, during, and after all FLORIDA SCHOLASTIC HOCKEY LEAGUE sanctioned events.
2. Each team is responsible for damages they may cause to any ice facility, on or off the ice. That team will be responsible for any costs incurred and may be subject to a fine, payable to the League.
3. FSHL teams MUST provide SEPARATE changing facilities for female members of the team.
4. FSHL teams must restrict the entrance of FEMALE team representatives into the team locker room prior to, and after, FSHL league practices and/or games.
5. Coaches are required to escort players to the ice before each game. At the conclusion of the game, opposing teams will line up at center ice and conduct an orderly post-game handshake. Upon completion of the handshake, players will be escorted to their respective locker rooms by their coaches.
6. Each FSHL team must provide a responsible ADULT (at least 21 years of age) to assist in the penalty box during a FSHL league game. Failure to do so will result in a BENCH MINOR penalty to the offending team at the beginning of each period until such time as a responsible adult is provided.  
The adult need NOT be USA HOCKEY certified, but should consider him/herself an off-ice official and behave accordingly.
7. The use of cameras and/or video cameras on the team bench during a FSHL league game is PROHIBITED. Any individual wishing to use a camera and/or a video camera in the PENALTY BOX must be a responsible ADULT (at least 21 years of age).

## VIII. SCRIMMAGES:

1. FSHL practices are intended for skills development only. Scrimmages with NON-FSHL or other FSHL teams during FSHL practices are prohibited.
2. FSHL teams may scrimmage NON-FSHL teams or other FSHL teams during the regular FSHL season in accordance with the following:
  - a. ALL FSHL scrimmages must be scheduled with the FSHL OFFICIAL-IN-CHIEF
  - a. Scrimmages must be properly sanctioned and officiated in accordance with USA Hockey Rules and guidelines
  - b. ALL participants (players, coaches, and officials) MUST be registered in good standing with USA HOCKEY
  - c. For a scrimmage to begin, teams must present with a MINIMUM of FIVE (5) SKATERS and a GOALTENDER

- d. FSHL or USA Hockey score sheets must be properly used and submitted to the FSHL under FSHL rules governing the use of official game score sheets (see above)
- e. Scrimmages must be officiated by at least TWO (2) High School certified officials and an official score keeper
- f. The head coach from each team, both officials, and the scorekeeper must sign the official game score sheet at the end of the scrimmage
- g. ALL FSHL teams will be subject to FSHL discipline
- h. SAHOF will have disciplinary jurisdiction over NON-FSHL teams
- i. Of the two participating teams, the STRICTER of their League rules will govern play

#### IX. PLAYER/COACH EQUIPMENT:

1. ALL FSHL coaches are required to wear a HECC approved helmet during any FSHL on-ice activity.
2. FULL USA HOCKEY approved equipment is REQUIRED at ALL FSHL PRACTICES, GAMES, and SCRIMMAGES. This will be enforced at random by FSHL Board and/or Committee members. It is the COACHES' responsibility for their players and coaches to be in compliance. For the FIRST (1<sup>ST</sup>.) infraction, the coach will be reported to the FSHL COACHES COMMITTEE. The SECOND (2<sup>ND</sup>.) infraction will result in a ONE (1) game SUSPENSION of the coach. For a THIRD (3<sup>RD</sup>.) infraction the coach will be commanded to appear before the FSHL DISCIPLINARY COMMITTEE.
  - a. For any sanctioned FSHL game or scrimmage, both teams shall be reminded of FSHL equipment rules by game officials during the pre-game warm-up – This shall be considered a 1<sup>st</sup>. warning for BOTH teams
  - b. Subsequently, in the course of that game, any player in violation of FSHL equipment rules will be assessed a GAME MISCONDUCT penalty.
3. All equipment must be USA HOCKEY approved
4. All players, including goaltenders, are required to properly wear NON-CLEAR mouth guards in all games, practices, and scrimmages
5. All players, including goaltenders, are required to properly wear throat/neck guards in all games, practices, and scrimmages
6. All helmets must have proper straps. Chin straps are to be worn no more than TWO (2) fingers below the chin.
7. Teams are required to have HOME and AWAY jerseys for FSHL games.
  - a. HOME: dominant color is WHITE AWAY: dominant color is DARK.
  - b. The player's LAST NAME must appear on the back of each jersey.**
  - c. Team uniforms are MANDATORY at FSHL League games. NO player will participate in a League game without a team jersey.

