

## SHL CONTACT INFORMATION

Holiday: 685-3660

Leisure: 675-8992

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

Referee Assigning: Chad Coccionitti - 716-795-2423 - chad@ecslink.com

## RATES

Head to the ProShop after your games to get paid.

Sping House League - Division 2 (Girls)	3-12's	\$23
Sping House League - Division 3 (Mite)	3-12's	\$16
Sping House League - Division 4 (Squirt)	3-12's	\$19
Sping House League - Division 5 (Peewee)	12-12-14	\$23
Sping House League - Division 6 (Bantam)	12-12-14	\$26

## LINES

The A- line should consist of the five best players on your team

The B- line should consist of the next five best players on your team

The C- line should consist of the remaining players on your team

### A-LINE

A-line players cannot play on C-line. Teams that are short players on the B-line must use C-line players to complete the B-line. A-line can play defense, in the vicinity of the blue line on B-line only when teams are very short. If an A-liner is going to fill in on B-line because C-line players are unavailable, this team's coach must inform opposing coach prior to the game. A-liners cannot score on any line other than A-line.

### B-LINE

B-line players can play up on A-line when A-line is short. They can also score on A-line. B-line players can play down to C-line only when C-line is short players on the bench. This team's coach must inform opposing coach prior to the game. They cannot score on the C-line and must play defense in the vicinity of the blue line.

### C-LINE

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

- Line tape has been furnished in all coaches' packages. This tape must be on the helmet (on the front center just above the cage) of every player on your team by the first game. **Extra tape is available in both Pro Shops.** This tape will identify players with their line. No switching of tape or helmets at any time. **Any goal scored by a player with no tape on his helmet will be disallowed.**
- When a penalty is called the line that receives the penalty will serve the penalty. Penalties will carryover at the six-minute mark of the 3rd period until the end of the game. Coincident SHL penalties on any given shift results in both penalized players going to box without an immediate substitution.
- If a team is short players and the penalty is called on a player playing off his line (such as a C-line player playing on the B-line or a B-line player playing on the A-line) that player will be allowed to leave the penalty box to play on his line, then return to the penalty box to serve remainder of his penalty on the penalized line.

## **RULES/DISCIPLINE**

- The SHL uses USA Hockey Rules and guidelines in addition to SHL rules.
- Any questions on how a penalty will affect the players ability to play in the next game, direct them to contact Tim Driscoll.
- Please be sure you are familiar with ALL rules in the USA Hockey 2009-2011 Rule Book. Enforce these rules. One of the best rules in the book is rule 601. This covers many situations to help you control players and coaches and ultimately the game. Below are some the 601 rules that can help you deal with players and coaches. But be sure to read ALL of them, and the situations that pertain to them.
- Rule 601 A - Any player who challenges or disputes the rulings of any Official or endeavors to incite an opponent (including taunting) or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such challenge or dispute, he shall be assessed a misconduct penalty, and any further dispute by the same player will result in a game misconduct penalty being assessed.
- Rule 601
  - (h) If any Team Official is guilty of any one of the following, his team shall be assessed a bench minor penalty:
    - (1) Banging the boards with a stick or other instrument at any time.
    - (2) Using obscene, profane or abusive language or abusive gestures (including taunting) to any person or using the name of any Official coupled with any vociferous remarks.
    - (4) Using threatening or abusive language or gestures or similar actions designed to incite an opponent into incurring a penalty.
    - (5) Interfering in any non-physical manner with any Game Official including the Referee, Linesman, Timekeepers or Goal Judges in the performance of their duties.
  - (i) If any Team Official is guilty of any of the following, he shall be assessed a game misconduct penalty:
    - (1) Using obscene gestures or racial/ethnic slurs on the ice or anywhere in the rink before, during or after the game.
    - (2) Persisting in any course of conduct for which the team has previously been assessed a bench minor penalty.
- Any SHL DIV5 & SHL DIV6 player receiving three penalties in a SHL game will be removed from that game.
- There are **NO TIME-OUTS** in SHL games.
- **MERCY RULE** - In Division 3 only, a team down by 4 goals in a game can place an extra skater on all shifts until the margin is 3 goals.
- If both teams have the same color jerseys the **VISITING TEAM** will wear the pullovers. Pullovers are available in both Pro Shops.
- The clock will stop for all line changes. **NO** changing on the **FLY** in the Spring House League. The SHL defines changing on the fly to mean any change of players on the ice taking place any time prior to/or between the sounding of the horn signifying the end of any given shift.

## **GAME TIMES/LINE ORDER**

Division 3: 12-12-12 Minute Periods

Start "C" Line; play in "C," "B," "A" line order

Penalties: - 1½-minute minor/3-minute major/6-minute misconduct.

Each Shift is 90 seconds long

Division 2 & 4: 12-12-12 Minute Periods

Start "C" Line; play in "C," "B," "A" line order

Penalties: - 2-minute minor/5-minute major/10- minute misconduct.

Each Shift is 2 minutes long

Division 5&6: 12-12-14 Minute Periods

Start "A" line; play in "A," "B," "C" line order

Penalties: - 2-minute minor/5-minute major/10- minute misconduct.

Each Shift is 2 minutes long