



2013-14 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
Squirt	15 minutes	1 hour 30 minutes
PeeWee	15 minutes	1 hour 30 minutes
Bantam	16 minutes	1 hour 45 minutes
Midget	17 minutes	2 hours (one 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.

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
Squirt	2-Official System
Pee Wee	2-Official System
Bantam - Minor	2-Official System
Bantam - Major	3-Official System (1 Referee / 2 Linesmen)
Midget	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
Squirt	1-Official
Pee Wee	1-Official
Bantam - Minor	1-Official
Bantam - Major	Modified 2-Official System (1 Referee / 1 Linesmen)
Midget	Modified 2-Official System (1 Referee / 1 Linesmen)

If an official does not report for an assigned game, the Referee-In-Chief 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 Joan Mariconda, Executive Director at: METLEAG@aol.com. Joan 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

(MIDGET ONLY)

In all Midget 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:

- Overtime occurs with time permitting in the ice slot. There must be at least 10 minutes left in the ice slot.
- Teams do not change ends.
- No ice cut.
- Timeout permitted during overtime period providing it was not used in regulation time.
- If the Sudden Death Overtime period does not produce a winner the game remains tied.**
- 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".
- 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 week-ends game so that game data for ScoreKeeper can be down loaded with the correct roster.

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. 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.

CONTACT INFO

Gene A. Palecco Commissioner

973 723 3825 Phone
973 884 2647 FAX
GAP3165@aol.com Email

