



IHV SUMMER LEAGUE REGULATIONS
2011/2012

Version:1.00

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1. General Matters

1.1 Application

1. These Regulations are made by IHV under Clause 23 of IHV's Constitution and By-Laws in pursuit of the objectives of IHV. These Regulations are binding on all IHV bodies and committees, sanctioned leagues, to all Member Associations, their constituent bodies, Clubs, teams, players, officials, members and any person or body whatsoever associated as regards to competitions of IHV.
2. These Regulations are to be interpreted in accordance with Clause 2 of the IHV Constitution. In the event of any inconsistency or conflict, IHV's Constitution prevails over these Regulations.
3. These Regulations are to be interpreted in conjunction with the IHV By-Laws. In the event of any inconsistency or conflict, IHV's By-Laws prevail over these Regulations
4. These Regulations are to be interpreted in conjunction with the IHV Game Administration Regulations 2011. In the event of any inconsistency or conflict the IHV Executive will adjudicate as to which regulations will apply.
5. The IHV Committee of Management (the Committee) may from time to time amend these Game Administration Regulations
6. All alterations enacted or amended by the Committee shall remain in force until amended or rescinded by a subsequent Committee meeting.
7. Subject to IHV rules outlined in this document the game of ice hockey in Victoria is played under the rules of the Ice Hockey Australia (IHA) and the International Ice Hockey Federation, as explained in the current IIHF Rule Book. The IIHF Rules for ice hockey can be viewed at www.iihf.com . **In circumstances where a matter may arise and that does not appear to be covered by the IHV rules, those of IHA and IIHF will be deemed to apply.**

1.2 Jurisdiction – Players and Officials

1. All clubs, teams, players, team officials and game officials who participate in sanctioned Summer League games in Victoria must be under the jurisdiction of IHV, their member Club or Association.

1.3 Disputes

1. Any disputes over the interpretation and application of these rules and regulations are to be decided by the IHV Summer Management Committee.
2. A Club, IHV Committee of Management Member, IHV Summer Coordinator or may appeal to the IHV Executive for a review of a decision within 7 days of that decision being made the Summer Management Committee by submitting their request in writing outlining the reasons for, and the basis of, their appeal.
3. Apart from a member of the Committee an individual cannot lodge an appeal in writing direct and must do so via their Club. Appeals lodged by a Club must be on club letterhead and signed by the Club President or Club Secretary.
4. The Executive may or may not elect to hear an appeal.

5. If the Executive elects to hear the appeal the Club's delegate and/or President or Team Manager, must appear in person to present the appeal.
6. If a Committee member lodges an appeal then they must appear in person to present their appeal and if a member of the Executive will not be permitted to vote when the Executive decides on the appeal outcome.
7. Whilst it is the right of the appellant to have legal representation, in view of the amateur status and voluntary administration of the sport, individuals and Clubs are discouraged from involving legal representation (paid or non-paid) at an appeal hearing. If an individual or Club elects to have legal representation at an appeal hearing such representation will only be permitted if the individual or Club enters into a duly signed undertaking to bear all ensuing legal costs, including those of individuals, IHV and its affiliated Associations and IHA.
8. The decision of the IHV Executive is final and binding on all parties.

1.4 Member Code of Conduct and Ethics

1. As a registered member of IHV, all individuals agree to abide by the IHV Member Code of Conduct and Ethics. This Code of Conduct and Ethics applies to all IHV members, including players, coaches, officials, administrators, managers, office holders and employees.
2. As a member of IHV the participants are to adhere to the following requirements in regard to their conduct during any activity held by or under the auspices of IHV or a Member Association or Club and in any role they hold within IHV or a Member Association or Club.
 - Respect the rights, dignity and worth of others;
 - Be fair, considerate and honest in all dealing with others;
 - Be professional in, and accept responsibility for, their actions;
 - Make a commitment to providing quality service;
 - At all times act in the best interests of ice hockey
 - Demonstrate a high degree of individual responsibility, especially when dealing with persons under 18 years of age, as your words and actions serve as examples;
 - Be aware of and maintain an uncompromising adherence to IHV standards, Constitution, By-Laws, Regulations and policies;
 - Operate within the rules of ice hockey including national and international guidelines, which govern IHA and the Member State and Territory Associations;
 - Understand their responsibility if they breach or are aware of any breaches of this Code of Conduct & Ethics;
 - Do not use their involvement with IHV or a Member State Association or Club to promote their own beliefs, behaviors or practices where these are inconsistent with those of IHV and its parent body Ice Hockey Australia (IHA);
 - Avoid unaccompanied and unobserved activities with persons under 18 years of age in accordance with the IHA Member Protection Policy;
 - Refrain from any form of abuse towards others;
 - Refrain from any form of harassment towards or discrimination of others;
 - Provide a safe environment for the conduct of the activity;
 - Show concern and caution towards others who may be ill or injured;

