



SPRING HOCKEY LEAGUE

The SHL promotes equal playing time against equal ability. The SHL is not a "win at all costs" league.

There are no playoffs in the SHL. The final week of the season will be a "Positional Round" based on current standings. Trophies will be awarded to the conference champions within each division of the SHL.

SHL GUIDELINES

Coaches must contact all players on roster. Inform player of your name and phone number. Inform players their team number, as well as the team's first ice session. If you are having trouble with a contact phone number send me an email. Be careful to attend the correct rink. ***SEE SCHEDULE. *SEE ROSTER.**

Each coach should have a parents meeting. Introduce yourself ask for any help you may need throughout the program, explain the league rules to the parents. SHL coaches are to instruct all players/parents that only the head coach has authority to represent any given SHL team on league matters. All concerns of players/parents go to the coach. The coach brings them to the league. The rink has meeting rooms that can be reserved through the Hockey Shop. You may choose to simply use your locker room before/after practice. ***SEE ZERO TOLERANCE POLICY**

SHL coach credits issued for rink credit to all coaches for their ongoing efforts in the program. Coach credit concerns: chrisr@holidayrinks.com or 675-8992. ***SEE COACH CREDIT ENVELOPE.**

SHL RATINGS/LINES

*****IMPORTANT: All coaches must email roster, including jersey numbers and line ratings for all players on your team to: markg@holidayrinks.com after your first practice.** It is imperative that all coaches follow these instructions. No exceptions. This must be done by every coach after their first practice. Do not forget to include jersey number and line rating.

Use assigned practice time to get ready for the season. All coaches are required to wear a helmet when on the ice during all practices. Rosters you were given list players and how they were rated at grading session. Players not attending rating session are listed as N/R- not rated. ***SEE ROSTER WORKSHEET.**

It is the responsibility of every coach to see that his team is lined up properly. Every team must have a complete A and B line, using your top 10 players- 5A & 5B. Any vacancies that may occur must be on the C-Line.

- A- line = 5 best players on your team
- B- line = 5 next five best players on your team
- C- line = remaining players on your team

All players do not attend all games. Because of this we have to shift players around. Coaches are strongly encouraged to communicate with each other prior to each game regarding game day attendance. Below is a simple breakdown of the league's expectations on which player can play on which line:

A-LINE

A-line players cannot play on C-line. Teams that are short B-line players are instructed to use C-line players to complete the B-line. A-line players can play down to B-line only when a team is very short players on the bench. Players playing down must play defense in the vicinity of the blue line. If an A-liner is going to fill in on B-line this team's coach is advised to inform opposing coach prior to the game. A-liners can only score on A-line.

B-LINE

B-line players can play up on A-line when A-line is short. B-line players can play down to C-line only when C-line is short players on the bench. Players playing down must play defense in the vicinity of the blue line. Coaches of players playing down are advised to inform opposing coach prior to the game. Any player playing down cannot score.

C-LINE

C-line players can fill-in on and score on any line at any time.

League-issued line tape is in all coach packs. Line tape must be on the front of the helmet of all SHL players during all games. No switching of tape, helmet, or SHL jerseys. Goal scored by a player with no tape on helmet will be disallowed. Extra tape is available in both Hockey Shops. * **SEE LINE TAPE ENVELOPE.**

NEW 2016 SHL MANDATE: Any SHL team forced to play a player(s) down a line due to roster shortages must rotate through all players present on the line playing down. **EXAMPLE:** A team is short on C-line and forced to play a B-line player on C-line. All present B-line players must rotate the C-line position.

Teams are still instructed to “play up” players rather than having players “play down” when short players for games. However, the SHL recognizes that there are times when teams are forced to “play down” players.

When playing a team with players “playing down” due to roster shortages, the opposing team now has the option to adjust lines to match the number of players “playing down” by the short roster team.

EXAMPLE: Team A has a short roster due to poor attendance. Team A is forced to play one A-line player on the B-line, one B-line player on the C-line. Team B (regardless of players in attendance) can now MATCH lines with the short-rostered Team A.

