

Rules Specific To CSHL League And Non-League Games 2022-23 Season

The CSHL subscribes to and strictly adheres to all USA Hockey rules and regulations as presented in the USA Hockey Rule Book. Any reference within these Standing Rules to CSHL Games refers to League and Non-League Games (not to independent games, refer to Art. II, A 1-3), (Art. II A-5). It is the responsibility of the coaches to make sure that these rules are fully understood. (Art. V, A) All CSHL Games must be officiated by USA Hockey registered referees assigned by the League. There shall be two (2) referees for each game (exc. 8U). A CSHL Game will be considered official if officiated by only one (1) referee. If no referee shows up at a CSHL Game, the game may not be played and must be rescheduled. (Art. II, H)

Completed Games: A CSHL Game that ends prematurely due to non-curfew rink problems such as electrical failure or bad ice is considered complete if at least two full periods have been played. (Art. II, A-6)

Curfew Games: A curfew game is one in which the home team declares it is a curfew game. In any CSHL Game that is a curfew game, the home team must verbally notify the referees and the other team before the game starts: a) that it is a curfew game, and b) when the game slot ends. A team that fails to make such notification in a game that ends prematurely and that is timely protested will have sanctions imposed against it, from the game being partially or entirely replayed to forfeiture, all at the home team's cost. Note: Per USA Hockey Playing Rule 636(f) no timeouts shall be permitted during a curfew game. The first two periods will be standard stop-time. If the game is a curfew game, with proper notification under II-B-4, the third period shall be stop-time UNTIL purchased time for the game and the game clock time remaining are equal. At that time, the time keeper shall inform both benches and the referees that the clock will go to running time to assure that the game is completed within the required purchased ice time. If proper notification under II-B-4 was not made, the home team may not change from stop-time to running time. The game shall remain in stop-time until the rink ends the game, at which time the scorer should note the time remaining in the game on the scoresheet. The home team should be prepared to forfeit the game if it is properly protested. (Art. II, B-4 and Art. 11 D-2-b)

Forfeit Games: Review Art. III, B 1-6. Additionally, see Fan Abuse (Art. V, B-1) and Referee Conflict of Interest (Art. VIII, D)

6-10 Rule: Any time in the game that there is a six (6) goal differential, the remainder of the game will be played in running time. If there is a ten or greater (≥ 10) goal differential at the end of the second period or any time during the third period, the game will end at that point. The visiting team shall leave the ice and the home team is to exercise their discretion on the use of the remaining ice time. (Art. II, D-2-c)

Warm-up and Period Length: There will be a three (3) minute warm-up that will start when both teams enter the ice. Referees should start the game within 1 minute of the end of the warm-up. (Art. II, D-1) Period length will be as follows: (Art. II, D-2) Bantam Division – Three (3), Fourteen (14) minute periods, Peewee and Squirt Divisions – Three (3), Twelve (12) minute periods.

Scoresheets: Scorekeepers should ensure that only players present on the bench at the game are listed on the scoresheet. If a player listed on a preprinted form is not at that game, his name should be crossed out. (Art. II, G-1) Referees are required to sign scoresheets. The only persons to use the back of the scoresheet will be the referees in order to record any penalties or descriptions of their official duties during a game. Officials are to notify coaches if a player or coach is to miss a game(s) due to a penalty assessment. An official's failure to make sure notification shall not excuse a coach from enforcing all game suspensions. (Art. II, G-3) Also, see Game Ejection (Art. V-E)

Protective Gear: In compliance with USAH Rule 304(f), all CSHL players at the Pee Wee level (12 & under) through High School (18 & under) must wear and have in place a colored (non-clear) internal mouthpiece, which covers all the remaining teeth of one jaw, customarily the upper, for all on-ice activities. For the first violation of this rule, the violating player shall be ruled off the ice and the coach shall be notified that for the next violation of this rule by ANY player on the team a 10-minute misconduct penalty shall be imposed. It is strongly recommended that CSHL players at all age classifications wear a form fitted mouthpiece

It is recommended that all CSHL players wear a visible protective throat guard that is manufactured and sold as a throat protector and that Goaltenders may wear a plastic protective shield in place of a throat guard. All players on a team shall wear the same primary colored jersey and socks. No Game penalties shall be assessed for throat guard or equipment color violations by referees during a CSHL Game.

Team Requirements: Each Team must have a minimum of six (6) players in uniform for all league Games. A maximum of twenty (20) players may be on one Team. (Art. IV, B) Teams are required to wear distinguishing colors. The Home Team will wear its lighter colored jerseys. Where colors conflict, it is the responsibility of the Home Team to make the necessary changes. (Art. IV, B-3)

Rink Requirements: Pins in net shall be used at all levels.

Suspensions and Misconducts: Game Misconducts must be served in the next-scheduled USA Hockey Games. USA Hockey rules regarding misconducts and suspensions (USAH Rules 404 & 411) must also be followed in addition to this rule. Any Game Misconduct penalty assessed at or after the end a CSHL League Game (at 00:00 on the scoresheet) will account for a two (2) game suspension. This suspension shall be served in the next two (2) scheduled USA Hockey Games.

Game Ejection: A referee may eject any player, coach or manager from any game for any reason. This game ejection is not a game misconduct and does not carry a one (1) game suspension. The scoresheet must indicate this by using the phrase "game ejection" in the penalty area of the scoresheet. (Art. V, E)

Fan Abuse: If an official determines during a CSHL Game that any fan is continually abusive to a player, an official, or to other fans, that fan may be ejected. If that particular fan refuses to leave, the team with which he is affiliated will forfeit the game. (Art. V, B-1)

Noisemakers: Those that are not permitted – Whistles (interfere with official's whistles), air horns, or any other extremely disruptive noisemakers. (Art. V, C-2)

Post-Game: The customary handshake between teams will take place after the game in all Divisions. The handshake will be with the right hand with the glove on or off. The visiting team will leave the ice surface first. (Art. V, D)

At the discretion of the referee, where he senses a potential problem following a game, he may not signal for the handshake. (Art. V, D-2)

It is the responsibility of the home team coach to protect all officials from irate and/or abusive fans, and to assure their safety out of the rink. (Art. V, B-3)

Referee Conflict of Interest: No referee shall officiate in a game in which his father, mother, sister, brother, son, daughter, husband or wife is a coach, manager or player on one of the participating teams. A coach, manager or player who is also a referee may not officiate a game in the same age group as the team in which they are associated. If a scheduling mistake is made and this occurs, the referee must notify the coach of the opposing team of this relationship and obtain his agreement in writing on the score sheet to play the game prior to the start of the game. Failure to obtain such agreement will cause such game to be forfeited. (Art. VIII, D)