



# **The South Carolina Scholastic Hockey Association Playing Rules**

**August 2025 (Revised)**

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## A. GENERAL LEAGUE RULES

The South Carolina Scholastic Hockey Association (SCSHA) is a member of The Carolina Amateur Hockey Association (CAHA). As a member association of CAHA, the SCSHA shall adopt bylaws or other operating procedures not inconsistent with CAHA's Bylaws. In the event of conflict in Rules or Bylaws, CAHA Bylaws shall take precedence over the SCSHA's. All SCSHA games will be played under the rules of USA Hockey (except as otherwise noted).

The following rules may not be amended once the regular season has begun. Rule changes can only be made prior to the start of the regular season or once the season has ended. All changes must be submitted 10 days prior to vote.

## B. PLAYER ELIGIBILITY

**1. Basic Eligibility Requirements.** Basic student eligibility requirements for playing on a SCSHA team include, but are not limited to:

- a. Students must physically reside full time in the State of South Carolina.
- b. Players in a suspension status from within their school are not eligible to practice or play in SCSHA league games until they meet all the requirements to return to the school which they were suspended from.

Players in a suspension status with USA Hockey for a game misconduct received in an SCSHA game are not eligible to play in their team's next regular scheduled SCSHA game until they have served their suspension(s). Players in a suspension status with USA Hockey for a Match Penalty are not permitted to practice or play in any USA Hockey events including SCSHA league games or practices, until they have a hearing as per USA hockey rule 405c.

Players in suspension status with the SCSHA must adhere to the parameters of their suspension as issued by the SCSHA disciplinary board.

- c. Being registered as a player with USA Hockey through the SCSHA for the current season.
- d. All players must provide an electric bill as proof of residence in their parents or guardian's name. In the event an electric bill is not available. Proof of residency will be determined on a case-by- case basis.
- e. 19 years old or under as of December 31<sup>st</sup>, of the current playing season.
- f. Students must physically reside full time with his/her parent or appointed guardian to be eligible for participation. If the player is living with an appointed guardian, proof of guardianship must be on record with the SCSHA registrar.

**2. Academic Eligibility Requirements.** Student academic eligibility requirements for playing on a SCSHA team include, but are not limited to:

- a. The student must advance to the next grade level from the preceding school year.
- b. Students must maintain a G.P.A. = 1.0. ALL students must submit a copy of their previous year's end report card to team management.
- c. Failure to provide proof or maintain academic eligibility will result in the immediate suspension of the player from games or scrimmages.
- d. Those students entering the 9<sup>th</sup> grade are considered academically eligible until the first report card is issued, and a copy provided to team management during the current season.
- e. Students will have eight (8) consecutive semesters of eligibility beginning when he/she first enters the ninth grade. Due to USA Hockey's High School Eligibility rules the SCSHA cannot grant exceptions of any kinds

f. A student who graduates midseason or drops out of school before the end of the season shall be ineligible to participate in the SCSHA.

**3. Carry-Over Suspensions.** Players with "carry-over" game misconduct suspensions from previous seasons must serve the suspensions in SCSHA League games. Suspension must be served even if the player changes teams during or between seasons.

**4. Continuing Eligibility.** After joining a team, a student must maintain eligibility to continue to practice or play games with the team during the rest of the season. Upon request from a team coach/representative, a student must verify - through evidence such as a report card - that he/she has maintained continuing eligibility to play on a team. Allowing an ineligible player to practice/play in a game will result in the forfeiture of the game by the team, the suspension of the coach from League team practices and games, and the continued suspension of the player. The League may add additional suspensions.

**5. Match Penalties.** A player assessed with a Match penalty in any USA Hockey sanctioned League (see exceptions in USA Hockey Rules 404f and 405c for juniors) may not practice or play with their team(s) except as permitted under and in accordance with the terms of the subsequent disciplinary action determined by the authorities of USA Hockey or League involved. Suspension from all practices and games of teams registered with USA Hockey begins immediately upon the assessment of the penalty by a referee in a League. The appropriate authorities will hold a hearing and a decision relative to disciplinary action will be made within 14 days of the incident. If extenuating circumstances prevent the proper authorities from conducting the mandatory hearing, the player shall be automatically reinstated after 30 days. Unless terminated for the preceding reason, the suspension continues until the appropriate authorities have determined appropriate disciplinary action, if any, and the disciplinary action, if any, has been implemented. If the disciplinary action is appealed, the suspension from practices and games remains in force until the appeal process has been completed.

