



STATEWIDE FLORIDA HOCKEY LEAGUE

Rules and Regulations

2021-2022 Season



SFHL Rules & Regulations (2021-22 Season)

NOTE: Throughout this document, the term “skater” or “skaters” refers to all non-goalkeepers. The term “player” or “players” refers to both skaters and goalkeepers.

SECTION A: TEAM AND ASSOCIATION RULES

1. **Annual Application:** Annual application for membership by an organization shall be submitted to the SFHL EXECUTIVE BOARD for consideration. The EXECUTIVE BOARD shall not unreasonably withhold acceptance of teams that meet the SFHL criteria for membership.

Criteria for membership are as follows:

- Each organization must have its own USA HOCKEY Association Code.
- Each organization must be a member in good standing with USA HOCKEY and SAHOF.
- Each organization must agree to abide by the rules and regulations of USA HOCKEY, SOUTHEASTERN DISTRICT, SAHOF, and the SFHL.
- Each organization shall be required to provide an annual application per each team and a non-refundable \$1,000 deposit to be included in the scheduling process.
- The annual application shall be due no later than July 1st along with the \$1,000 deposit.
- For organizations applying for participation in the SFHL for the first time, a Certificate of Occupancy for the home rink of said travel organization must be presented to the SFHL no later than July 1st immediately preceding the upcoming SFHL season.

Payments for League dues are due on posted dates; any organization that does not pay their dues by the due date will have all their organizations team’s games forfeited until payment is received.

Any Organization to be found consistently late with their payments will forgo the split payment schedule and will be required to pay their entire league fees before the beginning of the season.

2. **Home Ice:** Each organization must have a firm commitment for available home ice. Each organization shall assume the responsibility of providing sufficient ice time for their home games that meet the requirements of the SFHL scheduler.

3. **Association Representative:** All participating teams must assign an Association Representative. All communication with the SFHL League office is to be done by your Association Representative.

4. **Team Registration:** All teams must be registered as Tier II in their appropriate age division. The League reserves the right to schedule games against non-Tier II USA Hockey sanctioned teams if the need arises to provide a competitive schedule with the approval of the teams in the division. The league office must have a certified roster (signed by the Affiliate Registrar) on file.

5. **Multiple Teams:** Any organization wishing to have more than one team in any age division must have at least one team of the same age classification participating in the SFHL ‘A’ Division. Teams playing "Up" in the "A" leagues do not qualify to fulfill this requirement.

For an organization to be awarded with a second team in the ‘AA’ division, the rosters of the Proposed Teams (Proposed Teams are defined as the first and second “AA” teams in the same division being proposed under this rule) must meet the following conditions:

- a. concerning the rosters of the Proposed Teams on aggregate, no more than 30% of all players on the rosters of the Proposed Teams may have finished the immediately prior season on the SFHL roster of either:
 - a team with a “competing SFHL organization”, OR
 - A team with a “non-competing SFHL organization” unless they have moved into the Proposed Teams’ SAHOF Geographic Boundary from outside of the Proposed Teams’ SAHOF Geographic Boundary.
- b. concerning the rosters of the Proposed Teams individually, no more than 40% of all players on the roster of either of the Proposed Teams may have finished the immediately prior season on the SFHL roster of either:
 - a team with a “competing SFHL organization”, OR
 - A team with a “non-competing SFHL organization” unless the player has moved (changed physical living address) into the Proposed Teams’ SAHOF Geographic Boundary from outside of the Proposed Teams’ SAHOF Geographic Boundary.
- c. Both teams must carry a minimum of 14 players on each of their respective SFHL rosters **through the end of the SAHOF State Championships**. Failure to abide by this rule (minimum player rule) will result in forfeiture of eligibility for the SAHOF State Championships for the team that drops below 14 players.
 - Note: for the purposes of this rule, “competing SFHL organization” refers to an organization different from the one with the Proposed Teams that is located within the same SAHOF Geographical Boundary as the Proposed Teams. A “non-competing SFHL organization” is any SFHL organization that is not considered a “competing SFHL organization”.

6. **Player Registration:** All players must be registered with USA Hockey.

7. **SAHOF Registration:** It is the sole responsibility of each organization's designated registrar to duly register the roster with the SAHOF ASSOCIATE REGISTRAR at their earliest convenience following the formation of the team, and with any subsequent changes. Non-registered teams are not permitted to count games toward the 20/10 requirements for post season and tournament play. Approved USA Hockey 1-T Rosters may be changed as necessary through December 31. If a player is added to the USA Hockey 1-T roster prior to the December 31 deadline, but that player is redlined, that player may still be added to an SFHL team roster after December 31 once that player's status becomes approved on the USA Hockey 1-T roster. Alternatively, if a player is added to the USA Hockey 1-T roster and approved prior to the December 31 deadline but is not added to the SFHL roster before December 31, that player is still eligible to be added to the SFHL roster after December 31 provided the player is still on the USA Hockey 1-T roster.