- Be a positive role model at all times.
- Pay all fee, charges and/or penalties by due date

1.5 Import Players

1. Two (2) categories "LOCAL" and "IMPORT" will apply to all IHV Individual Members.
2. A LOCAL (non Import) player is anyone:
 - holding Australian citizenship, Australian birth certificate or permanent residency as defined by passport verification or is on a "bridging" visa, or
 - a non-Australian born player who does not hold Australian citizenship, bridging visa or permanent residency status, but has a valid entry Visa to Australia, as approved by DIMA and who is deemed a "Junior Player" as defined by IHV Registration.
3. (Note: The IHA definition of a "Local Player" in regard to their qualification for participation in Australian National Tournaments may vary from that applied to participation with IHV – the IHA definition will apply in for such circumstances.)
4. IHV define an IMPORT player as a non-Australian born player who does not hold Australian citizenship, bridging visa or permanent residency status, but has a valid entry Visa to Australia, as approved by DIMA and who is deemed a "Senior Player" as defined by IHV Registration requirements.
5. All players classified as an Import cannot participate in any Summer League game unless appropriate clearances have been obtained. It is the responsibility of the player, team and club to ensure all appropriate IHA clearance requirements have been obtained.

1.6 Interstate Players

1. Players previously registered in another State or Territory must obtain a release from their former team or State or Territory Association, and complete a transfer form prior to signing a player's card for the current summer season. No clearance after 31st December will be accepted unless substantiated with change of residency. Such transfers can only take place once during the current playing season.
2. A player can only play in the State or Territory in which they are registered.

2. Game Administration Rules

2.1 General

1. The game of ice hockey in Victoria is played under the rules of the Ice Hockey Australia (IHA) and the International Ice Hockey Federation, as explained in the current IIHF Rule Book. The IIHF Rules for ice hockey can be viewed at www.iihf.com
2. As permitted under the IIHF Rules and Regulations, IHA may determine changes to the rules or set additional rules as necessary for the proper management of ice hockey in Australia.
3. As permitted under the IHA Rules and Regulations, IHV may determine changes to the rules or set additional rules as necessary for the proper management of ice hockey in Victoria.

2.2 Safety Equipment

As approved by IHA General Assembly, the following are additional rules relating to the wearing of safety equipment while playing ice hockey in Australia (and therefore Victoria).

1. Mouth guards.
 - It is recommended that all players wear a custom made mouth guard.
 - Effective 01st November 2006 all players in age categories 20 & Under and not wearing a full face mask, shall wear a custom made mouth guard as per IIHF Rule 227.
2. Player's Face Mask or Visor.
 - It is recommended that all players wear a full face mask or visor.
 - Players born after the 31st December 1974 shall wear, as a minimum, a visor as per IIHF Rule 224 b).
 - All female players shall wear full face masks.
 - Players and goalkeepers aged 17 years & under shall wear a full face mask in all IHA sanctioned competitions.
 - Players and goalkeepers aged 18 years shall wear a full face mask in all IHA 18 & under National Championships.
 - Players shall not be permitted to wear a coloured or tinted visor or tinted full face mask.
3. Neck and Throat Guards.
 - It is recommended that all players wear a neck and throat protector.
 - Players and goalkeepers aged 17 years & under shall wear a neck and throat protector all IHA sanctioned competitions.
 - Players and goalkeepers aged 18 years shall wear a neck and throat protector in all IHA 18 & under National Championships.
4. Players found not to be in compliance with Safety Equipment Regulations 2. i) shall be suspended from further competition and are not to participate further until such time as all appropriate equipment is in place and acknowledged by the Game Referee. A second

offence will cause the player to be immediately suspended from further competition, issued a "Delay of Game" and be cited for disciplinary action.