**6. Registration Requirements.** Students are ineligible to play on or practice with a League Team until:

- a. They properly complete the online registration process with USA Hockey at the USA Hockey website <http://www.usahockeyregistration.com>. Registration (USA Hockey) confirmation numbers must be provided to the Team Managers.
- b. Each season, during registration, proof of academic eligibility must be provided to the Team Manager. This documentation must be in the form of the preceding year's final report card. The Team Manager will submit a letter of certification to the league registrar verifying that all rostered players meet the academic eligibility requirements.
- c. A photocopy of the STUDENT IDENTIFICATION CARD must be turned into the SCSHA REGISTRAR prior to being registered on a SCSHA team. If no school ID is available, the student must complete the high school eligibility form. The high school eligibility form must be completed and signed by a school representative. In the event the player attends home school the eligibility form must be completed and signed by the head of the player's state approved homeschool accountability group. The eligibility form will not be accepted if it is signed by the player's parent or legal guardian.
- d. All Seniors must complete the high school eligibility form prior to being registered on any SCSHA team, as per USA Hockey.
- e. Home school, private school or online students must provide the following.
  1. Official proof of enrollment in a private school, home school or online program recognized by the state of South Carolina. Document must include the students mailing address, grade level and current GPA.
  2. Proof of residency - An electric bill in the parent's name and address matching the student's school paperwork will be accepted. A driver's license will no longer be considered as proof residency. In the event an electric bill is not available. Proof of residency will be determined on a case-by-case basis.

- f. Players must provide a copy of his/her birth certificate to the team manager - Per USA hockey rules.
- g. Players must fill out and sign all required USA Hockey forms. Forms must be on file in the team book.
- h. All member teams are responsible for maintaining documents for items B - G, their USA Hockey roster as referred in section C-3, as well as any documents required by USA Hockey's annual guide for National bound high school hockey teams.

**7. Playing for Another School Attendance Zone Team. (Pool Players)** In all cases, a student must meet the aforementioned eligibility requirements for being a team member.

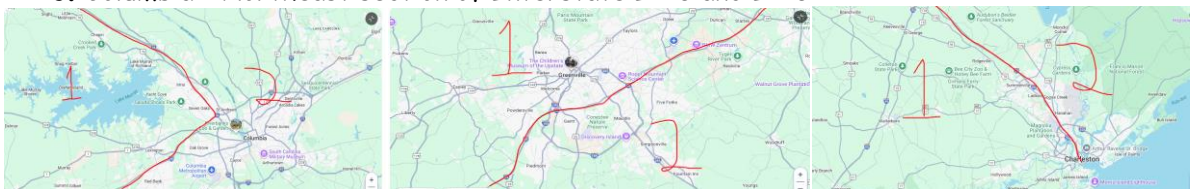
The purpose of the player pool is to fill team needs in terms of numbers and to give all players in South Carolina who are homeschooled, schooled online or attend a school not assigned to another team in the SCSHA a place to play. **(Reference Association Rules Appendix B)**

- a. A student who is home schooled, schooled online or attends a private school in an attendance zone (which does not have a team) will be eligible to play for the public-school attendance zone assigned to their geographic area. Should there be no team in this attendance zone, players will be placed in the pool and assigned to a team based on where they reside (Low Country, Midlands, or Upstate) This rule also applies to public school players whose attendance zone does not have a team.

Pool player assignments could change from season to season. Pool players are placed on teams with the lowest number of players. If the team a player was assigned to in the previous season has a need for pool players in the new season, the SCSHA will make every effort to return the player to the same team. If the player's previously assigned team has more players than other teams in the geographic region, the player may be reassigned to a new team. ~~In all cases the executive board shall make the final decision based on overall team needs to allow or disallow pool players to remain on their team from the previous season.~~

Note: The SCSHA Executive Board reserves the right to reassign pool players up until the first game each season, should the team needs change.