8. **Roster Submission:** Initial Submission of Roster for SFHL Season: All teams are required to submit (1) the portal link to their Approved USA Hockey 1-T roster and (2) a completed SFHL Roster Upload Excel spreadsheet. Both items are due by 11:59pm on the Monday immediately preceding the team's first game of the SFHL season.

9. **Team Composition:** A team roster shall consist of no more than twenty (20) registered players. No player can be on the roster of two Tier I or II teams or any national bound team at one time. (this includes juniors).

10. **First Aid:** It is recommended that the home rink shall provide a suitable First Aid kit to be kept at the arena for the use of League teams and shall keep an emergency call list available. It is strongly recommended that all teams should maintain a first aid kit to be immediately accessible on the players' bench.

11. **Jerseys:** Each association shall be responsible for supplying their teams with a set of non-duplicate numbered jerseys. The home team shall wear their lighter colored jerseys; however, the home team must change their jerseys if home and visitors have the same color jerseys. All players shall be dressed uniformly. Teams may agree to switch colors for games.

11a. **STOP Patches:** All players are required to have a STOP patch (minimum of 3" in height and width) permanently affixed to the back of all jerseys. The patch should be centered horizontally and should be positioned immediately above the name on the back of the jersey. Should there not be a name, or if it does not fit there, then it should be positioned immediately above the jersey number. Wearing the patch is mandatory effective with the 2021-22 season. The positioning of the patch as prescribed above will become mandatory beginning in the 2022-23 season to allow for jerseys where the patch does not fit as prescribed to be adjusted for the prescribed positioning for the 2022-23 season.

12. **Fine for Failure to Play:** Any SFHL team that does *not show up to play in a scheduled league game*, without prior approval by the league, *will* have their association assessed a \$750.00 fine. If the fine is not paid in its entirety within 30 days or 7 days prior to the SAHOF State Championships, whichever comes first, the specific team will not be eligible for the SAHOF State Championships. The fined association will not be allowed to participate in the SFHL at any level the following year until the fine is paid.

13. **No Refunds:** Each organization shall be required to pay the established registration fees to SFHL on the due dates. There will be no refunds issued for teams that drop out *after the schedule making process has begun on July 1*.

14. **Schedule changes:** SFHL Leagues Games take precedent over all other games including tournaments. It is the responsibility of the team requesting the reschedule to coordinate with the other team(s) involved on an acceptable date for rescheduling. This includes securing and paying for the ice, referees, and scorekeepers. There will be no refunds from the league for missed games. If ALL teams cannot come to an agreement on a rescheduling date the commissioner will serve as an arbitrator to help resolve the conflict. If the game still cannot be rescheduled, the commissioner can elect to (a) award the team not requesting the re-schedule with a win in the final standings OR (b) determine a reschedule date and time that all teams are required to abide by or risk forfeiting the game. Simply electing to forfeit a game is not permissible and *will* result in the team being disqualified from participating in the SAHOF State Championships and the organization being sanctioned for the following year.

Once a team has requested and been granted a reschedule of a weekend of games, they are no longer eligible to request any further reschedules of games for the remainder of the season. Should a team have no other choice but to request a subsequent reschedule of a game or games, they may submit the request to the SFHL.

The decision of whether the 2nd and subsequent request(s) has merit will be determined by the commissioner of the SFHL in consultation with the acting SAHOF Executive Director or President. Should that request be denied any games missed will be considered forfeits and render the team ineligible for SAHOF State Championships in addition to any other sanctions prescribed in these rules.

15. **'AAA'/Tier I Tournament Play for Teams:** Any team found to have participated in more than two tournaments deemed to be "AAA" / Tier I is considered a Tier I team per SAHOF rules and thus will be deemed ineligible for SAHOF State Championships and final league standings. For limits on individual players, see Rule B.12.

SECTION B: PLAYER AND COACH RULES

The SFHL will play by USA Hockey and SAHOF Rules and Regulations.

1. **USA Hockey Registration:** All Coaches and Players must be registered with USA Hockey.

2. **Coaches' Qualifications:** All coaches must be in good standing and be listed as a Coach (Head Coach, Assistant Coach, Coach, etc.) on the approved USA Hockey 1-T roster to perform the functions of a coach for SFHL games including but not limited to occupying the players' bench during SFHL games. After December 31st of the current season, coaches whose CEP has expired (per the 1-T roster) will be removed from the SFHL roster and will no longer be permitted to perform any coaching functions during SFHL games.

3. **Suspensions:** In any situation where USA HOCKEY/SFHL rules or disciplinary rulings provide for a participant (Player or Coach) to be suspended for one (1) or more games for actions occurring during an SFHL game (before, during or after the game), the suspension is to be applied and served at the next scheduled SFHL league game(s).