IN THIS EXAMPLE: Team B (full-roster) can “play down” an equal number of players as Team A (short-roster). Team B can “play down” one A-line player on the B-line, one B-line player on the C-line. Team B can match lines with Team A.

Players “playing down” cannot legally score and must play as a defenseman in the vicinity of the blue line.

Additionally, Team B may have to “play up” players to equally distribute ice time among players, depending on the number of Team B players present.

No SHL coach can “sit” a player on his team under this rule. Following each full line rotation of CBA all teams should have played all player's present on their bench.

In SHL games when both teams have 4 players present for a given line, teams shall skate 4 on 4 on that line. Additionally, when both teams each have 4 (or less) players present per line, that line will skate 4 on 4 rather than 5 on 5.

As in past years a gentleman's agreement between coaches, regarding lines/attendance prior to a game, will take precedence in any league ruling. Make sure the referee knows of any such agreement. No cancellations or make-up games. All games must start on time.

All games must be played. If a team is too short to field a team with players present for any given game coaches of both teams are instructed to combine both teams then divide teams equally to hold a scrimmage game using scheduled ice for those players in attendance. The game will go into league records as a 1-0 win for the team that had enough players to play. This coach is to select a single goal scorer and relay this information to the scorekeeper and email the league commissioner following the game.

Throughout the program, the commissioner may inform coaches of individual players that need to move up/down a line. Prior to league involvement here, coaches are expected to contact the league to move over-achieving players on their team to higher lines. Full compliance is expected. Coaches failing to make these changes will have the changes made for them by the league with Sports Engine updates reflecting these changes.

Rosters may end up short players due to player drops or injury throughout the course of the season. The league commissioner reserves the right to address these team issues individually as fairly as possible for all, independent of any existing rule. ***SHL roster will freeze after conference breaks.***

Only the league commissioner has the authority to add/delete players from SHL team rosters. All roster changes for any reason (injury, etc.) must be brought to the commissioner's attention via email.

GAME TIMES/LINE ORDER

ALL SHIFTS 1:30 MINUTES

C-LINE STARTS GAME
CBA LINE ROTATION

Division 3, 4: THREE 12-MINUTE PERIODS

Division 5 & 6: THREE 13 1/2-MINUTE PERIODS

The clock will stop for all line changes. A last play face off will take place to begin next line. No changing on the "FLY" in the Spring House League (changing players on the ice any time prior to/or between the sounding of the horn signifying the end of any given shift).

There are no TIME-OUTS in SHL games. If both teams have the same color jerseys the HOME TEAM will wear the pullovers, pullovers in both Hockey Shops.

SHL games are to be played to the conclusion. Any coach removing his team from the ice may face SHL suspension. USA Hockey –Match 623-A/B.

SHL teams are instructed to shake hands prior to games. *SEE HANDSHAKE SHEET.

NEW SHL 2016: *Coaches are required to hold team at team bench at end of game.* Prior to the last shift of all SHL game's taking to the ice coaches are required to instruct all players entering ice for the game's last shift to skate directly to their player bench when final horn blows.

Teams are to remain at their player benches separated from each other. The losing team is to then proceed immediately off the ice directly and completely into their locker room.

The winning team is to remain at their bench until opposing team is completely off the ice. Then led by their coach, this team is clear to leave ice surface and proceed directly to their locker room. Home team leaves ice first in games that end in a tie score.

Additionally, coaches should have an assistant or a parent open locker room as game ends to avoid teams waiting outside their locker room for a key, as this may present an opportunity for teams to come together.

Coach's number one priority post game should be on chaperoning his team safely into team locker room. Gathering items such as water bottles, pucks, clipboards should be handled by an assistant coach. *Coaches are required to prevent teams from coming together for any reason post game.*

MERCY RULE ALL DIVISIONS: a team down by 6 goals in a game can place an extra skater on all shifts until the margin is within 3 goals.

PENALTIES

THE SHL IS NON-CHECKING

***NEW SHL20**

MINOR: PENALTY SHOT

MAJOR 5:00 / MISCONDUCT 10:00

There are no coincident penalties in the SHL. Both penalized players go to the penalty box without an immediate substitution, penalty time to be displayed on clock.