5. IHA Goaltenders are allowed to wear "cats-eye" face cages. It is the player's responsibility to ensure that they are medically fit, able and clear of any injuries that may impact on their ability to participate when attending state, national or other sanctioned competitions, including training camps as sanctioned by IHA or their respective State or Territory Association. Any irregularities prohibiting normal competition must be informed to the player's State or Territory Association and the IHA Office.
6. Under aged players are allowed to compete with open age players provided a Letter of Clearance is provided as per IIHF Rules.
7. IHV goaltenders are allowed to continue wearing current regulation goal equipment in all IHA sanctioned games until consideration is given to changing to the new rule.
8. Only persons as nominated on the Team Sheet will be permitted on the players bench. A maximum of 4 team officials may be on the bench. All players nominated on the Team Sheet as players must be fully dressed in playing gear as required by IHA/IHV regulations.
9. Because of health risks the IHV and its associated clubs will not supply water bottles to players. It is up to the individual players at all levels to supply their own bottles clearly marked.
10. All Coaches are required to wear an approved ice hockey helmet at all times whilst providing training on the ice surface itself.
11. A player classified accordance with IHV definition as a 'Junior' (Junior A playing age of 18 yrs and under) must attained their 'B' Badge from development Council before they can play in IHV sanctioned Competitions.

2.3 Suspension Regulations

1. Procedures, suspensions imposed and appeals are to be conducted in accordance to IHV's Tribunal Regulations and Schedule For Suspension Regulations.
2. Member Clubs have the power to suspend any of their players or officials in addition to suspensions imposed by IHV under IHV's Tribunal powers, Constitution and Procedures.
3. For penalties that constitute suspension from further play are to be applied as per the IHV's Schedule of Suspension Regulations. If a tribunal is required, the tribunal shall be conducted in accordance with the IHV Constitution and By-Laws. Refer to the IHV Tribunal Regulations for details.
4. It is the responsibility of the team officials to obtain the final game report after each and every game to ensure a player and/or team official is not under report for suspension. Failure to do so does not constitute not being informed.
5. Where a player receives a major or match penalty by the game referee, the corresponding automatic suspension will apply without the need to refer the matter to a Tribunal.
6. Suspensions are to be expressed in games and the player is not allowed to participate in any IHV or IHA sanctioned game (including games in other divisions) until the suspension is served in the grade in which the suspension was awarded.
7. Penalties awarded in a season, which are not fully executed during the season, are to carry over into the corresponding league or division in the player's next season until the number of games awarded is served.
8. Notwithstanding the above, a player suspended in an IHV sanctioned competition, (i.e. Premiership Competition) may apply, in writing, to IHV to be permitted to participate in other IHV sanctioned events provided the player in question sits out an equivalent suspension period in the alternate sanctioned event prior to participating in same. If

dispensation is granted under this clause, the player must still also serve the full term of the suspension in the competition in which the original penalty was first handed out. Granting of such dispensation is entirely at the discretion of the IHV Executive.

- 9.** Automatic Suspensions and Tribunal Hearings are applied based on the minimum applied penalty as listed in the IHV's Schedule of Suspension Regulations.
- 10.** The application of an automatic suspension does not remove the right of the player to request the matter be referred to an Appeal if they disagree with the decision. Where "Tribunal" is listed against an offence, then the matter must go before a Tribunal for decision.
- 11.** If a player receives a Game Misconduct in the last half of the third period, or in overtime, of a game (in any grade) that player must sit out the next scheduled game in that grade. He will not be allowed to play (in any grade) until he has missed a game in the respective grade in which the penalty was received.
- 12.** See Section 3.8 for special penalties regulations relating specifically to the IHV Summer Hockey competition.

3. IHV Summer Premiership Regulations - General Matters

3.1 Overview

1. All IHV Summer Premierships will comply with the current International Ice Hockey Federation Official Rule Book as adopted by the IIHF Congress, subject to IHA and IHV approved amendments.
2. These IHV Summer Premiership Regulations, as adopted by the IHV Committee of Management, are the Regulations under which all Summer League Team and Players will participate.
3. The IHV Summer Premiership Regulations are to be reviewed annually prior to the commencement of the IHV Premiership and shall be considered as the Regulations for conducting IHV Premierships.
4. Notwithstanding the above, as per **General Matters Section 1 – 1.1 Application** sub clauses 4) and 5) of this document, the Committee may amend these rules from time to time during the IHV Summer Premiership season.
5. The Summer League is for the sole purpose of the teams sanctioned to participate in the competition. No other team, be it non-member, national, international or otherwise, is allowed to participate.
6. IHV Summer Premierships are conducted in 4 Divisions:
 - Division 2
 - Division 3
 - Division 4a
 - Division 4b
7. Teams will only be allowed to participate in the competition if all required monies due have been paid prior to the commencement of Round 1.