- d. Switching of team jerseys amongst players is NOT PERMITTED
  - e. Player uniform numbers must be registered with the League.
  - f. Any CHANGE in uniform number (or roster additions) MUST be registered with the League BEFORE the next League game.
  - g. Any player with an INCORRECT jersey is considered INELIGIBLE for that League game.
  - h. Playing an INELIGIBLE player will result in a forfeit by the offending team (score 1-0).
    - (1) In addition, the coach of that offending team will serve a ONE (1) game SUSPENSION for playing an INELIGIBLE player.
    - (2) Protests by the opposing team for suspicion of an INELIGIBLE player must be submitted to the officials PRIOR to the completion of the game.
  - a. \*EXCEPTION: Teams will be permitted to provide no more than TWO (2) EXTRA TEAM UNIFORMS (HOME and AWAY uniforms) per game for players who have presented to games without their team uniform.
    - (1) The uniforms will be numbered “0” and “00” (goalie cut), OR any other number that does NOT conflict with any rostered uniform number.
    - (2) There will be NO player’s name on the uniform.
    - (3) Teams that need to provide the above uniforms to their players MUST inform the opposing coach, game officials, and score keeper of the uniform changes, including the number of the replacement uniforms, (and including the players’ registered uniform number) prior to the game.
  - j. \*NOTE: If team uniforms have NOT been received, players must submit a temporary number AND the expected team jersey number to game officials prior to each game that the player wears a temporary jersey.
  - k. FSHL PATCHES are MANDATORY on ALL FSHL jerseys. They must be worn on the RIGHT CHEST of EVERY team jersey.
    - (1) Failure to do so, after a warning from the League, shall result in a FIFTY (\$50.00) DOLLAR fine.
7. FSHL TEAM SPONSORS:
- a. Sponsors must be approved by the FSHL Advisory Committee as appropriate for high school students.
    - a. Tobacco, alcoholic beverages, and Bar advertisements and other regulated commercial endeavors aimed at adults and prohibited for HS youth are neither appropriate nor acceptable.
    - b. Sponsors’ acknowledgement may be in the form of patches or bands applied anywhere on the team jersey(except the right chest – reserved for FSHL patch).
      - (1) Patches are to be NO LARGER than FOUR (4) inches

- (2) Bands are to be NO LARGER than FOUR (4) INCHES high and FOURTEEN (14) INCHES long
- (3) There is NO limit on the number of sponsors' patches or bands on a given team jersey.
- (4) NO MONIES SHALL BE RETAINED BY THE FSHL
- (5) Sponsors' checks may be made payable to "FSHL" to receive TAX DEDUCTIONS for donations to a 501c3 corporation

#### X. TEAM REQUIREMENTS:

1. The FSHL strongly recommends FSHL teams have a minimum of TWO (2) USA HOCKEY Level 3 certified coaches.
2. Students must be enrolled in the school for which they are participating (Exceptions: HOME EDUCATION – DRAFTED GOALIES). A photocopy of the STUDENT IDENTIFICATION CARD must be submitted to the FSHL registrar prior to participation in any League sanctioned practice or game. A photocopy of a current transcript is acceptable, ONLY if the school does not issue student identification cards.
3. Student eligibility must be documented and updated regularly by each individual team.
4. Team rosters are CLOSED as of DECEMBER 31.
5. NO roster additions are permitted AFTER DECEMBER 31.
6. The League cooperates and works with SAHOF regarding the imposition and enforcement of USA HOCKEY penalties and suspensions for rules violations. Thus: Suspensions imposed by SAHOF will also be imposed by the FSHL as determined through consultation with those leagues and USA HOCKEY
7. It will be up to the discretion of the FSHL, based upon recommendations from the Disciplinary Committee, to BAN or SUSPEND any player that might participate in a manner that may cause injury to other players with the obvious intent to solely injure other players.  
The decision of the FSHL may be subject to appeal to the SAHOF Disciplinary Committee.