Penalized players cannot leave the penalty box to play on another line.

SHL DIV4, 5 & 6:

Player assessed three penalties in a game will be removed from that game.

Player assessed three 10-minute misconduct penalties will be assessed a game misconduct penalty.

Player assessed two game misconducts in a season will be removed from the league without refund.

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Player accumulating over 50 total penalty minutes will be assessed a game misconduct.

Any player or coach receiving a game misconduct will be suspended for an additional one game. Any player receiving two game misconduct penalties (any division) will be removed from the league without refund. A team found playing a player under suspension will forfeit the game and incur further discipline.

***NEW RULE 2019: Fighting will not be tolerated in the SHL.** Players engaging in fisticuffs will be ejected from the game and assessed a 3 game misconduct.

All fights will be reviewed by the league the results of which may lead to further supplemental discipline which may include league expulsion.

Ejected player or coach must proceed directly off the playing surface and directly to the dressing room. This individual is to have no further contact with either bench or interfere with the game in any manner. Further discipline will follow for those who violate this rule.

USA Hockey Rules & SHL Rules govern league games. The referees are all certified USA hockey officials. All players, team officials, and spectators are expected to respect all on-ice officials. If a problem with an official arises during a game coaches are instructed not to confront the official. Following the game, an email to the league commissioner will serve to bring matters forward. Do not confront the referees or make a scene on the ice.

There will be an SHL Supplemental Disciplinary Board in place to be employed at the commissioner's discretion to address any/all incidents requiring Supplemental Discipline.

Player assessed a Match Penalty will be suspended pending formal Disciplinary Hearing.

The head coach alone will be recognized as the voice of any SHL team.

Any protest that is to be lodged must be emailed from the head coach to the league commissioner by 4 pm on the Monday following the game in question. Weekday games must be contested within 24 hours of game time. Failing to notify the commissioner within this time frame will result in dismissal of the protest. Any coach filing a protest must specifically state the rule violated. **The burden of proof lies with the coach filing the protest.** Any coach failing to respond to the commissioner's inquiry regarding a protest in a timely manner, for any reason, will receive a negative ruling in said protest.

The league commissioner has the sole authority to resolve all SHL disputes and to interpret all rules used in the SHL. The commissioner's interpretation of these rules is to be deemed final regardless of written rules, when it is determined a rule is being unfairly applied.

SPORTS ENGINE/SCOREKEEPERS

Scorekeepers are provided through the rink for SHL games.

Line changes can be made without league approval through your 2nd game by emailing: markg@holidayrinks.com.

Line changes after 2rd game must come from the head coach and must be approved by league commissioner.

SHL coaches are required to review Sports Engine scoresheets after each game correcting players listed inaccurately, and all statistical corrections. All players must be ABC rated with jersey number. All corrections are to be sent directly to: markg@holidayrinks.com

When a goaltender plays as a forward his coach must rate him ABC as a forward. Player must also have correct line tape. This player's rating must be entered on the Sports Engine through: markg@holidayrinks.com prior to being eligible to skate as a forward.

Any player appearing on the scoresheet without a line rating or incorrect jersey # will not be eligible to score. It is the coach's responsibility to be sure all players are correctly listed on the Sports Engine scoresheet. A single game grace period will be granted to coaches of a player added to the roster by the league. Player's jersey number and line rating must be emailed to: markg@holidayrinks.com prior to his/her second ice session.

Scorekeeper inadvertently fails to blow the horn to signify the end of a given shift. Any goal scored after the expiration of the allotted time for that shift shall be disallowed. No time is to be added to the game clock. The next line is to take its place on the ice and the game shall continue.

Blank scoresheets, game-clock instructions have been placed in coach packs. These are to be used if a scorekeeper fails to show for a game. Completed scoresheets go to Hockey Shop. Seek out a few parents that may assist you when this situation arises. ***SEE SAMPLE SCORESHEET/CLOCK INSTRUCTIONS.**

Coaches are asked to email the league commissioner post game if a scorekeeper or referee fails to show-up for any game. All games must be played.

