



Ice Hockey

1. RULES AND REGULATIONS

- 1.1 The JCC Maccabi Games Ice Hockey competition shall be conducted under the following rules and regulations for all age/gender groups except as they may be modified by the Sports Advisory Committee (SAC).
- 1.2 The competition of Ice Hockey shall be conducted in accordance with the USA Hockey Official Rules in force at the time of competition. In the event of a conflict between the USA Hockey Official Rules and the rules and regulations below, the JCC Maccabi Games rules shall apply and be binding.
- 1.3 The Organizing Committee of the Host Community shall establish an Ice Hockey Committee, with an overall Ice Hockey commissioner, to oversee and run the competition, and to resolve any controversies that arise. The decisions of the Ice Hockey Committee and/or the overall Ice Hockey commissioner with respect to protests, disputes, and appeals shall be final. Protests must be submitted in writing within thirty (30) minutes after the completion of a game, and shall relate solely to the interpretation of the rules.
- 1.4 Prior to the start of the Games all rules questions shall be resolved by the Ice Hockey Committee, in consultation with the SAC, in accordance with the USA Hockey official rules in force during the previous Ice Hockey season (See Rule 1.2).
 - 1.4.1 A member of the host community must be available at each venue at which Ice Hockey is played to help manage the Ice Hockey tournaments in accordance with JCC Maccabi Games guidelines, control issues as they arise, and if applicable, to receive protests.
- 1.5 Rachmanus Rule--Rachmanus plays a key role in athletics and the JCC Maccabi Games. Compassion and good sportsmanship shall be displayed by athletes, coaches and spectators at all times during the JCC Maccabi games both on and off of the playing field. For more information, please refer to the "Rachmanus Rule."

2. VENUE AND EQUIPMENT REQUIREMENTS

- 2.1 The Organizing Committee of the Host Community, acting through its Ice Hockey Committee, shall ensure that the following venue and equipment requirements are met:
 - 2.1.1 The rink(s), rink markings, and goals shall satisfy the specifications in the USA Hockey Official Rules. It is strongly recommended that the venue shall open 1 hour before the start time of the first scheduled game each day of competition.
 - 2.1.2 Pucks shall be used in the competition and shall be made of a material approved by USA Hockey.
 - 2.1.3 All player equipment shall follow specified guidelines outlined in the USA Ice Hockey rules.
- 2.2 Two uniformed officials shall be assigned to each game. These officials shall hold a USA Hockey certification and should be at least twenty one (21) years of age. A time keeper/score keeper/penalty time keeper shall also be provided for competition. At the commissioner's discretion a USA Hockey certified official as young as eighteen (18) may be used at each game.

3. PARTICIPANTS

- 3.1 Each team shall have a minimum of thirteen (13) and a maximum of eighteen (18) players.
- 3.2 Games shall be played with each team having six (6) players on the ice.

4. COMPETITION FORMAT

- 4.1 In Round Robin play, a game shall consist of two (2) twenty two and a half (22.5) minute running time halves. The game clock is to convert to stop time in the last two minutes of each half.
 - 4.1.1 In medal round play (all games played on Wednesday and Thursday after Round Robin play) a game shall consist of three (3) twelve (12) minute periods. The game clock will be stop time throughout the game.

- 4.1.2 A two (2) minute rest shall be permitted between periods and halves.
- 4.1.3 Each team shall be allowed one (1), one (1)-minute time-out during regulation play. Additional time outs may only be called by tournament or game officials if warranted due playing conditions.
- 4.1.4 Games will be scheduled every one hour and ten minute during Round Robin play and every one hour and thirty minutes during medal round play (all games after Round Robin). There will be appropriate rest for team's in-between scheduled game times. All efforts will be made for teams to have a minimum of two game slots between their scheduled game times.