3.2 Format

1. IHV Summer Premierships will consist of a series of round robin games followed by a series of play-off games for those teams qualifying. The number of round robin games and the nature of the play-off series will be determined by the IHV Executive and the Summer League Committees of Management. It is understood that some variations can occur because of ice time availability and unforeseen circumstances. Any changes must be approved by the IHV Executive.

3.3 Dates of the Playing Season

1. The IHV Committee of Management shall decide the dates for commencement and end of the summer playing season.

3.4 Imports

1. Any player classified as an Import is required to obtain appropriate clearances as per IHA regulations. The onus for obtaining such clearances is the responsibility of the Club and

the individual player concerned. (See General Matters Section Rule 1.5 for definition of an Import player.)

2. Member Clubs are limited to a maximum of 5 IMPORT players, including goalies. (See General Matters Section Rule 6 for definition of an Import player.)
3. A maximum of 3 IMPORT players are permitted to play in any one Club game.
4. An IMPORT player suspended from play for whatever reason shall be included in the player limits, define in sub clause i) and iii) above, for the period they are suspended.
5. IMPORTS must be shown on all Team and Game Sheets indicated by the letter "I" next to their name.
6. As with interclub transfers (via the Draft or via IHV direct approval) a permit to play in the IHV Premiership will not be granted to IMPORTS who are not registered by 12.00 midnight on 31st December.

3.5 Uniforms

1. Unless all Team players have the same jumpers, complete with numbers on the back, the team will forfeit the game.
2. Can be a coloured T-Shirt or singlet with numbers.
3. Players are requested to keep the same number every week.
4. Where jersey colours clash the Game Referee will have sole discretion as to which team will change their jersey to an alternative. Such alternative will need to comply with rules 3.5 1 and 2 above.

3.6 Paper Work

1. The team Manager shall be the person who will be the conduit between the Team, their club and IHV.
2. ALL PLAYERS MUST BE REGISTERED WITH IHV NOT JUST OiHAN
3. All teams will submit a list of players within the team, Their registration number, their player number and the team managers name on the team sheet
4. Cost per team, which includes 12 round season, and all finals \$3000.00
5. Registration of new players to Ice Hockey Victoria (only for this summer season): Seniors \$120.00, Juniors \$90.00 If you have registered for Development or OiHAN your fees will be the make up to \$100/\$90 from what you have already paid
6. Each Team's Officials must supply a correctly completed Team List (see IHV Team List Format) to the Game Off Ice Officials. Providing an incorrect Team List may result in a fine of \$33.00 (inclusive of GST)
7. Each Team's Officials must supply a correctly completed Team List to the Game Off Ice Officials at least 15 minutes prior to the schedule start time of the game. Failure to do so may result in a fine of \$33.00 (inclusive of GST).

3.7 Special Penalty Provisions

1. The IHV Summer League is a recreational non checking competition to be played for the enjoyment of the sport. Teams contain players of varying age, gender and skill and accordingly IHV will not tolerate aggressive or unsportsmanlike conduct in this League.

Therefore, in addition to the standard penalty and Tribunal regulations applying, players under the Summer League are subject to the additional penalty rules.

1. If a player incurs 3 penalties in the one game – upon receiving the third penalty the player is to be ejected and take no further part in the game. (NOTE: The count is per penalty – an incident such as “checking from behind” which incurs a 2 min and 10 min will be counted as 2 penalties although it involved only one incident.)
2. If a player incurs 2 misconduct penalties in a game the player will automatically be assessed an additional 1 game penalty. This penalty must be served in the next available round (forfeits will not count.)
3. Any player or official receiving two (2) Game Misconduct or Match penalties in the course of the competition will be automatically excluded from the rest of the remaining competition.

4. IHV Summer League Divisions

The 2011 Summer League will be held for the following four Divisions:

Division 2 (slap shots permitted)

Division 3 (slap shots permitted)

Division 4a (slap shots NOT permitted)

Division 4b (slap shots NOT permitted)

5. Minimum Age

To be able to play in a Division 2 level game, a player (including goalies) must be 15 years of age or older.

