

# SUBURBAN HIGH SCHOOL HOCKEY LEAGUE

## OPERATING RULES

- 1. LEAGUE MEMBERSHIP:** High School organizations that have a varsity team in the SHSHL shall have voting rights in the SHSHL. Members that do not have a varsity team or those members not in good standing, shall have not voting rights in the League. Each member and associate member must be properly registered with USA Hockey, Inc. Upon receipt of USA Hockey's Registration form, each member will be considered eligible for league play. Team rosters must be on file with the league prior to any member being permitted to play or coach in any games. It is the responsibility of the teams to insure and verify the eligibility of its members. If it is determined that any member (player or coach) is ineligible, all games in which said member participated while ineligible will be subject to forfeiture and the head coach suspended for two games. All eligibility challenges by any opponent must be submitted by December 31<sup>st</sup>.

Placement of Junior Varsity and Middle School teams will be based on a Matrix of multiple variables used to determine the skill level of each team.

### VARSIITY (16 teams)

#### **National**

Central Bucks East  
Central Bucks South  
Central Bucks West  
Council Rock South  
Neshaminy  
North Penn  
Pennridge  
Pennsbury  
Souderton

#### **American**

Abington  
Hatboro Horsham  
Plymouth Whitemarsh  
Springfield  
Wissahickon

### JUNIOR VARSITY (5 teams)

Central Bucks South  
North Penn  
La Salle 1 (non-league)

Pennridge  
Plymouth Whitemarsh  
La Salle 2 (non-league)

### MIDDLE SCHOOL (refer to SHSHL website, changes each year based on Matrix)

2. **NEW TEAMS:** A High School team may apply for membership in the SHSHL by sending an authorized member of that team to a regularly scheduled meeting of the Board of Directors and request membership. The following criteria for new membership must be met:
- a. Written notice of intent to apply must be received by the President seven days prior to the meeting at which the team intends to apply.
  - b. The following conditions must be met for membership consideration:
    - 1. provide a non-refundable deposit of \$1700 upon acceptance for league play, of which \$1500 will be credited to league dues,
    - 2. enter on a one (1) year probationary basis,
  - c. Once accepted as a member, a team will continue as a probationary member until the next annual meeting, at which time a vote will be taken to accept the team as a permanent member, continue its probationary status for another year, or terminate membership.
  - d. While a team is a probationary member, it will not have full voting rights and will be subject to the same rules as a regular member.
  - e. A probationary member's association with the League may be terminated for cause by due process during a season.
    - 1. termination of probationary membership must occur with the affirmative votes of 2/3 of the quorum present at a regularly scheduled meeting.
  - f. upon acceptance into the SHSHL, a hockey club agrees that it must field a team and participate in the next regular season. If a club is unable to field a team, then that club is no longer recognized as an active club, and its' SHSHL league membership is automatically forfeit.
  - g. Acceptance of a new member into probationary membership shall occur by affirmative vote of 2/3 of the quorum present.
  - h. Probationary Clubs are subject to roster limitations as specified under Eligibility, paragraph #5.
3. **FINANCIAL OBLIGATIONS:** Payment due dates are September 15 (\$1500 per Varsity & JV team; \$1000 per MS team) and December 15, upon presentation of a final bill by the Treasurer. Any team that is 30 days beyond these due dates shall be considered delinquent in its payments to the league, and will forfeit all scheduled games during the delinquent period. Exceptions must have majority approval of the Executive Committee. All players and/or clubs indebted to any Philadelphia area high school hockey team, league, or rink shall not be permitted to participate until said debt is paid.

#### 4. ELIGIBILITY

Team rosters (USAH T1, Website and Matrix) must be on file with the league prior to any member (player or coach) being permitted to play in any games. Upon receipt of USA Hockey's Registration form, each member will be considered eligible for league play. It is the responsibility of the teams to insure and verify the eligibility of its members. If it is determined that any member (player or coach) is ineligible, all games in which said member participated while ineligible will be subject to forfeiture and the head coach suspended for two games. All eligibility challenges by any opponent must be submitted by December 31<sup>st</sup>.

The game will be recorded at a 1-0 win. All ineligible player(s) shall have points stricken from the official league records. All points for eligible players for both teams will remain. The Commissioner will review the actions of the Club's personnel for possible disciplinary action.

Thirty (30) players may appear on the Master roster, but only Twenty (20) players may dress for a game. Properly completed USA Hockey registration forms will be used for this purpose. Player movement in this case is to be made only with application and approval of the League.

