

Date: July 1, 2020 - Revised  
 To: All Officials  
 Subject: 2020-2021 SFHL Travel Leagues Rules Update



All leagues play under the USA Hockey rule book; however there are some differences.  
 AA and A Play under same rules

Rule	SFHL
3-man official system	14UAA, 16UA, 16UAA and 18UAA
ROSTERS	You <b>must</b> check Roster before game & Count Players <b>AND Coaches</b> . Only Coaches appearing on roster are allowed on BENCH. OFFICIALS, PRINT YOUR NAME on SHEET and SIGN (also put # if you have one)
CURFEW	10U, 12U and 14U are allotted 75 minutes for games. 16U and 18U are allotted 80 minutes for games. The time starts when the time enter the playing surface. The scorekeeper should write the time on the scoresheet when the players first step on the ice.
Timing of games	<p><b>10U (Squirts):</b> (1:15 ice slot)          3 x 13-minute stop time periods. ← Note new period length for 10U</p> <p><b>12U (Peewee):</b> (1:15 ice slot)          3 x 13-minute stop time periods. 3-minute warm-up-all divisions</p> <p><b>14U (Bantam):</b> (1:15 ice slot)          3 x 14-minute stop time periods.</p> <p><b>16U &amp; 18U (Midget):</b> (1:20 ice slot)          3 x 14-minute stop time periods.</p> <p><b>3<sup>rd</sup> period-</b> If time allows, period begins with full time on clock as prescribed above (but not more). When the time until the end of the ice slot equals the time on the game clock, running time begins; no time outs will be allowed during running time. ENFORCE the 5 second face off rule.</p>
***NEW***-Stop Time after running time	During running time in 3 <sup>rd</sup> period, if score differential is less than 3, the clock shall revert to stop time in last minute (1:00) while this score differential condition exists. NO Timeouts.
Mouthguards (per SFHL)	Required for all players and goalies in 12U, 14U, 16U and 18U per USAH
Timeouts	One per team during stop time. Timeouts are NOT permitted once game reverts to running time.
Mercy rule	Running time in 3 <sup>rd</sup> period with <b>5</b> -goal differential. Goes back to stop time if less than 5.
Goalie Injury	If no back-up on bench. Maximum 5-minute delay or must resume play.
Overtime	Regular season games that are tied will end in a tie. No overtime or shootout.
Number of penalties for Game Misconduct	Player: 5 penalties in game results in a Game Misconduct. Coach: Team 15 penalties in a game (this is NOT a Game Misconduct, but coach is suspended for 1 game <b>but can stay on the bench for the game</b> )
Minor Penalties	10U and 12U minor penalties are 1:30; <b>14U, 16U and 18U</b> are 2:00
Game Misconduct Communication	When a Game Misconduct penalty is assessed, the official must communicate this penalty to the head coach of the team that incurred the game misconduct and advise that the penalized player must sit their next game. That should be the extent of the communication on this matter. This is especially important when that team has a second game later on that same day.