- b. **Suspended Students** - Students expelled from school and being home schooled must meet the requirements for return to their district school before they can play in the league.
- c. **Residential boundaries for defining teams.** The executive board will define boundaries after tryouts have been concluded and teams amounts are declared for the season. The executive board will use these boundaries to place players referenced in Rule 7.
  - a. Charleston - Interstate I-26 East and West
  - b. Greenville - Interstate I-85 North and South
  - c. Columbia - Northeast section of Interstate I-20 and I-26



- d. **Goalie(s) Pool** - In the event any team does not have a goalie the League will assist in finding a goalie for that team. If a team has excess goalies (more than 2) the league will assist in assigning the extra goalies to teams in need of goalies. Once a goalie has been assigned to a team it will remain in effect for the current season only. Goalies who have a team at their school that were assigned to play for another school will return to their school team at the start of the next season.

**e. Returning Pool Players** - Players assigned to a team through rule 7a above **MAY** stay with their team with league approval. The league will make every effort to return players to their previous year's team should that team still have a need for pool players. This rule does not apply to goalies affected by 7d above nor does it apply if the player(s) attendance zone registration numbers increase to the volume requiring a new team to be formed in the interim.

**f. Ineligible Player.** If a team is suspected to be playing an ineligible player (e.g., a player who is suspended, not on the team roster or other reasons to be determined by the league executive board) during a game, the affected team is to notify the referee immediately. The scorekeeper is to note the time of the game and coordinate with the referee to denote the claim of the affected team on the score sheet and official game report. The affected team is to notify the VP of the league as soon as possible after the game of the issue and file a formal protest with the league.

If a team is suspected to have played an ineligible player (as defined above) after the game in question has been completed, the affected team can file a protest with the league. The recommended time period for a protest submittal is prior to the affected team's next game; however, the league will consider protests up until the last league meeting prior to the league State Championship Tournament.

Note: The protest time period & protest procedure only covers the outcome of the game itself, the league may take action against a team found to have used an ineligible player at any time after the occurrence of such action (even if a protest was not filed), including specific actions against the team itself, coaches, team management or individual players.

## C. TEAM REGISTRATION

1. **Membership.** League membership is open to South Carolina high school teams composed of eligible South Carolina students interested in the sport of ice hockey. Teams must submit to the executive board for approval a list of boundaries they intend to roster their players from as well as the declared Division for level of play. Each team must designate an adult Team Representative to the League. This representative shall be known as the Team Manager. The League will work with the designated representative in matters pertaining to the League and the Team. Each team is a voting member of the League. All players must be in 9<sup>th</sup> to 12<sup>th</sup> grade.
  - a. Palmetto Division - non checking
  - b. National Division - checking and National bound
2. **Fees.** Prior to the Declaration Meeting, the League will determine and announce fees to be collected from each member team for funding the League's hockey program for that season. The Fees include:
  - a. Costs to fund Championship games, including game ice, referee fees, support cost, and other cost(s) associated with hosting the games.
  - b. Costs to fund the All-Star and League Skill Competition at each Division.
  - c. Costs for league awards to teams and players at each Division.
  - d. Cost to provide funding attributable to league scheduling and other league errors.
  - e. Reasonable costs incurred by the League Scheduler and other appointed League Staff in providing administrative management of the League during the season - including, but not limited to, score sheets for each team, reimbursement for necessary costs to attend Affiliate meetings, postage, toll calls and faxes.
3. **Team Registration Schedule.** Registering teams and players with the League is a straightforward process. Questions concerning Team Registration should be addressed to the SCSHA Registrar. Registration procedures for teams to play include:
  - a. **USA Hockey Registration.** Teams are to submit a list of players, coaches, and USA Hockey registration information to the league registrar. No roster will be completed by the registrar until they receive all required items referenced in section B item 6, along with the USA hockey membership

numbers. **NOTE: ALL SENIORS MUST SUBMIT ALONG WITH THEIR SCHOOL ID (EVEN IF AVAILABLE) A HIGH SCHOOL ELIGIBILITY FORM PRIOR TO BEING ROSTERED TO THEIR HIGH SCHOOL TEAM.** The SCSHA registrar will send the team manager a USA Hockey Roster Form 1-T, to be filed with their team documents in the team notebook.

b. **USA Hockey Form 1-T** (roster). Providing the SCSHA (if requested) with a copy of the USA Hockey Form 1-T (submitted when registering with CAHA) before playing a SCSHA League Game.

c. Teams that do not complete the League's registration procedures in a timely manner are not assured of season membership.

d. SafeSport certification is required for all players 17 years of age and older per USA Hockey rules

**4. Financial Responsibility.** No team may register to play in the current season if they have outstanding fees owed to the SCSHA, Flight - Irmo, The Pavilion, Greenville, The Ice House - Pineville and the CIP, any other affiliated ice rink and any referee association doing business with the SCSHA and/or the local affiliate. No team may knowingly accept a player who has an outstanding monetary obligation to another SCSHA club team or any USA Hockey program. The President shall be advised by the end of the season meeting regarding any outstanding monetary obligations on the part of any team or player.