If the suspended player or coach's next scheduled game is a USA Hockey Sanctioned Tournament or previously scheduled game in a USA Hockey Sanctioned League other than the SFHL, the manager/coach of that team can apply to the Commissioner of the SFHL **PRIOR TO THE START OF SAID TOURNAMENT GAME(S) OR OTHER LEAGUE GAME(S)** to use that game(s) to serve the suspension in lieu of the next SFHL league game(s). The decision of the SFHL Commissioner is at his (her) sole discretion. Games from leagues other than the SFHL MUST be submitted to and approved by the SFHL Commissioner prior to the player or coach incurring the suspension.

- If approved, the Coach or Team Manager must provide an official game scoresheet from the tournament or league game where the suspension was served. The serving of the suspension must be CLEARLY noted on the scoresheet from the game that the suspension was served.
- If the request is not submitted or not approved, or if the next game is a USA Hockey scrimmage, showcase game, etc. then the suspended player or coach must still sit out that next USA Hockey game that his/her team plays, PLUS the next SFHL game that his/her team plays. The player or coach could end up sitting out two (2) games for a one (1) game suspension.

All suspensions to be served during SFHL games should appear on the official SFHL scoresheets, and while we will make every effort to keep the suspensions current and listed on the scoresheets, it remains the ultimate responsibility of the coaches & managers to comply with the suspension and not play any player (or allow a coach to participate) that is to be serving a suspension. It is also the head coach's responsibility to cross off any suspended players and coaches from the roster on the scoresheet as proof of serving the suspension.

If a player or coach receives a suspension in the first game of the day during SFHL league play, it will not appear on the second scoresheet. It is the coach's responsibility to report and not play that player in the next game.

Any player or coach that knowingly participates in a game that he/she should be serving a suspension will result in:

- a) forfeiture of the game.
- b) the player or coach will still be required to serve the suspension in a subsequent SFHL game.
- c) The Head Coach of the team for the game in which the suspended player or coach participates will be assessed a 1-game SFHL suspension for a first offense, a 5-game SFHL suspension for a second offense, and a 1-calendar year suspension for a third offense. The progression of suspensions for this specific rule (B.3.c.) is cumulative across all SFHL seasons.

Rule 410 | Supplementary Discipline

(a) In addition to the suspensions imposed by the on-ice officials, The SFHL reserves the right, at its discretion and after the game has been completed, to investigate any incident that occurs in connection with any game. Any incident that occurs prior to, during, or after the game is subject to review regardless of whether the action was penalized by the Referee and is open to supplementary discipline of players, coaches, managers, and spectators. Video may be submitted or requested to support any potential supplementary discipline to aid in assessing the incident in accordance with the SAHOF Video Review Policy.

4. **Carry-over Suspension:** If an SFHL suspension carries beyond the last game of the SFHL regular season, the unserved games will carry-over to the SAHOF State Championships. If the player's team fails to qualify for the SAHOF State Championships, and the player's team does not have qualifying games in which to serve the suspension remaining to be played, then the remaining game(s) will be served at the start of the following fall season. Players cannot serve SFHL suspensions while rostered on Spring and Summer teams.

Note: Match Penalty rulings on acts committed during SFHL games that carry-over beyond the end of the SFHL season, may carry over into the Spring and Summer season based on the ruling results of the disciplinary hearing.

5. **Multiple Game Misconducts:** Any Coach or Player that receives 5 game misconducts over the course of the SFHL season automatically receives an additional 6 game suspension.

6. **Rule 411 | Progressive Suspensions:**

- (a) Any player who receives their third major penalty during the same season for any combination of aggressive infractions listed below shall receive an additional three-game suspension. For any player who receives their fourth major penalty in this category, the player shall receive an additional five-game suspension. Any player who receives their fifth major penalty in this category during the same season shall be suspended until a hearing is conducted by the proper authorities (USA Hockey Affiliate). These designated game suspensions shall be in addition to any other suspensions imposed through the official playing rules.
- (b) Any team that receives three major penalties in the same game shall have its Head Coach suspended for the next game of that team. For any subsequent game where that team receives three or more major penalties in the same game, the Head Coach shall serve a three-game suspension. For a third game with three or more major penalties by the same team during the same season, the Head Coach shall be suspended indefinitely until a hearing has been conducted by the proper authorities (USA Hockey Affiliate).

The aggressive infractions that fit into this category are: Rule 603 Boarding; Rule 604 Body Checking (Body Contact categories); Rule 606 Butt-Ending; Rule 607 Charging; Rule 608 Checking from Behind; Rule 609 Cross-Checking; Rule 611 Elbowing; Rule 619 Head-Butting; Rule 620 Head Contact; Rule 621 High Stick; Rule 627 Kicking; Rule 628 Kneeing; Rule 634 Slashing; Rule 635 Spearing; Rule 639 Tripping/Clipping/Leg Checking; Rule 640 Unnecessary Roughness (Roughing)

- (c) Any player who receives a second major penalty for fighting with the same team during the same season shall receive a three-game suspension. For a third fighting major with the same team in the same season, the player shall be suspended until a hearing is conducted by the proper authorities under Rule 410 Supplementary Discipline.