#### XI. PLAYOFFS:

1. NO MORE than 50% of the TEAMS IN EITHER DIVISION will qualify.
2. Determination of Play-off positions:
  - a. DIVISION I:
    - i. Total # of points
  - a. DIVISION II:
    - i. 1<sup>ST</sup>. Place team in each bracket
    - ii. Following teams determined by total # of points regardless of bracket
2. In case of a TIE, Playoff positions will be determined by the following, in order:

- a. Number of WINS
- b. Result of HEAD-TO-HEAD competition
- c. # GOALS SCORED MINUS # GOALS AGAINST
- d. FEWEST PENALTY MINUTES

3. ANY FSHL team that qualifies for the SAHOF HIGH SCHOOL CHAMPIONSHIP TOURNAMENT MUST commit to participation in that tournament. Failure to do so will result in sanctions by the FSHL. Those sanctions may include fines, suspensions, and/or denied registration for the following season as determined by the FSHL Advisory Committee and approved by the FSHL Executive Board.

## **XII. THE FOLLOWING RULES WILL BE INSTITUTED FOR FSHL PLAY-OFFS:**

1. Each FSHL team must provide a responsible ADULT (at least 21 years of age) to assist in the penalty box during a FSHL play-off game. Failure to do so will result in a BENCH MINOR penalty to the offending team at the beginning of each period until such time as a responsible adult is provided.

The adult need NOT be USA HOCKEY certified, but should consider him/her-self an off-ice official and behave accordingly.

2. Any player assessed a 10 minute MISCONDUCT PENALTY during the FINAL PERIOD of a FSHL play-off game will be automatically SUSPENDED for the following ONE (1) play-off game (Carry-over to SAHOF HIGH SCHOOL CHAMPIONSHIP TOURNAMENT)

- 1. Any player involved in FISTICUFFS before, during, or after a FSHL play-off game, "3<sup>RD</sup>. MAN IN," or any player LEAVING THE BENCH during an altercation or for the purpose of starting an altercation, will be SUSPENDED for the REMAINDER of the FSHL play-offs (THREE [3] GAME carry-over to SAHOF HIGH SCHOOL CHAMPIONSHIP TOURNAMENT).

2. ALL FSHL play-off games:

- a. THREE (3) 12 MINUTE PERIODS (STOP TIME)
- b. ONE (1) 30 SECOND TIME-OUT PER TEAM PER GAME
- c. Outcome of games NOT decided after THREE PERIODS of play:

[1] OVERTIME

[a] FIVE MINUTE STOP TIME

[b] FOUR-ON-FOUR

[2] SHOOT-OUT:

[a] FIVE (5) MAN SHOOTOUT – CUMULATIVE SCORE DECIDES OUTCOME

[b] IF A TIE REMAINS AFTER THE FIVE (5) MAN SHOOT-OUT, A SUDDEN DEATH SHOOTOUT WILL DETERMINE THE FINAL OUTCOME

[c] FIRST FIVE (5) PLAYERS INVOLVED IN SHOOT-OUT ARE EXEMPT FROM SUDDEN DEATH SHOOT-OUT UNTIL REMAINING

SKATERS ON GAME ROSTER HAVE BEEN  
UTILIZED

[d] IF, BECAUSE OF UNEVEN ROSTERS, ONE  
TEAM'S ROSTER IS EXHAUSTED, BOTH  
TEAMS MAY THEN ROTATE THE ORIGINAL  
FIVE (5) SKATERS INTO THE SUDDEN  
DEATH SHOOT-OUT