#### **TRANSFER & BILLET POLICY:**

**Purpose of Policy: The purpose of this policy is to deter transfers and/or recruiting which are materially motivated in some way by an athletic purpose. The SHSHL has adopted all PIAA rules regarding residency, transfers and recruiting (which is more thorough than this short summary). The SHSHL Executive Committee may approve or deny any transfer for any reason.**

SHSHL and its member schools believe that interscholastic athletics has a valuable role in the overall development of students and is a useful character-building tool. SHSHL and its member schools believe further that, despite increasing societal pressures to elevate the role of competitive athletics in society and in the educational process, athletics should remain subservient to academics. Students who make decisions as to what school to attend based upon factors relating to athletics defeat this objective. Further, such decisions are detrimental to efforts to maintain competitive integrity and equity, to prevent athletic recruiting, and to instill school loyalty.

SHSHL recognizes the difficulty in preventing Transfers which are materially motivated in some way by an athletic purpose. Experience has shown that students can often disguise athletically motivated Transfers and, in almost every situation, show at least some legitimate purposes for such Transfers. Further, efforts to measure how much of a factor athletics must play in a decision before it is considered improper is, while possible, also extremely difficult.

A transfer occurs in any situation in which a student seeks eligibility to participate in interscholastic athletics at a school other than the one at which the student was either enrolled or otherwise eligible.

**Transfer rule 1:** All transfers must be approved by the SHSHL. Transfers in accordance with PIAA Article VI, Section 3 will be granted immediate eligibility. Request for a waiver of ineligibility due to transfer may be made to the SHSHL in accordance with Article VI of the PIAA Bylaws.

**Transfer rule 2:** A player is ineligible when transferring to a billet or host family who provides housing and support to players who have moved away from home to play for a travel team. Changing residence for the sole purpose to play ice hockey for a travel team confirms the transfer is for an athletic intent.

**PLAYOFF ELIGIBILITY:** A player must have been on an SHSHL roster by December 31st to compete in any playoff. All previously mentioned eligibility rules also apply. Players must have played in at least 50% of regular season league scheduled games for an SHSHL team to be eligible for playoff games. Injured or sick players must submit a note from a licensed medical doctor stating that the player is physically unable to play and listing the specific dates of the illness/injury to receive credit for missed games. NOTE: Flyers Cup requires 10 games.

**VARSITY PLAYER:** All players must attend the school for which they play. No player in grade below ninth will be permitted to play at the varsity level. Players attending a public school must play for the public high school they feed. No player who possesses a diploma will be eligible to participate in the league. Eligibility for varsity begins when a player enters ninth grade and terminates either when he graduates or when his class graduates, whichever is sooner. No player who reaches his nineteenth birthday before July 1<sup>st</sup> prior to the season shall be eligible to play.

Home School, Charter School, Cyber School, Alternative School, Magnet and Vocational-Technical School players are permitted on the Varsity roster for the public school district of domicile in accordance with PIAA Eligibility rules. The league President and Vice President reserve the right to deny any request for the above mentioned school players for any reason.

**JUNIOR VARSITY PLAYER:** All players must attend the school for which they play. No player in grade below ninth will be permitted to play at the JV level. Players attending a public school must play for the public high school they feed. No player who possesses a diploma will be eligible to participate in the league. Eligibility for junior varsity begins when a player enters ninth grade and terminates either when he graduates or when his class graduates, whichever is sooner. No player who reaches his nineteenth birthday before July

1<sup>st</sup> prior to the season shall be eligible to play.

Home School, Charter School, Cyber School, Alternative School, Magnet and Vocational-Technical School players are permitted on the JV roster for the public school district of domicile in accordance with PIAA Eligibility rules. The league President and Vice President reserve the right to deny any request for the above-mentioned school players for any reason.

**MIDDLE SCHOOL PLAYER:** See Middle School Operating Rules for eligibility requirements.

There is no checking permitted at any Middle School level.

Players in fifth grade are eligible to play in Middle School League only with application to and approval of the League.

For fifth graders to be eligible to play at the Middle School level, the following three requirements must be met (with copies kept on file with the Club):

- a) The parent/guardian of the fifth grade player must make a written request by September 15, to the Middle School program petitioning their child to participate at an age level that is above recommended guidelines,
- b) Parent/Guardian must sign the enclosed "Parent/Guardian's Release of all Claims" form,
- c) Parent/Guardian must sign the enclosed "Player Movement-Risk Acknowledgment and Liability Waiver".