7. **Players' Equipment:** Neck Guards are not mandatory but are strongly recommended.

8. **False Registration:** Any player, parent or coach who willingly gives materially false information in connection with a player's registration for a team shall be suspended for the current season. The same shall apply to any player who signs his parents' name to his contract.

9. **Player Removal:** Any Coach may remove a player from a team's roster for any reason. Once a player is removed from the team's roster, that player shall not rejoin the team during the current season. Such a removal must be reported to the SAHOF ASSOCIATE REGISTRAR so that a certified updated USA HOCKEY roster can be obtained. This rule is effective with the first regularly scheduled game (weekend series) for each team. The league reserves the right to allow the player to rejoin the team if the player was removed for an injury subject to USA Hockey roster rules.

10. **Age Eligibility:** Eligibility for play in an age bracket will be based on the year of birth as provided in USA Hockey guidelines. Players are not permitted to play down an age division in the League. *Additionally, any player or goalkeeper classified as 12U or younger by age is NOT permitted to participate in the 14U age classification or above. In the event of a conflict with any other rule, this ruling shall prevail.*

11. **Zamboni Rules:** While ice is being resurfaced, no player shall step onto the ice until after the Zamboni has left the ice and the Zamboni exit doors have been closed.

12. **'AAA'/Tier I Tournament Play for Players:** Any Player who participates in more than 10 league games or 2 tournaments on or with a Youth 'AAA' or Tier I team or roster, will be ineligible for Tier II SAHOF State Championships, unless approved by the Affiliate President or the SAHOF Board. This does not apply to Florida Alliance Players. *Any team that rosters a player that has been deemed ineligible above shall forfeit all games played with this player on the roster once the player has been deemed ineligible by the rule prescribed above.*

SECTION C: LEAGUE PLAY

1. **Game Rules:** All SFHL games will be played under the rules of USA Hockey and SAHOF. In addition, the SFHL may modify or supplement USA Hockey rules with local rules applicable to SFHL games as appropriate.

2. **Age classifications:** League play may be scheduled for teams entered in the following classifications:

- 10U
- 12U
- 14U
- 16U
- 18U

NO MINOR OR MAJOR CLASSIFICATIONS will be recognized.

3. **League Composition:** The Executive Board may restrict the number of teams in any one division or classification.

4. **Player Rosters:** USA HOCKEY Tier II rules for the registration of players and teams strictly apply. No team may dress **any player** for an SFHL League game that is not on **BOTH OF** that team's:

- a) official approved USA Hockey 1-T roster AND
- b) official SFHL league roster on SFHLHockey.com

Any team found to have violated this rule shall forfeit all games played with the ineligible player(s) and the Head Coach will be subject to league disciplinary measures.

Any organization that has 2 teams in the same age category (e.g. 10U) AND division (e.g. 'A1') is prohibited from moving players between the rosters of the 2 teams. For example, if an organization has 2 teams in 12U AA, no player can move between those 2 rosters.

ADDING & REMOVING OF PLAYERS-

The process for adding a player or coach to your roster is outlined below. **ALL STEPS** must be completed for a **player** or coach **prior** to participating in any SFHL league games.

- i. Provide the necessary documentation to your association registrar to have the player added to your USA Hockey 1-T official roster. Your association registrar will then submit the request to the State Registrar for processing. **This submission MUST be received by the state registrar by 4PM on Thursday for this player or coach addition request to take effect for the immediately upcoming weekend of games.** Coaches or manager must have completed their Safe Sport certification, background screening and age-appropriate module prior to being added to the roster and must adhere to the requirements stipulated in the coaching credentials section.
- ii. Go to the Team Manager Secured Area on the SFHL on SAHOF. There you will click on the Add a Player or Coach link for the league that your team plays in. **This submission must be electronically stamped by 9:00PM Thursday** for this player or coach addition request to take effect for the immediately upcoming weekend of games.
- iii. Check your SFHL League roster on Friday afternoon **after 2:00pm ET on SFHLHockey.com**. If the request has not been processed (i.e. you do not see the requested player or coach on your SFHL League roster), then immediately contact the league commissioner to ensure that the request was received on time and is in process. This communication should be done via email.
- iv. If either of the deadlines in 1) or 2) above is missed, that **player** or coach is not eligible to play or coach for the immediately upcoming weekend.

In the event of a challenge by a team related to the playing of a non-rostered player, the following actions should be followed: The team officials should inform the opposing team's head coach and scorekeeper of the challenge. Whenever possible the challenge should be communicated before the game. The challenge should be noted on the scoresheet. The player in question will be allowed to participate in the game.