To be able to play in a Division 3 or Division 4 level game, a player (including goalies) must be 14 years of age or older.

6. Minimum Numbers

1. In all Divisions teams must have a minimum of eight (8) players capable of taking the ice within 2 minutes of the scheduled start time of the game – this can be 8 players or 7 players and 1 goalkeeper.
2. Teams with less than eight (8) players at the scheduled start time of the game will be given a 2 minute bench penalty.
3. Teams with less than eight (8) players at expiry of the 2 minute period after the schedule start time of the game shall be deemed to have forfeited the game to the opposing team. Refer to Forfeit Rules section below.

7. Matches for Summer League Premiership

7.1 Round Robin Games

1. Before the start of each season the Committee shall decide the number of matches to be played in the Premiership competition in each Division.
2. It is understood that some variations can occur because of ice time availability and unforeseen circumstances. Any changes must be approved by the IHV Executive.
3. In all matches Premiership Points for each game will be awarded as follows:
 - Win 2 points
 - Draw 1 point
 - Loss 0 points

4. If a scheduled game does not proceed in a season due to reasons other than a forfeit and the game cannot be rescheduled, the teams will play for double points in their next meeting, or if there is not another scheduled meeting the game will be deemed a draw with a score of 0 - 0.
5. If a game cannot be rescheduled and is deemed by IHV to be a draw both teams must submit a completed team sheet within 24 hours of notification by IHV that the game cannot be rescheduled and has been deemed a draw.
6. The team sheet must **only** list those players that were actually available to play at the scheduled game date and time, not a standard pre-printed list of players. Only those players listed on the submitted team sheet will have the game recorded as a "game played".
7. Failure to submit the required team sheet within the specified time period will result the game being ineligible for inclusion in calculating "games played" counts for players.
8. If a team sheet is submitted which contains an ineligible player the club will be deemed to have played that player and will be subject to the appropriate penalties as if the game had taken place.

7.2 Round Robin Game Times

The following are the game time regulations applicable for the 2011/2012 Season. Please note these maybe subject to change at short notice.

GAME DURATIONS						
(Note: These are indicative only and game times may need to be altered to allow for the time slot the game has been allocated)						
Grade	Warm Up	Periods	Period Break	Stop Time	Time Outs	Comments
2	5 MIN	3 X 18 MIN	2 MIN	NO	NO	
3	5 MIN	3 X 18 MIN	2 MIN	NO	NO	
4a	5 MIN	3 X 18 MIN	2 MIN	NO	NO	
4b	5 MIN	3 X 18 MIN	2 MIN	NO	NO	
PLEASE NOTE: DUE TO LIMITATIONS OF ICE TIME ALL GAMES MUST START ON TIME I.E. CLOCK MUST START AT TIMES LISTED ABOVE OR EARLIER <u>NEVER</u> LATER. THIS IS WHETHER PLAYERS ARE READY OR NOT.						

8. Summer Finals Regulations

8.1 Finals Series

1. At the conclusion of the season of Round Robin inter-club matches, a series of finals matches to decide the Premiership for each grade will be played.

2. At the time of fixing the playing schedule in each season the Committee will decide the number of games to be played in the Grand Final series referred to in these sub-clauses.
3. No team is to be allowed to play in final series if they have not paid all outstanding fee's before their last home & away game.
4. Any disputes of any kind regarding the final series will be decided by the Committee.

8.2 Play-off Determination

1. In the event of the scheduled number of inter-team matches not being completed by the end of the season, the final standing of each team on the ladder will be determined by calculating the proportion of goals scored for and against each team using the following formula:

$$\text{Percentage} = (\text{goals for}) / (\text{goals for} + \text{goals against}) \times 100$$

2. The team having the highest proportion shall be assigned first place on the ladder with the other teams being placed in descending order according to their results.
3. If tied, then match results between tied teams will determine placings.
4. Notwithstanding (1) above, final standings for play-offs will be determined as follows:
 - Highest points earned in round robin;
 - If tied, then match results between tied teams will determine placings;
 - If still tied, then the highest percentage from all games in the round robin will determine placings, using the following formula:

$$\text{Percentage} = (\text{goals for}) / (\text{goals for} + \text{goals against}) \times 100$$