***AGAIN PLEASE NOTE: All coaches must email roster, including jersey numbers and line ratings for all players on your team to: markg@holidayrinks.com after your first practice.** It is imperative that all coaches follow these instructions. No exceptions. Do not forget to include jersey number and line rating.

SCHEDULES

Teams will be assigned practice/game times. It is the coaches' responsibility to inform players of all ice times. Make sure all players know which rink to be at and at what time. Schedules are available in the rink lobbies and: www.holidayrinks.com

Once the schedule is released there will be no changes. SHL teams with scheduling conflicts need to address these issues from within. All coaches are encouraged to assign one or two assistants- MAX 3 coaches per bench. These assistant coaches should be used when head coaches are unable to attend a given ice session. Please choose assistant coaches that understand the philosophy of the SHL. Remember, it is your team and ultimately you are responsible for the way the team is handled.

Paul Grundtisch : paulg@holidayrinks.com (ph: 675-8992) is the SHL scheduling coordinator. ***SEE COACH CODE OF CONDUCT.**

Any date that may cause future conflict must come to his attention prior to the schedule release. No exceptions. The rink runs numerous schools, clinics, and leagues throughout the summer. All these ice slots are interwoven in a complex schedule. There is no "easy" change once the schedule is released. **Therefore, there will be no changes once the schedule is released.**

In an attempt to balance the league, it will be necessary to adjust the schedule later in the season. Each SHL division will be broken into conferences. The goal of these conference breakdowns is to create equal match ups.

SHL JERSEYS

Coaches with any jersey issue. Chris Roswell: chrisr@holidayrinks.com
(716) 675-8992 Leisure Rinks. ***SEE JERSEY COUNT SHEET.**

The Dippin' Dots logo is the only sponsor to be printed on the SHL jersey. Each team is to wear the jersey color assigned. No changes in assigned jersey colors.

Contact either Leisure Rinks or Holiday Rinks for team rates for name printing. All jerseys must be clean. Confirm spelling with each player before sending to printer.

Coaches submitting jerseys for printing be sure to retain a copy of roster with lines/jersey number so as to not delay Sports Engine roster submission. Be sure to confirm name spelling with each player prior to submitting team jerseys for printing. ***SEE JERSEY PACK SHEET.**

All teams have been given extra jerseys for sizing. Once your players have been fitted extra jerseys are to be returned to either Hockey Shop.

SHL team photos are planned again this season. TBA.

SPRING HOCKEY LEAGUE **TIE-BREAKER/POSITIONAL FORMAT**

The tie breaker used to establish positional games for all SHL teams shall be in order: POINTS, WINS, HEAD-TO-HEAD, LOWEST TEAM PIM, GOAL DIFFERENTIAL.

All SHL positional games, except the positional game between POS1 vs. POS2, shall end with the expiration of regulation time in the third period. There shall be no overtime for these games.

The POS1 vs POS2 game is the “Championship Game.” The results of all other positional games have no bearing on the POS1 vs POS2 game. The SHL season concludes at the end of each divisional POS game.

The POS1 vs. POS2 is a true Championship game. The winner of each SHL conference in each SHL division shall be the winner of the POS1 vs POS2 game, regardless of overall points coming into this Championship game.

Championship games, only Championship games, tied at the end of regulation will play a three-shift sudden-death overtime period. CBA line rotation.

Championship games that remain tied after a three-shift overtime period shall be settled with a sudden-death shoot-out. Home team shoots first. The first team to score when opposing team fails to do so shall be declared the winner. Penalized player cannot shoot. No minimum number of shooters. No repeat shooters.

Contact Information

Rink Website: www.holidayrinks.com for SHL Standings, Statistics and Schedules

Holiday: 685-3660 **Leisure:** 675-8992 Fax: 675-8993

Coaches Credits / Jersey issues: Chris Roswell: chris@holidayrinks.com or 675-8992

Schedule Coordinator: Paul Grundtisch: paulg@holidayrinks.com or 675-8992

Rosters: submitted to Mark Grundtisch: markg@holidayrinks.com

League Issues: SHL Commissioner Tim Driscoll: timdriscoll@holidayrinks.com