

JERSEY SHORE HOCKEY ASSOCIATION RULES

Point Scoring/Game Timing

1. Points: A team will receive 2 pts for a regulation win. In the event of an overtime game each team will receive 1 point and the winner will receive an additional 1 point. Overtime is one 5 minute period with a running clock. Points will be tracked and used for seeding purposes for the end of year tournament.
2. The home team will have choice of goal-defended and player's bench.
3. Playoffs only- a single 10 minute sudden-death overtime period will be played. In the event the game is still tied a 3-person shootout will follow. If still tied a sudden-death shootout will continue. No player can shoot twice prior to all non-goalie players shooting once. Higher seed decides who shoots first. In the Finals, sudden-death 10-minute overtimes will be played until there is a winner.
4. There will be a 10-minute forfeit time.
5. Periods: 3 periods of 10 minutes each with clock stopping. Clock will run any time a goal differential of six (6) is reached. If an eight (8) goal differential is reached the game is over.
6. Ties for positioning in the playoff rounds are broken as follows: Head-to-Head, wins, goals against, goals for, then coin flip.
7. There will be 1 time-out per game allowed and 1 in each overtime period. There are no back-to-back time-outs allowed. The team who calls the 2nd time-out will be issued a delay of game bench minor.
8. For the first overtime period teams do not switch sides. Teams defend the side they defended in the 1st period of the game.
9. If games are running behind the next game will start 5 minutes after the preceding game.

Playing Rules/Infractions

10. Penalties: Minor-1 minute, Major- 3 minutes, and Misconduct -5 minutes.
11. All penalties result in the face-off taking place deep in the penalized team's zone unless the non-offending team ices the ball.
12. Three minor penalties or 1 major penalty=exclusion from the remainder of that game.
13. Equipment challenges: One challenge per stoppage. (not one per team - whoever challenges first). No back-to-back challenges. The team who challenges 2nd or tries a back-to-back challenge during the same stoppage will be issued a 1-minute delay-of-game penalty.
14. Icing may be called from behind the defensive blue line (no longer the defensive dots).
15. Two-line passes and lobs are permitted.
16. "Floating Blue Line": Once the ball crosses the attacking blue line and is not offsides, the offensive zone expands to the center (red) line. When the ball crosses back over the center line, the offensive zone is reset to the blue line and it must be regained as explained above.
17. Games will be played with delayed offsides in effect. Play is whistled dead if there is a shot on goal, regardless of whether or not the player got back before the ball reached the goal.
18. If a player closes his hand on the ball, then drops it immediately on the rink in front of him/her and gains no advantage by this action or makes no attempt to gain any advantage, play continues. Any attempt to advance the ball, make a hockey play or forward to a teammate results in a one-minute delay of game penalty.
19. Hand passes are legal in the defensive zone as long as they are initiated and completed prior to the center line. If touched after the center line, a whistle will stop play and the ball will be dropped closest to the where the hand pass was initiated with no territorial advantage given to the offending team.
20. Face-offs for all penalties will be deep in offending team's zone.

21. Simultaneous touch of ball out of play results in ball being dropped at closest dot.
22. Gloves must be street hockey, ice hockey, or lacrosse gloves (padded). No garden or bike gloves. Helmets with cage or full-face shield. Shin pads worn outside of the players clothing. Athletic support or pelvic protector is recommended.
23. Sticks: No aluminum sticks will be permitted; sticks must be street hockey or ABS.
24. Fighting will not be tolerated: (All players & coaches) Fighting - 1st offense = 3 games, - 2nd offense = 6 games, - 3rd offense = suspension for the remainder of the season. (The head coach of the offending player who receives a 2nd offense/6-game suspension will receive a 2-game suspension. The head coach of a player who receives a 3rd offense/suspension for the season will be up for a JSHA review for further action). The above are minimum penalties; the JSHA reserves the right to impose additional actions for the safety and integrity of the game.
25. Intent to injure/Match penalty = an automatic (minimum) 3 game suspension & review by the JSHA Board. The above are minimum penalties; the JSHA reserves the right to impose additional actions for the safety and integrity of the game.
26. Alcoholic beverages are strictly prohibited.
27. Double hand up is a penalty, hand up and hand forward is NOT a penalty.
28. Double stick up is a stoppage, not a penalty. Ball comes out of the zone.
29. No "crease violations" will be called. Goals will count if an offensive player is in the crease when a goal is scored unless the referee calls a penalty for interference with the goalkeeper.
30. Host town responsible for referee coverage.
31. All calls by the referee will be final. All protests must be made before play is continued.

Roster Regulations

32. Four coaches per bench.
33. JSHA Rosters will be due at the meeting in Feb each year. Max per individual roster is 18.
34. Players are allowed to move within their respective divisions under the following parameters:

If rosters are turned in at the designated day/time and A Division Rosters have a minimum of 11 out players and 1 goalie/B Division Rosters have a minimum of 11 out players and 1 goalie

B players are allowed to move up to the A team at any time and move back down, even for the same tournament.

You can only pull up enough players to get to your original total roster size of out players.

An A team cannot pull up until they drop below 11 (if rostered 16 and fall to 11 can pull up 5; if rostered 11 and falls to 10 can only pull up 1 to get to 11).

Goaltenders can move up at any time but may not move down after being ROSTERED on a team above.

Notification must be given to the game officials and recorded as such on the score sheet (name and player number).

If rosters are not turned in on time or the player count is not as above-stated there will be no player movement allowed within a division. If either the A or B team rosters less than the required 11 out and 1 goalie the players cannot move between teams.

35. Player movement between divisions: A player can move up to the next (age) level if there is a shortage of players. Player must be of the oldest age (9yo Penguin to play Beaver, 12yo Beaver to play Cadet).
36. Player movement between organizations: Once rostered a player is rostered for the entire season. No player movement between towns.
37. If a player is selected by a town other than their "hometown" or town of residence, then the HOME town organization must be notified and give clearance for the individual to play. If no clearance is given the player is ineligible and not able to be rostered for play.
38. Each host tournament reserves the right to exclude any individual as they deem necessary to protect the integrity and safety of the players, coaches, refs and those spectating.
39. THE JSHA BOARD RESERVES THE RIGHT TO REVIEW ANY SITUATION AND IMPOSE ANY SANCTIONS ON INDIVIDUALS, PLAYERS, PARENTS, COACHES, SPECTATORS or OTHERS that show a blatant disregard for safety, good sportsmanship or have a continued negative impact on the game, not defined above or specifically outlined in the code of conduct.