



LEAGUE GAME PLAYING RULES

A. Playing times for all games (seeding round, regular season and playoffs) will be stop-time periods, except as set forth below.

The host team will schedule at least sixty minutes of rink time for any game with eleven or twelve minute periods.

Division 1 and Division 2

	<u>Period Length</u>	Penalty Minutes	
		<u>Minor</u>	<u>Major</u>
Mites	3 min warm up 12 min period Tied 3 player shootout	2:00	5:00

Division 3 and House

	<u>Period Length</u>	Penalty Minutes	
		<u>Minor</u>	<u>Major</u>
Mites	3 min warm up 11 min period Tied 3 player shootout	1:30	4:00

B. The playing time and all CUHL rules pertaining to playing time for the game must be explained to the referee and the timekeeper by the home team before the start of the game.

C. If the stop-time periods as specified cannot be played because of a team being late, the game shall be rescheduled by agreement between the coaches.

In addition, the minimum time for the warm-up preceding the game shall be no less than three (3) minutes. Further, in the event of an injury, the third period time must be agreed upon by both coaches to finish on time. Notwithstanding the provisions of this rule, should the competing coaches agree to play the game not in compliance with these playing times, penalty times and clock operation, once the game is started, the results of that game will be absolute and final. If the game is tied at the end of regulation, both tied teams will execute a 3 players shootout. Three different players from each team must be selected at the end of the third period of regulation. If the score remains the same at the end of the shootout the game will end as a tie.

D. For CUHL League Games (seeding round, regular season and playoffs) each team shall be entitled to call one (30) second time out. This is in addition to any "Officials Time-Out." Teams shall receive any extra timeout during overtime periods in playoff games only.

E. Slaughter Rule/"Running Clock"

1. At the point that a five (5) goal deficit exists in the third period, the clock should remain running with the following exceptions:

- a. Penalties- the clock should be turned off to list the penalty minutes and turned on at face-off.

- b. Injury and Official Time-Outs- the clock should be turned off until the ensuing face-off.

2. At the point in the third period when a five (5) goal deficit first arises, the clock should be turned off to record the goal and not restarted until the ensuing face-off.

3. The clock should remain running if a goal is scored by either team,

and the five (5) goal differential still exists. However, if the losing team scores a goal to narrow the deficit to four (4) goals, then the clock is turned off to record the goal, and not restarted until the ensuing face-off occurs, at which point normal stop time will again be kept.

4. If a play is stopped and a penalty expires, the penalized player should not return to the ice until play resumes.

5. Invoking the slaughter rule is MANDATORY and is not subject to negotiation between opposing coaches, or referees.

CUHL does not permit running time EXCEPT under the slaughter rule. There are NO OTHER EXCEPTIONS! Should a HOME team run out of assigned ice time and be required to vacate the ice surface with time left on the clock, the scorekeeper will note the time remaining on the score sheet. The remaining time left in the game will be played with the responsibility on the offending HOME team to ensure the conclusion of the game in the following manner:

a. The first time the two teams meet at the offending home teams' rink, the incomplete game will be finished prior to the start of the new game.

b. In the event the only remaining game between the two teams is at the affected visiting teams' rink, the affected visiting team will make every effort to conclude the unfinished game prior to the start of their scheduled game, and any additional cost to have the original game completed will be borne by the original home team.

c. If no games remain between the two teams, it shall be the responsibility of the original home team to conclude the game prior to the season's end or the seeding round end.

10. The home team is responsible for furnishing a scorekeeper, a timekeeper and referees.

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11. Not less than fifteen (15) minutes before the game the manager or coach of the home team must verify that the officials are qualified and tell the visiting coach or manager of the fact. CUHL games can be played with one referee present as long as that ref is comfortable proceeding with the game on their own. In the event properly qualified officials are not present for the game, the home organization must explain the circumstances to the coach of the visiting team. At that point both teams can agree to use other

qualified options to officiate the game. Any question about the qualification of the officials must be raised before the start of the game, and if these questions cannot be satisfactorily answered and the officials not deemed qualified to officiate the scheduled League game, the game shall be played as a practice game, or the visiting team may leave the rink and require the game to be rescheduled. Once a game has been started with the understanding that it is an official CUHL game, the officials have been automatically accepted by both teams. The use of the ice as a “practice” game is optional. When games are not played because the home team does not have required, qualified officials, the home team shall have the responsibility to make concessions to the convenience of the visiting team in rescheduling.

12. Game Misconduct Penalty - A player or coach who receives a game misconduct penalty in a League game must serve that penalty by being suspended from the next already scheduled CUHL game. If that team’s next scheduled sanctioned AAU game is not a CUHL game, the player or coach must still serve a suspension in the next already scheduled CUHL game (in addition to the next scheduled sanctioned AAU game). A Game Misconduct Penalty may not be served in a practice game. Any Game Misconduct may come under the review of the Rules and Ethics Committee. Documentation must be provided to Rules and Ethics if the suspended game is not a CUHL game. For clarification of this rule, contact the Rules and Ethics Committee.

13. A player who is assessed a penalty in a CUHL league or CUHL playoff game for “Fighting” or “Fisticuffs” will be suspended for the next three (3) already scheduled sanctioned AAU Hockey games, excluding practice games, and not including the game in which the penalty was assessed. The three game suspension must be served in CUHL games or non-CUHL playoff games or any combination of such games, but not in practice games.

14. The official CUHL score sheets are for CUHL league, seeding, or playoff game use only. Do not use for any practice, house or non-CUHL games. Each team’s manager is responsible for making sure that all copies of the CUHL official score sheet are filled out completely using the proper name of the team as given by CUHL division, and is signed by both coaches and all referees. Each score sheet must contain all rostered players in numerical order. The following designations must be entered on all copies of the score sheet next to the player’s name when that player is not skating: Absent – ABS, Injured – INJ, Suspension – SUSP. In addition, all suspended players must be listed on the score sheet under

suspensions.

15. Teams will be assessed a loss and subject to fines if they play a league or playoff game with an ineligible player. If a team plays an ineligible player during a playoff game, that team is eliminated from further playoff competition.

17. "Out of area" rule. This rule requires the remaining CUHL clubs shall not be required to travel out of area for a league game.

Should a "HOME" game for out of area team be played at another club's home rink, then that club shall be responsible to pay for the ice, and pay for and schedule the officials. Out of area team may, if they so choose, provide the minor (off-ice) officials.

The "VISITING" team, which decided NOT to travel, will pay all costs.

If a game cannot be played at another club's home rink and must be rescheduled due to the fact that no on-ice officials are present for the game or due to the fact that ice is not available for the game, the "VISITING" team, which decided not to travel, will be assessed a fine not less than \$250.