8.3 Finals Format

1. Finals series for Premiership competitions will be conducted as follows:
 1. A Semi Final game (known as 'The First Semi Final) will be played between the first and second positioned teams with the winner going to the Grand Final series and the loser to the Preliminary Final
 2. A second Semi Final game (known as 'The Second Semi Final) will be played between the third and fourth placed teams with the winner going to the Preliminary Final and the loser being eliminated and declared the fourth placed team
 3. The winner of the Preliminary Final game will go into the Grand Final game against the Winner of the First Quarter Final. The Loser will be declared the third placed team.
 4. The winner of the Grand Final will be declared the winner and Competition Premier, the loser will be declared the Runner-up.
 5. Finals games will be scheduled at the discretion of IHV

8.4 Player qualification for finals

1. To qualify for finals in the following grades a player must have played a minimum number of games 5 games in the Round Robin series in the grade in question as per the following:
2. If the season is less than ten (10) games the minimum is three (3) games.

3. If the season is 10 – 14 games the minimum is four (4) games.
4. If the season is 15 games or more the minimum is five (5) games.

8.5 Home Team Determination

1. The determination of which team is "Home" and which is "Away" is decided by the finishing position within the regular season with the team finishing higher on the ladder as the "Home Team"
2. In the first semi (1st plays 2nd) the 1st place winner is the "Home" team. In the second semi (3rd plays 4th) the 3rd place getter is the "Home" team
3. In the Preliminary Final the loser of the 1st Semi is the "Home" team
4. In the Grand Final the winner of the first Semi Final (and who thus entered the GF first) is the "Home" team.

8.6 Overtime

8.6.1 Grand Final

1. In the Grand Final game if, at the end of regulation time, there is a tie the game will be played out with series of 5 minute "Sudden Death" "4 on 4" periods.
2. Teams are limited to a maximum of 4 players plus a goalie on the ice during these 5 minute overtime periods;
3. The overtime period will cease upon a team scoring a goal;
4. The scoring team will be declared the winner;
5. **Stop Time will be played but NO Time Outs will be permitted;**
6. There will be a change of ends after each 5 minute period is completed;
7. These series of 5 minute periods will continue until there is a result by a goal being scored.

8.6.2 Semi & Preliminary Finals

Because of time restraints applicable to Semi & Preliminary Finals, if at the end of Regulation Time there is a tie the result will be determined as follows:

1. A **single** "Sudden Death" overtime period on a maximum of 5 minutes of "4 on 4" will be played.
2. Teams are limited to a maximum of 4 players plus a goalie on the ice during the 5 minute overtime period;
3. **Stop Time will be played but NO Time Outs will be permitted;**
4. The overtime period will cease upon a team scoring a goal;
 1. The scoring team will be declared the winner;
 2. If at the end of this scores are still tied, a Penalty Shoot Out will occur.

8.6.3 Penalty Shoot Out Game Winning Procedure:

1. Before the commencement of the Semi or Preliminary game, each team will nominate in writing, from the players registered on the Game Sheet, (by name and jersey number) one (1) goalkeeper and the three (3) players in the order in which they will shoot;
2. Players serving penalties imposed during the game (including overtime) and/or shooting competition must remain in the penalty box or in the change room until the end of the competition;
3. Once named, the players may only be replaced in the event of injury or penalty. The substitute player from the registered team list will be placed last in the shooting order;
4. The goalkeepers will defend the goal closest to their team's player bench;
5. The team designated as the Visitors will start the shooting competition, with the teams taking alternative shots;
6. The winner will be determined by the number of goals scored;
7. If, after this round of shots the teams are still equal, "Sudden Death" shots will be taken until, after each pairing, one shooter has scored and the other shooter failed to score.
8. The same goalie and players which participated in the first round must compete in this Sudden Death round with players shooting in the same order (subject to rule c) above). For this second round the Home team will take the first shot.
9. The official scorer shall record all shots taken indicating the players and goalkeepers and goals scored.

