

2009-2010 UNIFORM GIRLS PLAYING RULES (MAROON DISTRICTS)

(Rules apply when more than one district is represented in a League)

Game Format

10U, 12U

1 Hour ice (60 minutes)
(3) 13 Minute Stop Time Periods
5 Minute warm up
1 Minute rest between periods
No Time Outs
6 Goal Diff. – Running Time 3rd period
No Overtime – Ties allowed

14UB – SOUTH LEAGUE

1 ¼ Hour ice (75 Minutes)
(3) 14 Minute Stop Time Periods
4 Minute warm up
1 Minute rest between periods without resurface
No Time Outs
6 Goal Diff. – Running Time 3rd period
No Overtime – Ties allowed

14UA, 14UB NORTH LEAGUE AND 19UB

1 ½ Hour ice (90 minutes)
(3) 15 Minutes Stop Time Periods
5 Minute warm up
1 Minute rest between periods without resurface
Resurface after two periods – play to begin immediately after teams return to ice after resurface.
No Time Outs
6 Goal Diff. – Running Time 3rd period
No Overtime – Ties allowed

Officials and Head Coaches agree to end time. (Arenas should have hour clock)

Game will be considered complete when:

- a. Third period is completed.
- b. The ice hour has ended.
- c. Must have completed two periods. If not, game is to be rescheduled.

GAME AND ADMINISTRATIVE RULES

Team with player box closest to exit will leave ice first.

Game may be played with one official.

No DQ Rule.

Game Misconduct Suspension per rules of District team is registered in.

Game Misconduct and match Penalty reporting requirements per rules of District team is registered in.

Schedule changes per rules of District where ice is.

Game protests per rules of District administering the League.

Reporting scores per procedure of District administering the League

Off-ice Officials

Home Team – timekeeper

Visiting team – scorekeeper

Each team – penalty box attendant

Weather cancellations per rules of District administering the League.