4.2 Game Penalties

- 4.2.1 All minor penalties shall be 2 minutes in length
- 4.2.2 All major penalties shall be 5 minutes in length and a Game misconduct (see rule 4.2.6)
- 4.2.3 Misconduct penalties shall be 10 minutes in length
- 4.2.4 Game misconduct penalties will result in the removal of the player in that game (only).
- 4.2.5 Game misconducts and match penalties shall be counted as 10 minutes in length for the official score sheet.
- 4.2.6 If a player is assessed a major penalty, that player will also automatically be assessed a game misconduct and will be removed for the remainder of the game. If that penalty occurs at any time with less than 10 minutes remaining in the second half, that game misconduct penalty will carry over to the next scheduled game and that player will have to sit for the first ten (10) minutes of that game.
- 4.2.7 In the JCC Maccabi Games, a body check is not permitted in any area of the ice. Body checking will be deemed to have occurred when a player's intent is to gain possession of the puck by separating the puck carrier from the puck with a

distinct and definable moment of impact. Angling a player is permissible. Angling is a legal skill used to influence the puck carrier to a place where the player must stop due to a player's body position. Incidental contact, when two players collide unintentionally may also occur (referees discretion).

4.2.7.1 A body check is considered a major penalty, resulting in a Game misconduct and removal of the player in that game and is subject to further disciplinary actions based on the referee's assessment and commissioner's discretion along with the local court of honor.

4.2.7.2 Any player that is assessed two major penalties; two Game misconducts or three misconducts over the course of the tournament will be suspended from the remainder of the tournament and subject to removal from the JCC Maccabi Games per the local court of honor ruling.

4.2.8 **Any player that initiates or becomes engaged in fighting will be automatically ejected from the game and the tournament and subject to removal from the JCC Maccabi Games per the local court of honor ruling.**

4.2.8.1 Any player that deliberately drops their gloves or stick, or leaves the team bench during an altercation will be assessed a minor penalty.

4.2.8.2 A game misconduct penalty shall be added if in the judgment of the referees, such player(s) is deemed to be the instigator of a subsequent altercation.

4.2.9 If an individual player accumulates 4 minor penalties in a single game he shall be issued an automatic game-misconduct penalty and will be removed for the remainder of the game. The athlete's conduct may be reviewed by the JCC Maccabi local court of honor.

4.2.10 If a team accumulates 12 penalties in a single game, the head coach will not be allowed to coach in the team's next game, including medal round games.

- 4.3 Teams should report one half hour before the scheduled start time.
- 4.3.1 A team shall be allowed a ten (10) minute grace period after the scheduled start time before the game is forfeit. The game shall not be delayed if and when at least the coach and six (6) players on a team are present.
- 4.4 The coach shall submit a roster of players by name and number to the referee or a designated official before the start of the game.
- 4.5 Players may be substituted at any time only from the player's bench, and exiting players must not interfere with play while exiting the surface.
- 4.6 Ties are allowed in the Round Robin. If a game in the medal rounds (i.e. any game after the Round Robin) ends in a tie after regulation play, the following procedure shall apply:
- 4.6.1 Overtime will be a sudden death period of ten (10) minutes running clock (stop time during the final minute (1) with 3 skaters on the ice per team (not included a goalie). All penalties will carry over from the end of regulation time. If neither team scores a goal and the teams are still tied a shoot-out shall occur. (Refer to rule 4.6.2) If at the end of regulation time teams are 3 on 3, overtime starts 3 on 3. Once player strength reaches 4 on 4, 5 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 3 on 3 or 4 on 3 as appropriate.
- 4.6.1.1 Goalkeepers must go to their respective players' benches during this rest period, however, penalized players must remain on the penalty bench. Should a penalized player exit the penalty bench, he shall be returned immediately by the officials with no additional penalty being assessed, unless he commits an infraction of any other rule.
- 4.6.1.2 At no time will a team have less than three players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed.

4.6.1.3 If a team is penalized in overtime, teams play 4 on 3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3 on 3.

4.6.1.4 In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters.

4.6.1.5 At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4 on 3 or 3 on 3, as appropriate.

4.6.2 Shootout Format:

4.6.2.1 A shoot-out list naming the three (3) skaters who will participate in the shootout, should one be necessary, shall be submitted to the scorekeeper prior to the start of the game. The players shall alternate attempts with the higher seeded team having the option to shoot first or last. Any player whose penalty has not expired at the end of the overtime period may not participate in the shoot-out. Penalized players that are on the list will be replaced when the shoot-out begins. Teams may only change goaltenders before the shootout begins. (Goaltenders may not be changed once the shoot-out has started.) After all six (6) players have completed their shots; the team scoring the most goals shall be declared the winner.