8.6.4 Overtime Penalties

1. When regulation time ends and the teams are 5 on 3, teams will start overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 4 on 4, as appropriate.
2. If regulation time ends and teams are 4 on 4, teams will start overtime 3 on 3.
3. If at the end of regulation time teams are three (3) skaters on three (3) skaters, overtime starts three (3) skaters on three (3) skaters. Once player strength reaches five (5) skaters on four (4) skaters or five (5) skaters on five (5) skaters, at the next stoppage player strength is adjusted to four (4) skaters on three (3) skaters or four (4) skaters on four (4) skaters, as appropriate.
4. **At no time will a team have less than three players on the ice.** This may require a fifth skater to be added if a two-man advantage occurs.
5. If a team is penalized in overtime, teams play four (4) skaters against three (3) skaters. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will play three (3) skaters against three (3) skaters.
6. 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 a fifth skater.
7. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the team will revert back to either four (4) skaters on four (4) skaters or a four (4) skaters on three (3) skaters situation, as appropriate.

Refer to Reference Tables– Penalties In Effect Prior to the Start of Overtime.

Overtime Penalties in Effect Prior to the Start of Overtime

Ex	Time in 3 rd Period	Team A	Team B	Resolve
1	19:10	A5 - 2	B17 - 2	The penalty times remain on the penalty time clock and the teams begin overtime playing three (3) skaters against three (3) skaters.
2	19:10 19:50	A5 - 2 A7 - 2	B17 - 2	The teams would begin the overtime period playing four (4) skaters against three (3) skaters. At the first stoppage of play following the expiration of the penalties to A5 and B17, the on-ice strength would be adjusted from five (5) skaters against four (4) skaters down to four (4) skaters against three (3) skaters.
3	19:10 19:25 19:40	A5 - 2 A7 - 2	B17 - 2	Overtime will begin with the player strength of three (3) skaters for team A and four (4) skaters for team B. Through the normal expiration of penalty times, the penalized players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play.
4	19:10 19:30 19:40	A5 - 2 A7 - 2	A17 - 2 A36 - 2	Overtime will begin with the player strength of three (3) skaters against three (3) skaters. Should there be a stoppage of play following the expiration of A5 and B17's penalties, the on-ice strength shall be adjusted to three (3)

Ex	Time in 3 rd Period	Team A	Team B	Resolve
				skaters against three (3) skaters. This permits the remaining penalties to exit the penalty box and return the teams to four (4) on four (4) status. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play.
5	19:10	A5 – 2		Overtime on-ice strength will begin at three (3) on three (3). Through the normal expiration of penalty times, the penalized players will return to the ice. With continuous play, the potential of reaching an on-ice strength of five (5) on five (5) is a possibility. However, the on-ice strength would be adjusted accordingly at the next stoppage of play to either four (4) on three (3) or four (4) on four (4), as the situation dictates at that particular stoppage of play.
	19:20		B17 – 2	
	19:30	A7 – 2		
	19:40		B36 – 2	

Overtime Penalties Assessed in Overtime

Time in OT	Team A	Team B	On-ice Strength
0:30	A23 – 2		Team A – 3 skaters Team B – 4 skaters
1:00		B17 – 2	Team A – 3 skaters Team B – 3 skaters

Time in OT	Team A	Team B	On-ice Strength
1:30	A7 – 2		Team A – 3 skaters Team B – 4 skaters
<p>Once team A has received their second minor penalty, each team must add one player to their on-ice strength. Should the penalty to A23 expire bringing the on-ice strength back to four (4) on four (4) and there is a subsequent stoppage of play, the on-ice strength must be adjusted down to three (3) on three (3) at this point. However, if there is a stoppage of play once the penalty to B17 has expired (and before A7's expires), the on-ice strength would be adjusted to four (4) on three (3). If there is no stoppage in play until both teams have returned to five skaters each, at the next stoppage of play the on-ice strength would be adjusted back down to four (4) on four (4).</p>			

9. Statistics

1. A premiership ladder will be maintained for each grade in order to determine finals participants. Such a ladder should contain:
 - Game results,
 - Team standings – Games Played, Wins, Losses, Draws, Byes, Forfeits, Total Points, Goals For, Goals Against, Percentage
2. IHV does not maintain official statistics for Summer Leagues. The Summer League Coordinators may at their discretions elect to maintain player statistic but are under no obligation to do so.
3. If they do elect to maintain player statistics they should be on the following basis:
 - Players Stats – Games Played, Goals, Assists, Total Points, Penalty Minutes.
 - Goalkeeper statistics
 - Games Played – (by number of periods – 3 periods = 1 game)
 - Save % - (Total Shots minus Goals) divided by (Total Shots),
 - G.A.A. - (Total Goals) divided by (Total Minutes Played),
 - Number of Shut Outs

NB. Goalkeepers must play a minimum of 5 games to eligible for any award.