No team will be allowed to participate in the State Tournament if they are not in good standing with all ice providers and the SCSHA.

## D. ROSTERS

**1. Player Registration.** Players must not practice with a League team until registered as a member of USA Hockey.

**2. USA Hockey Form 1-T Team** rosters must be submitted to the SCSHA Registrar fourteen (14) days prior to the first League game. If a roster for any team is not submitted on time the team will not be eligible to play until the roster is complete. Any league scheduled game will be forfeited by the team without a roster. Any expense incurred will be the responsibility of the ineligible team.

**3. Team Registration.** Teams are not registered for League play until copies of the USA Hockey Form 1-T for all players have been sent to the USA Hockey Southeastern Registrar, and all League fees have been paid. If a team not properly registered with the League plays a League scheduled game, the game will be a forfeit for the offending team.

**4. Roster Changes.** All League Team roster changes must be reported promptly to the USA Hockey Registrar and the League Registrar. Any new player added to a team's roster must be registered with the League Registrar 72 hours prior to participating in a SCSHA League game. New players' signed roster must be put in the team book after the roster has been certified. A team playing a new player not registered with the SCSHA in a League scheduled game shall be deemed to have forfeited that game. If the player was also not registered with USA Hockey, the Coach will be immediately suspended from further games, until the Discipline Committee has determined disciplinary action. Player changes between divisions must have the approval of both team head coaches and the executive board before submission to the League Registrar. A player cannot be rostered in both divisions, so movement of players should be isolated and minimal. Palmetto Division rosters have no freeze date. National Division roster modifications will not be allowed after January 15<sup>th</sup>.

**5. Minimum/Maximum Number of Players.** No team shall be entered for League membership without a minimum number of registered players defined as eight (8) skaters and one (1) goalie from their boundary. Each team must also have one (1) adult Coach who holds a current USA Hockey coaching certification, Safesport certified and a clear background check. It is highly recommended that all teams have at least two (2) coaches. No team shall begin a League game without the minimum number of players nor continue playing a League game without a minimum of 6 players and an adult coach. The maximum number of players that may be rostered for each team in both Divisions (National and Palmetto) is 25 players (including goalies). Per USA

Hockey the maximum number of players allowed on the bench is 20 (18 skaters and 2 goalies). Divisional Teams with only one goalie may not dress more than 18 skaters.

**6. Player Numbers.** Players shall be assigned a jersey number at the beginning of the season. Any permanent changes to this must be submitted to the League Registrar. Any individual game deviations shall be noted on the score sheet. Repeated violations will result in league discipline.

## E. SCHEDULES

The Schedulers shall do scheduling, and the League schedule shall be distributed to each school via posting on the League Web Site no later than 10 days prior to the start of the season. The League follows, to the extent possible, each school's sports program criteria regarding student eligibility, scheduling of athletic activities, and examination period / holiday / emergency closing restrictions on school sport activities. Each team is responsible for advising the League Schedulers vice president of dates/times when games cannot be played because of school activities, closings, exams, or other school related reasons.

**1. Schedule Changes.** Changes in the League Season Schedule require the League's approval. Independent rescheduling of a League game is prohibited. Teams will work with the Scheduler when a condition listed under Rule E.2 exists. Changes in the League Season Schedule are not official until the League Statistician has been notified and the schedule changes have been posted on the League Web Site.

**2. Exceptions.** Schedule changes are not permitted after the League Season Schedule has been distributed to each school via posting on the League Web Site, except under the following conditions:

**a. School Closings.** If at least one of the schools scheduled to play has closed due to severe weather, a game may be postponed at the timely request of the team whose school has closed.