After the game weekend, the team making the challenge is responsible for submitting, in writing, a formal complaint to the Commissioner along with a copy of the scoresheet. The Commissioner, in consultation with the EXECUTIVE BOARD, will make a ruling. If the ruling is made that the player was ineligible, the game will be declared a forfeit. **The team making the challenge has until the immediate next Tuesday at 11:59pm to submit the complaint.**

5. **Scoresheet Rosters:** Both Managers are responsible for bringing to ALL games the pre-printed Scoresheets from the online SFHL League schedule. **SCORESHEETS THAT HAVE LABELS ON THEM WILL NOT BE CONSIDERED OFFICIAL AND GAME RESULTS WILL BE POSTED 0-0 TIES WITH NO POINTS BEING AWARDED TO BOTH TEAMS.**

The manager or coach is responsible for counting how many players the other team has on the ice. In the event there are more players on the ice than on the roster you should make the referee aware of it immediately before the start of the game. Any players that are not present should be scratched.

Skaters, goalies and coaches should not be written in on the scoresheet. If a person does not appear on the pre-printed scoresheet, that person is not eligible to participate in the game in any capacity. However, if there is a dispute as to whether that person should be on the scoresheet, then the team's head coach may write the individual in on the scoresheet and that individual shall be permitted to participate in the game only if that person is on the approved USA Hockey 1-T roster of that team. By doing so, they understand and accept the consequences detailed below should it be determined that individual is NOT eligible to participate in the game.

The only allowable change permitted to the scoresheet is a player(s) number(s). (In the case where a rostered player forgets, tears or bloodies his jersey, the player may participate by using a substitute jersey of matching color with a number that does not duplicate another player's number on the roster. If the number is different from the one printed on the roster for that player, the officials should be notified, and the number should be changed on the official scoresheet to match the jersey now being worn by that player. Taped numbers on the jersey are prohibited.

If a player is written in on the scoresheet and is determined to be ineligible, the game will be declared a forfeit, the Head Coach of that team for that game will be suspended for 1 game. A second violation of this rule will result in a 3-game suspension for the Head Coach.

If a coach is on the bench for an SFHL game and is either (a) written in on the scoresheet or (b) not on the scoresheet whatsoever, and is determined to be ineligible, then either:

- i) if the official Head Coach for the team is present at the game, then the Head Coach of that team will be suspended for 1 game, and the coach that was written in will be suspended for 1 game from the team he/she is rostered on. A second violation of this rule will result in a 3-game suspension for all parties. OR
- ii) if the official Head Coach for the team is NOT present at the game, then team's Official Head Coach will be suspended for 1 game, the Head Coach of that team for that game will be suspended for 1 game, and the coach that was written in will be suspended for 1 game from the team he/she is rostered on. A second violation of this rule will result in a 3-game suspension for all parties.

A 3rd violation of either (i) or (ii) will result in a disciplinary hearing with the SAHOF Discipline Committee.

Additionally, If the coach who was written in on the scoresheet is not on any SFHL roster, then a disciplinary hearing will be conducted with the violating organization to determine any sanctions to be levied against the organization.

6. Game Results: BOTH teams are responsible for reporting the results of the weekend league games to the commissioner by the Monday Night following the weekend games. Please use the phone app GENIUS SCAN to submit all scoresheets as a PDF file. *All scoresheets should be scanned and emailed to gameresults@sahofhockey.org.*

Coaches must sign scoresheets BEFORE the start of the game. This signature verifies that all players listed and not "scratched" are present for play in that game. If it is found that a player appearing on the scoresheet and not scratched was not present for the game and the Coach signed the scoresheet, and the action was deemed intentional, the Head Coach of that team will be assessed a one game suspension to be served in the next SFHL game from the date of suspension. This is an SFHL suspension and can only be served during an SFHL game.

All 'A' and 10U 'AA' games will be subject to a 7-goal maximum differential for posting and tie-breaker purposes. 12U 'AA' through 18U 'AA' games will NOT be subject to a goal differential maximum.

7. Player Statistics: Only penalties will be posted to the SFHL online statistics site. NO INDIVIDUAL SCORING STATS WILL BE POSTED.

8. Start Times: It is requested that players be at the rink thirty (30) minutes prior to the scheduled start time for their respective game. Games may be started as many as 15 minutes prior to their scheduled time. Referees have the latitude to issue delay of game penalties and teams will forfeit the option to warm-up if they are not ready to take the ice immediately after it has been resurfaced.

9. Game Lengths: The length of periods, time-outs, penalties and the number and arrangement of games in a league weekend are determined by the playing rules for each division of play. (See Addendum-1)

10. Exiting Playing Surface: At the conclusion of games played at facilities where both teams exit the playing surface through one common exit gate/door, the home team shall return to their players' bench following the handshake to allow the visiting team to exit the playing surface first. The on-ice officials shall then instruct the home team to exit once the visiting team has completely exited the playing surface and cleared the exit gate/door. If an altercation occurs at the common entry/exit door resulting directly from both teams exiting at the same time, regardless of who is at fault, the Head Coach of the Home Team will receive a one game suspension for allowing his/her team to exit while the visiting team was still exiting the playing surface.

10a. Post-Game Conduct: After the game has ended and players and coaches have left the benches and entered the playing surface, if any player or team official is assessed a Misconduct or Game Misconduct (including but not limited to during the handshake protocol) for physical actions directed towards or at any member of the opposing team, that player or team official will receive an automatic AND additional **2 Game Suspension**.

