

Intermediate City League Game Rules

Conduct: The Sioux Falls Flyers Intermediate City League has a zero-tolerance policy regarding conduct. Any verbal abuse of a referee from parents, coaches or players will result in disciplinary action, which may include removal from all future Intermediate City League games. In addition, at no time should a parent or fan leave the seating area to address the scorekeepers during the games.

Game Length: Warmups are five minutes. Games will consist of three, 16-minute run-time periods. The final minute of the 3rd period will be stop time. Players will have one-minute breaks in between periods to refresh and to switch sides. If a regular season game is tied at the end of regulation, the game will be scored a tie. If a post season game is tied at the end of regulation, the game will go to a 3 vs 3 five minute overtime period. If it is still tied after that, it will be a 3 round shootout. Sixty minutes are provided on the schedule for the game to be completed; it's important that players arrive on time.

Goal Limit: Individual players are limited to 3 goals per game. Players are still allowed to shoot and score goals, but only their first 3 goals will count towards the game score. Any goal after the 3rd goal, will result in a face off at center ice.

Officials: On ice officials are determined by the Head Referee and are often times training during ICL games. Please keep this in mind during games and provide grace.

Penalties: Penalties will be assessed by the referees during the game. Minor penalties will be 1:30 in length and major penalties will be 5:00 in length. Any player assessed four penalties during a single game will be assessed a game misconduct and will not be allowed to play the rest of the game and will be required to sit out the following game as well.

Contact: The ICL is a no checking league. Competitive contact is permitted. Per USA Hockey: "Competitive contact is body contact between two or more skaters who are in the immediate vicinity of the puck and who are in the normal process of playing the puck. These skaters are reasonably allowed to lean into each other provided possession of the puck remains the sole object of the contact. Body "Competitive" Contact is encouraged at all age classifications of play within USA Hockey and provides the foundation for the skills necessary to advance to Body Checking classifications."

Slap Shots: Slap shots are not allowed in the ICL.

Standings: Winning teams will earn 2 points in the league standings. In the event of a tie, each team earns 1 point. Zero points are awarded for a loss. At the end of the regular season, teams will be seeded for the end of the year tourney with the top two teams receiving a bye. Brackets will be established at the beginning of the playoff by the ICL Supervisor.

Travel Goalie Subs: In the case that a travel goalie needs to substitute in because we are short on goalies, the goalies will rotate each period the team that they are representing. EX: Blue has a travel goalie sub. Red has their own goalie. The travel goalie will play the 1st period for Blue, the 2nd period for Red, and the 3rd period for Blue. This is to ensure the game is as even as possible.