**b. Severe Weather.** If hazardous road/driving conditions (as announced by State officials for the areas affected) which could affect the safety of the players, coaches, and parents occur after school hours but before the scheduled game time, the game may be postponed. Team representatives must request postponement of the game from the League Scheduler prior to postponing the game.

**c. Unplayable Ice Conditions.** A game may be postponed by the referees or rink provider. If unplayable ice conditions, due to weather and/or mechanical deficiencies, exist at the ice facility. The Home team will notify the scheduler of games postponed by referees prior to postponing the game. (Note: If a game is postponed by the home team for this reason and the opposing team can prove that the facility could be used to play the scheduled game or was used to play another game at the time of the scheduled game, the opposing team should file a protest, which could lead to a forfeiture charged to the home team.)

**d. Extraordinary Circumstances.** In the event of extraordinary circumstances not foreseeable at the time of scheduling, one team may request with another team that a game be rescheduled. Should the request be denied, either team shall have the right to appeal to the President for a final determination. In any case, a League Season game will not be considered rescheduled without and until the express approval of the League.

**e. Failure to Appear.** When a team fails to appear for a game where the time and place appear in the official SCSHA Season Schedule as posted on the SCSHA Web Site, where the two teams did not agree in advance to reschedule the game and notify the SCSHA Scheduler accordingly, the game will automatically be a forfeit win for the non-offending team. If the non-offending and offending teams prefer to play the game, it may be rescheduled at the convenience of the non-offending team and at the expense (ice costs and referees) of the offending team.

**f. Scheduling Errors.** Although infrequent, League scheduling errors may occur. The following guidance is provided for handling the most common types of errors that may occur. In the event that this guidance does not resolve the conflict before the game is scheduled to start, the President will be called for a resolution.

**(1) Two League Games Scheduled for the Same Ice Slot.** In the event the League schedules (as shown on the Official League Schedule) two games for the same ice slot,

**(a) First.** The Team Representatives / Coaches of the four teams involved in the 2 games should try to resolve the scheduling conflict amongst themselves. No team will be penalized by the League when one game has to be rescheduled.

- Where appropriate, the rink management will be consulted to see if additional ice is reasonably available.

- Whether a game is a Varsity or Junior Varsity Game is not material in resolving a League scheduling conflict.

The team representative of the Home Team of the game that was not played in the scheduled slot will call the President upon resolution of the conflict.

**(b) Second.** If the four teams cannot resolve the conflict, the game that will be played will be the one that includes the team that has traveled the furthest from their school to the ice rink where the game was scheduled. (Note: If the teams cannot determine which team has traveled the furthest, the team that contributed the ice slot will play the game. If none of the 4 teams contributed the ice slot, the conflict will be referred to the President for resolution.) The team representative of the Home Team of the game that was not played in the scheduled slot will call the President upon resolution of the conflict.

**(c) Third.** In the event the teams cannot resolve the conflict using the above guidance and the President cannot be reached for a resolution within 5 minutes after the scheduled start of the ice slot, the Game Referee or other disinterested person will be asked to resolve the conflict by the flip of a coin. (Note: This presumes that all teams are ready to commence play upon resolution of the conflict. In the event that one team of a game is not ready to play, the other game will be played.) The team representative of the Home Team of the game that was not played in the scheduled slot will call the President upon resolution of the conflict.

**(2) A League Game Scheduled for an Ice Slot Belonging to Someone Else.** The Rink's Management will be consulted to determine who has contractual rights to the disputed ice slot. Unless the groups having contractual rights to the disputed slot allow a League Scheduled game to be played, the scheduled teams will confer with Rink Management to determine the availability of another reasonable ice slot during which the game could be played. If so, the League will arrange for compensation for the ice slot to be used. If no reasonable ice slot is available, the game will be canceled and a replacement game will be scheduled by the League. The Team Representatives/Coaches should consult with each other to determine if they can reschedule the game using ice available to either of them. If so, the League will arrange for compensation for the ice slot to be used. The Team Representative of the Home Team of the game that was not played in the scheduled slot will call the President to report the conflict, the cancellation of the game, and the need to reschedule the game.

**(3) Team(s) Misread the Official League Schedule.** Teams that have misread the Official League Schedule - as published on the League's Website - will retire from the rink without interruption of a scheduled game or other use of the ice.