**5. LEAGUE PLAYING RULES:** USA Hockey rules as modified herein:

**A. Fighting and Major Penalties:** Any player receiving a fighting major under rule 613 Fisticuffs, or any other Major penalty that requires a game misconduct, will be assessed a five (5) minute major penalty, a game misconduct penalty, and a one (1) game suspension in accordance with USA Hockey rules. For the second fighting major or any other Major penalty that requires a game misconduct in the same season, the player will receive a three-game suspension. The player will be removed from the league for remainder of the season with a minimum of a five (5) game suspension to be served on a carry-over basis should he receive a third fighting major or any other Major penalty that requires a game misconduct in the same season.

**B. TIME OF GAME:**

Level	Periods	Minor	Major	Misconduct
Varsity	17 minutes	2 minutes	5 minutes	10 minutes
Junior Varsity	17 minutes	2 minutes	5 minutes	10 minutes
Middle School	13 minutes	1:30 minutes	4 minutes	8 minutes

1. Establish the end of the time slot before the start of the game.
2. Play two (2) full periods in accordance with the SHSHL time duration shown above using stop-clock periods.
3. Prior to the start of the third period, take the remaining time for the game slot, divide that time in half, and play that remaining time using a stop-clock for the third period (e.g.: if 20 minutes is left on the wall clock, then set the time clock to 10 minutes and run a stop-clock for the third period.
4. Do not exceed the established time period for the third period.
5. Except for the 10-goal rule noted below, at no time will a running clock be used.
6. If the third period time is cut in accordance with league rules, and there is ice time remaining when the game clock reads 0:00, the game is over.
  - a. The remaining ice time is not to be used for additional game time.
  - b. Once the third period begins, the clock will not be altered.
  - c. If the ice slot is over and there is still time on the clock, the game is over (curfew).

**C. OVERTIME RULE:** At the Varsity level if time permits, there will be a five-minute overtime which will be played 3-on-3 until a goal is score (sudden death). Once a goal is scored, the game will be over (sudden death). Goalies will not change ends for Overtime. A team will receive one (1) point for an over-time loss. If no team scores in the five-minute overtime, the game will end in a tie.

6. **ADMISSION CHARGE:** A gate charge of \$5.00 will be collected for all regular season Varsity games. Special games (i.e.: Thanksgiving, All-star, etc.) and/or playoff games will have a gate charge of \$5.00. The SHSHL will offer Season Passes for a price of \$60.00 to be used for any-and-all SHSHL League games (Allstar and Flyers Cup games are not league games).
7. **SUSPENSIONS:** For any player suspended under League rules, it will be the Head Coach's decision to require the player to appear in street clothes at all games of suspension or not attend the game. Suspended players may not be replaced on the roster by another player.

The league will not take any action relative to any club's policy regarding player suspension for academic or disciplinary reasons.

A bond equal to the cost of one ice slot will be considered posted prior to the playoffs or the

last game of any team's season. The bond will be forfeited in the event of any multiple fighting or multiple Match penalties. The bond will be deducted from next season's gate receipts. The club has a right to a hearing.

If a player incurs a suspension in any league scheduled game (Varsity or JV), the player may not play in another league scheduled game **at any level** until the suspension is served for that team in which the penalty occurred (Example: player receives a suspension in a JV game. That player can not be called up to Varsity until the suspension is served in the next JV game) (A 'swing' player receives a suspension in a Varsity game. That player can not play in another JV game until the suspension is served in the next Varsity game; even if the player is not called up for several weeks).

It is the responsibility of the organization to ensure that suspensions are served. Suspended players or coaches are considered ineligible. If a team is found to be using a suspended player or coach in a game, that game will be declared a forfeit. A player who participates in a game while under suspension will be assessed an additional one game suspension. A coach who participates in a game while suspended, or allows a player to participate in a game while the player is under suspension will be assessed an additional two game suspension for each instance.

Notwithstanding the penalties as described in Rule 6B (Fighting Major), any player who during the course of the season accumulates more than two game misconducts (in separate contests) will automatically be interviewed by the Commissioner.

8. **BUDGET:** The League budget will be determined by the League Treasurer and distributed to each Club based on the number of games played at each level. In addition, each team will be charged for the playoff expenses. In addition to the league fees, for Regular Season games, the home team will be responsible for paying the referees prior to the start of the game (Varsity Referees = \$80; JV = \$70; MV = \$60). For Playoff games, each team is responsible to pay one official.