4.6.2.2 If the score is still tied, a second shoot-out shall take place. The second shoot-out round shall be in a format in which each team alternates one penalty shot at a time until one team scores and the other does not, the higher seeded team has the option to shoot first or last. Players must be alternated until the teams' whole roster has been used including the three (3) who participated in the first round of the shootout. The only exception to this rule is a backup goalie that is dressed in goalie equipment and on the bench at the end of regulation. The coach of the team with the larger roster has the option to use the equal number of shooters of the team with the small roster in the second shoot-out. (i.e. if a team that has rostered 10 players is involved in a shoot-out with a team that has 14 rostered players, then the coach of the team with

14 players has the option to enter the second shoot-out by only naming 10 shooters. If the coach does not take this option then they will be required to use their complete team roster for the shoot-out.

- 4.6.3 Any overtime period shall be considered part of the game and all non-expired penalties shall remain in force. This shall include any shoot out that occurs.
- 4.6.4 In Round Robin play, teams receive three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.
- 4.6.5 Coaches of both teams must sign the Official Score Sheet and return it to the referee, who shall turn the card into the Ice Hockey commissioner or member of the Ice Hockey Committee.

4.7 If there are ties in the standings after the Round Robin, the following procedures shall determine team rankings.

If 2 teams are tied:

1. Head to head competition (if applicable)
2. Record against common opponents in Round Robin play (if applicable)
3. Overall opponents' total won-loss points in Round Robin play (SOS)
4. Score differential versus common opponents in Round Robin play (if applicable). Maximum goal differential of six (6) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed.

If 3 or more teams are tied:

1. Head to head competition (used only if all 3 teams have played one another and one team is undefeated vs other opponents)
2. Record against common opponents in Round Robin play (if applicable)
3. Overall opponents' total won-loss points in Round Robin play (SOS)
4. Score differential versus common opponents in Round Robin play (if applicable). Maximum goal differential of six (6) per game.

5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed. Continue process until all names have been drawn.

Notes:

- A. If 3 or more teams are tied, using the procedures listed above; the highest seed of the 3 (or more) shall be determined. If there are still 3 or more teams tied follow the same instructions above, pulling out one team at a time then restarting the entire process until there are two teams than only one left.
- B. A member of the Ice Hockey Committee and/or the overall Ice Hockey commissioner or designee will draw names. Delegation heads will be notified of the results.

- 4.8 In addition to Rule 4.3.1 above, a team shall forfeit a game under the following circumstances:

4.8.1 If a team refuses to play a game or withdraws from the ice before the end of a game or without a valid reason, as determined by the Ice Hockey Committee, in such an event, the team shall be disqualified from the tournament, and all previous and subsequent games shall be forfeited.

4.8.2 If a team cannot put six (6) players on the ice because of suspended or injured players.

4.8.3 If the coach is ejected from the game, and no other member of the coaching staff remains and no credentialed adult from the delegation, excluding spectators, is available to assume the coaching duties.

4.8.4 The score of a forfeited game shall be 6-0.

- 4.9 Off sides will be called and enforced using the “delayed offside“ call. USA Hockey Definition of “Delayed Offside”:
The Official shall signal a delayed off-side if an attacking player precedes the puck into the Attacking Zone and the delayed off-side will be nullified if:

- A. The puck were to exit the attacking zone.
- B. All attacking players are simultaneously clear of the attacking zone by making skate contact with the blue line, at the same instant.

4.9.1 If any of the following conditions are met, play shall be stopped and a face-off conducted according to sub-section (c) of this rule:

- A. An attacking player touches the puck.
- B. An attacking player attempts to gain possession of the puck or continues to apply pressure to the defending puck carrier.
- C. The puck is shot directly on goal.