11. **Curfew:** Games shall not start before 6:00 AM or after 11PM.

In the event a host team cannot accommodate all scheduled games in accordance with the above curfew and the visiting team is unwilling to play during the curfew, the overall game schedule shall be reduced by the number of games required to meet the curfew guidelines.

12. **Incomplete Game:** If any game must be suspended after it has started, the following rules will apply.

- a) If the game has started but is stopped before the 1st period is completed, then the game will be rescheduled and will be re-started from the beginning of the game. Player eligibility will be determined by the team's rosters as of the date of the rescheduled game date.
- b) If the game has started but is stopped after the 1st period is completed, but before the puck has been dropped to start the 3rd period, then the game will be suspended, and when rescheduled will be picked up from where the game left off. Player eligibility will be determined by the team's rosters as of the date of the original game date. Players that were on the roster as of the original game date, but were not present for the game, may participate in the continuation of the game. Players that have been added to the team's roster after the original game date are not eligible to participate in the continuation of the game. The only exception would be if none of the team's goalies on the date of the original game are still on the roster. In this instance, the team would be permitted to add their current rostered goalie(s) as of the date of the rescheduled game to participate in the game without penalty.
- c) If the game has started but is stopped after the puck has been dropped to start the 3rd period, then the game is considered officially complete and the result at the time of the game being stopped will be the official result of the game.

13. **Game Officials:** The hosting rink is required to furnish all on ice and off ice officials including timekeeper and/or scorekeeper for all games. Both teams should provide a minor off ice official to handle the duties in the penalty box. All minor off ice officials, including penalty box workers, scorekeepers and timekeepers are to be reminded that coaching is not permitted from that area.

Every effort will be made to schedule not less than two (2) on ice officials for 10U, 12U and 14UA games per current USA Hockey rules, and a three (3) official system for 14UAA, 16U and 18U-games. In the event an official cannot be present, both coaches must agree to play the game with the number of officials present and record and sign the scoresheet.

14. **Travel Rule (Inclement Weather):** All League games on the SFHL master schedule are to be played as scheduled. In the event inclement weather is imminent, the association representatives for the organizations affected should be in contact with each other and with the various state agencies and media sources as necessary to gather information to make the most prudent decision. In the interest of the safety of the players, coaches, families, and officials, it is best to err on the side of caution. Every effort must be made to reschedule the games as soon as possible. The SFHL Commissioner will provide guidance and assistance as needed to reschedule the game.

15. **Officials:** moved to Rule 13 as second paragraph.

16. **Emergency Goalie:** An Emergency Goalie is a goaltender that can play a limited number of games as a substitute only in the instance that a team's rostered goalie(s) is/are not available to play. For the purposes of this rule only, 'A1' and 'A2' are both considered to be 'A'. The following stipulations apply:

- a) The Emergency Goaltender MUST be from the same age classification or younger as the team seeking the emergency goalie.
- b) A goaltender from the same age classification MUST be from the same level (e.g. 'A' or 'AA') or below as the team he/she will be the Emergency Goalie for OR can be from a lower age classification at one higher skill level 'A' or 'AA' (e.g. a 10U AA goalie can be an Emergency Goalie for a 12UA team but cannot for a 10UA team).
- c) 'AAA' / Tier I / Full season Alliance goalies cannot be an Emergency Goalie in the SFHL.
- d) The Emergency Goalie MUST be from the same organization as the team he/she will be the Emergency Goalie for. If an Emergency Goalie is not available from within the same organization, an Emergency Goalie may be recruited from another organization and currently playing in the SFHL provided the team has prior authorization from the coach or hockey director of the other organization to ask one of their goalies and proper authorization from the coach or hockey director to borrow one of their goalies should they agree to play. If the emergency goaltender is recruited from outside the SFHL, then the commissioner of the SFHL must approve this Emergency Goalie based on the level he/she is currently playing. In addition, the opponent in the game must also agree to allow an Emergency Goalie from another organization or from outside the SFHL to play in the game with the knowledge that if they agree to it, the game will count in the standings. Approval from the opposing coach is NOT required if the Emergency Goalie is from the same organization.
- e) A team may only use an emergency goalie for a maximum of 4 SFHL League games (the SFHL reserves the right to make an exception to this rule due to extenuating circumstances such as injury).
- f) A specific goalie may only act as an Emergency Goalie for a maximum of 4 SFHL League games.
- g) The Emergency Goalie will not be added to the USAH roster of the team that requires the Emergency Goalie.

- h) In all instances, SFHL MUST Be notified by the ADD A PLAYER deadline of the Thursday at 4PM prior to the games. Exceptions to this deadline may be made at the discretion of the SFHL under certain circumstances, including but not limited to injury.
- i) The Emergency Goalie must be a currently registered member of USA Hockey and must currently reside in the state of Florida.