10. Forfeit Regulations

1. A team will be deemed to have forfeited a game where:
 1. A Team fails to field a side for a scheduled game. (See 'Minimum Numbers' requirements.)
 2. A Team fields a side which contains an ineligible player. An Ineligible player is defined as:
 1. A player not correctly registered with IHV
 2. A player who does not meet the qualification restrictions applicable to the grade of the game (unless formally dispensed by IHV)
 3. A player serving a suspension penalty
 4. A player deemed to have outstanding debts owed to IHV
 5. A player not meeting finals qualification requirements
 6. A player exceeding the permissible number of dispensed players per game.
 3. A Team which fails to supply the required number of off-ice officials for the game when requested to do so.
 4. A Team which fails to use their assigned Change Room after receiving their 1st Warning.

2. Where a game is declared a forfeit;
 1. The score will be declared 0 – 5 against the team forfeiting. The non-forfeiting team will be awarded 2 Premiership points
 2. Where both teams forfeit the game the score will be declared 0 – 0
 3. A forfeiting team will also have one (1) additional premiership points deducted from their tally if less than 48 hours notice of intended forfeit is given to the Summer Ice Coordinator (D. Dama). If both teams forfeit then both will lose 1 point each.
 4. Where a Team fails to field a side for a scheduled game the Non Forfeiting Team must submit a completed team sheet to IHV within 24 hours of the scheduled game date, detailing those players who were available to play if the game had gone ahead.
 1. The team sheet must **only** list those players that were actually available to play at the scheduled game date and time, not a standard pre-printed list of players. Only those players listed on the submitted team sheet will have the game recorded as a "game played"
 2. Failure to submit the required team sheet within the specified time period will result the game being ineligible for inclusion in calculating "games played" counts for players.
 3. If a team sheet is submitted which contains an ineligible player the club will be deemed to have played that player and will be subject to the appropriate penalties as if the game had taken place.

3. Where it is declared, after the game has been played, that a team has forfeited the match the following will apply.
 1. **Single Team Offending**
 1. Game Result
 - As per clause i) above, the offending team will have their result score recorded as zero and will lose one (1) premiership competition point.

- If the non-offending team scored 5 or more goals then they will retain that number as their winning goal score.
 - If the non-offending team scored less than 5 goals, they will retain those goals and be credited with sufficient additional goals to record a 5-0 win. (This ensures they are treated no worse than under forfeit rules regarding not fielding a team.)
2. Player and Goalie Statistics
 - All individual player statistics for both team players will not be counted
 - The game will be counted as a “game played” for all eligible players on the non-offending teams.
 3. Penalties
 - All penalties awarded during the game will stand and all players/team officials subject to disciplinary actions arising there from as per IHV Rules and Regulations.
2. **Both Teams Offending**
 1. Game Result
 - As per clause ii) above, the game will be recorded as a forfeit against both teams
 - The score will be deemed a nil all draw (0 – 0) but no Premiership points will be awarded
 - Both teams will lose one (1) premiership competition point.
 2. Player and Goalie Statistics
 - All individual player statistics for both teams will be lost.
 - The game will not count as a “Game Played”
 3. Penalties
 - All penalties awarded during the game will stand and all players/team officials subject to disciplinary rules and actions arising there from as per IHV rules and regulations.

11. Miscellaneous Regulations

1. All players must keep all gear (including helmets) on until they leave the Ice Surface. They may be told once by the referee or linesperson to put the gear back on, if they refuse they will be given a Game Misconduct Penalty.
2. If not above Junior Elite playing age (18 yrs and under) a player must attained their ‘B’ Badge from development Council before they can play in IHV Competitions.
3. Players involved need to be aware and comply with the IHA’s Prohibitive Substance Policy when participating in IHV Premierships.
4. Any reported damages or offences to any public property, other than accidental, will be paid by the IHV and those costs will be recovered from the offending team. Failure to pay for damages will result in disciplinary action being taken against the offending player/team.
5. Players and team officials are reminded that there are no glass bottles allowed in the rink.

6. All Change rooms are to be left clean with all rubbish put in the bins provided. This includes the shower cubical.
7. On the playing schedule change rooms are marked next to the team name. Please use the rooms allocated to your team only. A warning will be issued for the 1st offence – thereafter a forfeit will apply.