4.9.2 If the official shall have erred in stopping play for an off-side infraction, the face-off shall take place at the nearest neutral zone face-off spot to where play was stopped.

4.10 Icing (From USA Hockey)

When a player of a team shoots, bats with the hand or stick or deflects the puck from his own half of the ice completely beyond the goal line of the opposing team, play shall be stopped and a face-off shall take place at an end zone face-off spot in the defending zone of the offending team.

(Note) If a team ices the puck during a delayed whistle as a result of a foul committed by the opposing team, the ensuing face-off shall take place at a neutral zone face-off spot nearest the defending zone of the team icing the puck. However, if the puck has entered the goal as a result of a legal action by the team shooting the puck, the goal shall be allowed.

4.10.1 Icing shall be nullified if any of the following conditions have been met:

- A. (For Adults [male and female], High School and Youth/Girls' 16 and Under age classifications and above only) The offending team is shorthanded (below the on-ice numerical strength of their opponent) when the puck is shot. The determination is made at the time the penalty expires and if the puck was shot prior to the penalty time expiration, regardless as to the position of the penalized player, no icing shall be called.
- B. The puck is shot by an attacking player and rebounds off of the body or the stick of a

defending player on their defensive half of the center red line.

- C. The puck travels the length of the ice as a result of either player participating in a face-off.
- D. The puck touches any part, including stick, skates or body, of an opposing player prior to crossing the goal line.
- E. If, in the opinion of the Linesman, an opposing player – except the goalkeeper – has an opportunity to play the puck, and has not done so, prior to the puck crossing the goal line.

4.10.2 If the Officials shall have erred in calling an “icing the puck” infraction (regardless of whether either team is shorthanded) a face-off shall occur at the end zone face-off spot nearest to the location of the puck when play was stopped.

4.10.3 Any unnecessary contact with an opponent who is attempting to play the puck in an obvious icing situation shall be penalized strictly as boarding, charging or roughing

5. TOURNAMENT FORMAT

- 5.1 The format for all team and individual sport competitions shall be created by the Sports Advisory Committee (SAC). Final sports competition formats will be determined after consultation between the applicable SAC Chair and the Host Community.
- 5.2 Slotting of teams in the Round Robin shall be done by a blind draw conducted by a member of the SAC.
- 5.3 Every effort will be taken to create a tournament that allows each team to participate in a minimum of five (5) games.

6. DRESS AND EQUIPMENT

- 6.1 Clean and customarily acceptable ice hockey attire shall be worn by all players. If there is any doubt as to the acceptability of the attire, the decision of the Ice Hockey Committee shall be final.
 - 6.1.1 Each player must have two (2) jerseys, one (1) light and one (1) colored or a reversible jersey, with one side light and the other colored.

- 6.1.2 Numbers affixed to the back of the jerseys shall be eight (8) inches high, and a player shall wear the same number throughout the tournament.
- 6.2 All players and referees shall wear skates without modification. All skates, sticks head and body equipment must meet USA Hockey specifications.
- 6.3 The following protective equipment is mandatory for all players and must meet USA Hockey specifications:
 - 6.3.1 Head Protection (hockey helmet with chin straps, must be HECC or CSA approved);
 - 6.3.2 Face Protection (full face cage or full face shield, must be HECC or CSA approved);
 - 6.3.3 Mouth Guard (in mouth);
 - 6.3.4 Elbow pads;
 - 6.3.5 Shoulder pads
 - 6.3.6 Hand Protection (hockey gloves);
 - 6.3.7 Athletic supporter and Protective Cup (male) & Pelvic region protection (female).
 - 6.3.8 Neck guards;
- 6.4 All equipment for the goalkeeper shall meet USA Hockey specifications. The goalkeeper's helmet must be HECC or CSA approved.
- 6.5 No jewelry shall be worn.
- 6.6 A player taking part in the medal ceremony must wear shoes and his/her competition uniform.

7. MEDALS

- 7.1 The following medals shall be awarded:

First Place
Second Place
Third Place

JCC Maccabi Gold Medal
JCC Maccabi Silver Medal
JCC Maccabi Bronze Medal