9. **BOARD MEMBER MEETINGS:** The Annual Meeting will be held on the 3<sup>rd</sup> Tuesday in February. General Board Member Meetings will be held on Tuesday's at 6:00pm as follows:

September 17, 2024	Penn Tap Room, Doylestown PA
October 15, 2024	(Coaches only) – Penn Tap Room, Doylestown PA
January 21, 2025	Zoom
February 18, 2025	(Coaches only) - Penn Tap Room, Doylestown PA

Teams failing to provide one voting representative will incur a \$25 fine.

10. **PLAYOFFS:** Playoff format will be determined each year, based on the number of divisions and the number of teams in each division. When a division has seven (7) or more teams, the top 4 seeds will be in the playoffs. When a division has six (6) or less teams, the top 2 seeds will be in the playoffs. The playoff format will be agreed upon prior to the start of the regular season and recorded in the Minutes of the September Meeting. Changes to this format must be made by a motion to the Board at the 1<sup>st</sup> meeting of the year.

League standings will be determined by points percentage of which the numerator will be the total points earned and the denominator the total possible points. Each team shall earn four (4) points for a regulation win, two (2) point for a tie, three (3) point for an over-time win, one (1) point for an over-time loss, and zero (0) points for a regulation loss. If two or more teams are tied at the end of the regular season, their position in the standings will be determined by:

- a. The points acquired in games played between the tied teams,
- b. The highest number of games won between the tied teams,
- c. Goals against average in games played between the tied teams,
- d. If after applying the formulas of a, b, or c, the tie still exists, they shall be applied using all the regular season league games played by the teams tied,
- e. Coin toss.

#### **Playoff OT**

If a game is tied at the completion of three periods of play, additional overtime periods of the same length will be played. Seventeen (17) minute periods.

The first team to score a goal will be the winner.

Teams will change ends of the ice at the beginning of each period, including overtimes:

Periods 1, 3, 5 (2<sup>nd</sup> OT period), 7 (4<sup>th</sup> OT period) will skate in the same direction (“short change”).

Periods 2, 4 (1<sup>st</sup> OT period), 6 (3<sup>rd</sup> OT period) will skate in the same direction (“long change”).

#### **Ice cuts:**

Ice cuts will be made after every two periods of play: after periods 2, 4 (1<sup>st</sup> OT period), 6 (3<sup>rd</sup> OT period). Teams will be allowed to retire to their respective locker rooms during the ice cut.

#### **Ice Slots**

Game slots will be 105 minutes to allow for the additional ice cut between 2<sup>nd</sup> and 3<sup>rd</sup> periods; double-header games will start 120 minutes (2 hours) apart.

11. **TEN (10) GOAL RULE:** If at any time prior to the 3<sup>rd</sup> period a differential of 10-goals exists between opponents, there will be a running clock. Once the 3<sup>rd</sup> period begins at any moment there is a 10-goal differential the game will be concluded. Both teams will immediately leave the ice and adjourn into their locker rooms.

**12. FINE FOR FORFEITURE:** Any team that forfeits a League game will have that game entered as a loss on the team record. The team will be fined \$250 plus the cost of the game (ice, referees, and scorer). 50% cost will be credited to the opponent that was scheduled to play. The club has a right to a hearing.

**13. PLAYER MOVEMENT RULE:**

- A. during the regular season, each organization may designate five (5) players (**excluding goalies**) per game that will be allowed to move from JV up to Varsity,
- B. no players may move down,
- C. the Commissioner, Director of Hockey Operations and/or their appointed committee may require an Organization to lock a player on the roster of that Organizations choice,
- D. failure to follow the above procedures will cause the player to be declared ineligible, and the game to be forfeited,
- E. the President or 1<sup>st</sup> Vice-President may grant exceptions to this rule due to extenuating circumstances.

**14. TEAM UNIFORMS:** In accordance with USA Hockey Rules, teams must have game jerseys with player numbers. Each player must be assigned an individual number. No other player may use that number in this league year. Rosters with numbers must be submitted to the league prior to the start of league play.

The league will issue game rosters for all Varsity teams. Emergency substitution of jersey must be approved by the scorekeeper. Player's official number must be on game roster.

**15. COACHING ACCREDITATION:**

- A. All coaches must be accredited at the proper level, have background checks according to the by-laws set forth by the AAHA, have completed all modules required by USAH, and fulfilled all other USAH & AAHA requirements,
- B. Any coach not meeting the above requirements who participates in a game will subject that team's Varsity Head Coach to a two game suspension.