17. Determination of Champions or Place Positions: League champions may be recognized as per the direction of the SFHL EXECUTIVE BOARD. The team within the specific age group with the highest total points at the end of the season will be designated as Champion of that age level. In cases where the age group/level has been split into divisions, the winner of each division will be designated the Division Champion and a League Champion will not be awarded.

Teams will receive the following points based on game play:

- 2 points for a win
- 1 point for a tie
- 0 points for a loss

In the event of a tie in the standings, the following tie breaker rules listed below will apply in this order until a team or teams is/are placed. **If at any point during the tie-breaking process one or more teams is placed, and two or more teams remain tied, the Tie-Breaker process starts back at Tie-Breaker #1 to place the remaining tied teams.**

1. Most Points
 2. Total Game Points (Win=2, Tie=1, Loss=0) Earned in Games among Tied Teams (Head to Head). All tied teams must have played each other an equal number of teams.
 3. Least Goals Allowed in Games among Tied Teams (all tied teams must have played each other an equal number of teams)
 4. Most Goals Scored in Games among Tied Teams (all tied teams must have played each other an equal number of teams)
 5. Most Total Wins
 7. Least Total Goals Allowed
 8. Most Total Goals Scored
 9. Least Number of Majors + Misconducts + Game Misconducts + Match Penalties.
 10. Least Number of Misconducts + Game Misconducts + Match Penalties.
- See Section C.6 for goal differential maximums.

SECTION D: SUPPLEMENTARY DISCIPLINE, GRIEVANCES AND PROTESTS

1. **Grievances:** Any grievances or protests involving officiating, procedures, rules and regulations at League games shall be handled according to these guidelines:

Grievances or protests are to be written and submitted by the ASSOCIATION REPRESENTATIVE ONLY to the Commissioner of SFHL within 48 hours of perceived infraction.

Grievances or protest involving judgment calls by the Referees are not allowed and will not be considered notwithstanding the SAHOF Video Review policy.

2. **Investigations:** The Commissioner shall be responsible for investigating and reporting on incidents which may call for the assessment of supplementary discipline under the USA HOCKEY rule book and/or the SFHL Rules & Regulations and shall make recommendations on supplemental disciplinary actions to the EXECUTIVE BOARD.

The Commissioner shall use his(her) best efforts to gather and report on each situation in a fair and consistent fashion and complete the review and recommendation process within one week. The EXECUTIVE BOARD will act upon the recommendation of the Commissioner.

The EXECUTIVE BOARD may assist the commissioner with his investigations and in preparing the recommendation. The EXECUTIVE BOARD shall have 72 hours to review the recommendation of the Commissioner and cast their vote in favor of or against the stated recommendation. Supplementary discipline shall only be assessed upon a majority vote of the EXECUTIVE BOARD. In the case of a tie, the commissioner shall cast the deciding vote.

The SAHOF DISCIPLINARY COMMITTEE will handle any appeals of this process through the USA HOCKEY BY-LAWS SECTION 10.

Addendum 1 – Game Time Formats

Game time will be as follows: All 10U, 12U and 14U games have a 1:15 game slot. 16U & 18U have a 1:20 game slot
10U: 3 - 13-minute stop time periods, one time out allowed per team.
12U: 3 - 13-minute stop time periods, one time out allowed per team.
14U: 3 - 14-minute stop time periods, one time out allowed per team.
16U: 3 - 14-minute stop time periods, one time out allowed per team.
18U: 3 - 14-minute stop time periods, one time out allowed per team.

In the event where the time remaining in the ice slot and the time remaining in the 3rd period is equal, the game will revert to running time; once the game has gone to running time under this rule, NO timeouts will be permitted.

At any time during the 3rd period, if a team is ahead by 5 goals or more, the game will revert to running time *and time-outs will not be permitted*. If the score differential returns to 4 goals or less, the game returns to stop time *and any remaining time-outs will be reinstated*.

In any game that has gone to running time for any reason, during the last minute of the 3rd period, when the score is less than a 3-goal differential (2 or 1 or tied), the clock shall revert to stop time while this score differential condition exists. **If a game reverts to stop time because of this provision, time-outs are NOT reinstated.**

All USA Hockey guidelines concerning penalties apply:

Minor penalties-all minor penalties will be 1:30 in length for all divisions.

Major penalties- all major penalties will be 5:00 in length for all divisions.

Misconduct penalties- all major penalties will be 10:00 in length for all divisions.

FORFEITS

Any game that is determined to be a forfeit will be recorded with an official score of 7-0 in favor of the non-forfeiting team. Any team that forfeits an SFHL game (except for a forfeit resulting from Section B.3 or Section C.4.) will also forfeit any eligibility to participate in the SAHOF State Championships.

Addendum 2 Revised 2019. – Geographical Boundaries

PER SAHOF RULES & REGULATIONS:

At the Annual Meeting of SAHOF conducted May 7, 2011 the Board of Directors approved the designations of Geographical Districts for the purpose of establishing “community” based Tier II teams. The SAHOF Board approved revisions to the Geographical Districts on May 3, 2019.

The current geographical boundaries are defined on the Geographical District Map on the SAHOF website. A direct link to the map is shown below.

A player’s geographical placement is dependent upon where he/she lives, registers with USA Hockey and attends school.

<https://www.google.com/maps/d/viewer?mid=1tU70E6AVNBLw9qqGELNaZbm-DSbJEZYS&ll=27.918697973630593%2C-81.39598175000002&z=7>

Addendum 3 (added July 8, 2020; modified June 26, 2021 to allow for the possibility of 3 ‘A’ levels). – ‘A1’, ‘A2’ and ‘A3’ distinctions

As the SFHL has grown, the disparity of the strength of teams in the ‘A’ league from top to bottom has grown to a point where there are now too many uncompetitive games. For the 2020-21 SFHL season, the league will be debuting 2 leagues for the ‘A’ level in age classifications that have sufficient teams. This change is designed to reduce or even eliminate the number of uncompetitive games. SAHOF’s intention with this change is solely to allow a better competitive balance of teams at an already established ‘A’ level of hockey. The intent is not to encourage the creation of ‘A2’ and ‘A3’ league teams constructed entirely of Rec Select level players.

RULES FOR THE CREATION OF THE SFHL ‘A1’, ‘A2’ and ‘A3’ leagues

1. ‘A1’ will be the name for the higher ‘A’ level league, ‘A2’ will be the name for the middle ‘A’ level league, and ‘A3’ will be the name for the lower ‘A’ level league.
2. All organizations are limited to the following maximum number of teams per league: ‘A1’ maximum of 2 teams, ‘A2’ maximum of 1 team, ‘A3’ maximum of 1 team.
3. Organizations that do not have a ‘AA’ team in an age classification, are limited to entering a total of 2 ‘A’ level teams, with a maximum of one of the teams permitted in either the ‘A2’ OR the ‘A3’ league.
4. Organizations that have a ‘AA’ team in an age classification, are limited to entering a total 3 ‘A’ level teams subject to the maximums listed in #2 above.
5. Organizations placing 3 teams in the ‘A’ level leagues are subject to the following roster restriction.
 - a) Each of the 3 rosters must have a minimum of **50%** of their roster consisting of skaters/goalkeepers that did not finish the prior season on the roster of a “competing SFHL organization”.
 - b) Each of the 3 rosters must have a minimum of (**12** for 10U, **13** for 12U and **14** for 14U) rostered skaters/goalkeepers.

Note: for the purposes of this rule, “competing SFHL organization” refers to an organization different from the one with the Proposed Teams that is located within the same SAHOF Geographical Boundary as the Proposed Teams. A “non-competing SFHL organization” is any SFHL organization that is not considered a “competing SFHL organization”.

6. All teams entered in the ‘A2’ or ‘A3’ level leagues are NOT permitted to have Out of District players on their roster. **Additionally, no player may have been rostered on (a) a Florida Alliance team OR (b) any other independent AAA program in the previous or current season.**

7. Hockey Directors will be the decision makers as to where to initially place their ‘A’ level teams. Their declaring of league will be made when registering their team for the SFHL season. Once all these initial placements have been completed, the scheduling of the Final Placement Event will be made and shall take place in the month of August. The final placement of teams will be made using the evaluation results from the Final Placement Event.

*GUIDANCE: when unsure with respect to the placement decision of a team, the Hockey Director should always err on placing their team in the higher level league.

8. The minimum number of teams to make any ‘A’ level league viable is 6 teams. If any ‘A’ level league has less than 6 teams registered, then combining the ‘A1’ and ‘A2’ OR the ‘A2’ and ‘A3’ into one league for the season will be considered.

10. Leveling the playing field proposal: After 4 games, the results of all games played will be reviewed. If there is an equal number of vastly superior ‘A2’ teams in the ‘A2’ league and vastly inferior ‘A1’ teams in the ‘A1’ league, then those teams will be considered for relegation and promotion. The team’s moving up from ‘A2’ to ‘A1’ would assume the W-L-T record of the ‘A1’ team(s) it is switching places with, while the ‘A1’ moving down to ‘A2’ would assume the W-L-T record of the ‘A2’ team(s) it is switching places with. However, the ‘A1’ team that is moving down to ‘A2’ is no longer eligible for post-season play, and all results of the remaining ‘A2’ teams against the demoted ‘A1’ team and the promoted ‘A2’ team will not count towards the league standings for qualification for the SAHOF State Championships. ‘A1’ teams will be given the option to agree to or reject the move to the ‘A2’ league.

-A Competition Committee of 3 to 5 individuals (a representative sample of select hockey directors) will be formed by the league Commissioner each season should it be necessary to determine if an ‘A2’ team was misplaced in the division and should thus be ineligible for the post-season in a case where team(s) were not relegated/promoted previously during the season. This rule also applies to teams in ‘A2’ and ‘A3’ leagues.