**(4) Disputed Ice Slots.** Teams/Conferences that double booked ice slots or provided the League with inaccurate information regarding the existence of an ice slot for League Scheduling purposes will be held responsible for costs associated with League rescheduling of affected games. These costs include the costs of replacement ice, referees, and a \$50 fine. The League has the option of accepting either a replacement ice slot from the offending team/conference or a cash payment of the cost of replacement ice the League used to reschedule the affected game.

**g.** Priority for makeup games is that the first game cancelled is the first game made up. The game shall be played in the original location if that location is available. If not available, then a secondary location can be proposed. In all makeup game situations, the head coaches of each team have the final say. Forfeiture of a game cannot be decided by either team and must be voted on by the executive board. A fine of \$300 on any team not cooperating to schedule a makeup game or taking a forfeiture will be assessed. For situations not covered by the above rules, the team representatives will attempt to resolve the situation within available resources. When such attempts fail, the situation will be referred to the President and Executive Board for resolution.

### 3. Costs of Postponed/Rescheduled League Season Scheduled Games.

- a. The League will bear the costs of rescheduled games when the games had to be rescheduled because of a League scheduling error. (Note: A League scheduling error occurs when a League Season game is scheduled by the League Schedulers contrary to team and/or game ice availability information provided and available to the League at the time the game was scheduled and the team that provided the information made the conflict known in time to reschedule the game.)
- b. Any expenses incurred by the League (such as Referee and game ice fees) as a result of a request for a rescheduled game will be the financial responsibility of the team requesting the schedule change.
- c. Any expenses incurred by the League (such as Referee and game ice fees) as a result of a rescheduled game caused by unplayable ice conditions, as determined by referees, will be addressed between the rink and the league. The league will reschedule.
- d. Any expenses incurred by the League (such as Referee and game ice fees) as a result of a rescheduled game caused by school closings or severe weather conditions, as determined by State officials, will be the financial responsibility of the League.

**4. Lack of Certified Officials.** The League will arrange for on-ice officials for League games, consisting of a (2) referee and two (2) linesmen for National games. If all four are not available, the coaches can decide to go to a 3 official system or arrange for an alternate option provided this option uses approved USA Hockey officials. If at least 2 officials are not available, the game will be postponed and rescheduled by the league.

### 5. Game Ice.

- a. The game slot must be a minimum of 1.5 hours long. 10 minutes of this time will be used for ice preparation by the ice rink. The Scheduler must approve exceptions to this requirement in advance.
- b. The game slots must be on weekdays (Monday through Friday) during the League's announced season. Game slots scheduled during the holiday season are not acceptable for scheduling League games. The scheduler must approve exceptions to this requirement in advance. With the approval of both teams and the Scheduler, teams may play games on weekends.
- c. Games must be able to begin no earlier than 4:00 PM or later than 10:15 PM. Exceptions to this requirement must be approved in advance by the Scheduler.
- d. To the extent possible, a team's games will be scheduled to be played on the slots the team provided.

**These rules do not apply to makeup games.**

## F. SCORE SHEETS

1. **GAMESHEET Inc.** Effective August 2023 SCSHA will be using automated GAMESHEET live scoring using an IPAD for all league games.
2. **Game Results.** League standings are based solely on closed GAMESHEET and posted directly to the SCSHA website.
3. **League GAMESHEET Submissions.** At the end of each game, the GAMESHEET MUST be closed within 24 hours of the game completion date using the IPAD. If any games remain open, the league Vice President needs to be immediately notified of the delay.
4. **Game Forfeits.** A game forfeit shall have a closed GAMESHEET showing a 1-0 score. The team that forfeits the game is responsible for all costs incurred due to the forfeit in addition to the \$300 league fine. Fines must be paid to the league treasurer within seven (7) days from the forfeited game. (See also: pg. 10, letter g.)
5. **Conference Standings.** Conference standings shall be determined on the following basis. Points shall be awarded on the basis of two points for a win and one point for a loss in a shootout only. If two or more teams have an equal number of points, their final position standings will be determined by the results of the games played between the teams considered in the following order:

- a. Total number of wins.
  - b. Points awarded head-to-head competition.
  - c. Subtracting goals scored against from goals scored in head-to-head games. The teams' positions shall be in order of the greatest surplus.
  - d. Least penalty minutes in head-to-head competition followed by least penalties per game during the regular season.
  - e. If these tie-breaking techniques do not resolve the tie, the matter shall be resolved by the President. (Note: This provision, which does not permit consideration of the total goals scored against all other teams, is specifically intended to give no benefit to a stronger team's running up the score on a weak team).
- 6. Falsified Score Sheet.** Because of the importance of the score sheet in documenting games, any Coach who knowingly and deliberately causes or allows falsification of a League score sheet (such as by deliberately not listing an ineligible player) shall be suspended from further participation in SCSHA team games until the Discipline Committee has determined appropriate disciplinary action. The suspended Coach will not participate in any games until such said disciplinary action is served in full.
- 7. Penalties Served:** Per USA Hockey, the team manager and coach of each team must verify the GAMESHEET each game saying that a game suspension is/was served.

## G. GAME PLAY

- 1. Game Time.** It is the responsibility of the Home Team to monitor the time available in the designated time slot. Both teams must be ready to play at the designated start time.
- 2. Delayed Starts.** In the event the game cannot start at the designated start time or if the game cannot be played for reasons involving the teams involved, the following rules apply:
  - a. Games may begin if at least 60 minutes of game ice time remains for play. Such late starts are acceptable only if one or both teams have been delayed because of weather or traffic conditions. Referees will remain at the rink until the game is called by the coach whose team is present and ready to play - either because less than 60 minutes of ice time remains, or the other team has forfeited.
  - b. If a game is to be rescheduled because of inclement weather or ice non-availability at the rink, the Home Team must notify the Scheduler immediately. When ice non-availability is because of rink operation problems, the Scheduler will notify the team that arranged for and provided the game slot of the non-availability of the ice and request a replacement ice slot. The new game time arranged by the Scheduler (see c & d, below) should be mutually agreed upon by both teams. If no mutual agreement can be reached within five (5) days, both teams shall submit two available time slots along with their team schedule to the President for a final decision as to the date the game is to be played. The President has the right to forfeit or otherwise classify the game if insufficient time remains in the season and both parties cannot agree to a rescheduled date.
  - c. For situations not covered by the above rules, the team representatives will attempt to resolve the situation within available resources. When such attempts fail, the situation will be referred to the President and Executive Board for resolution.
- 3. Game Periods.** Periods shall be 15 minutes stop-time. Teams need to provide a minimum game ice slot of 1 hour and 30 minutes - which includes a 10-minute period for ice preparation.
- 4. Pre-Game Warm Up.** Warm up time preceding a League game may not exceed 5 minutes after the published start time of the game unless for reasons such as rink ice preparations or late opponent or referee arrival.
- 5. Referee Notification.** The league scheduler will notify the referee of any game changes. Notification must be made within 1 hour of the school's decision to cancel activities.
- 6. 7 Goal Differential.**
  - a. When there is a seven-goal differential in the 3<sup>rd</sup> period the game clock will become a run clock.

b. If the goal differential becomes less than 7 and there is more than 2 minutes remaining in the game the clock will go back to the stop clock.

c. If the goal differential becomes 7 or greater with less than 2 minutes remaining in the game, the clock will go to run clock until the end of the game.

**7. Inability to Play Three Stop-Time Periods.** All games will be completed without curfew unless some extraordinary condition exists. In the event of extraordinary circumstances that prevent having three full stop-time periods, two full stop-time periods will be played. Prior to the start of the third period, take the remaining time for the game slot, divide in half, and put that time on the clock for the third period. Third period play will not exceed the game-ice time period. (Example: 20 minutes left in game slot = 10-minute stop-clock third period). It is the responsibility of the official Scorekeeper to notify the referees when there is not sufficient time remaining to play the full 3 periods.

**8. Time Outs.** One (1) time out per team is allowed in a SCSHA game at any time.

**9. Goal Pegs.** Goal pegs (which are required under USA Hockey rules) are favored but not required in the SCSHA were unavailable.

**10. Minimum Playing Time.** A game is not an official game until two (2) full periods have been completed. If two full periods are not played, no recognition of the game being played will occur for determining Conference standings, except in cases of serious misbehavior, such as match penalties or gross misconduct (which may have been the cause of the game incompleteness). Game results and disciplinary action for serious cases of misbehavior will be decided by the Director or President per rules of USA Hockey and the SCSHA.

**11. Tie Breaker-** If the score is tied at the end of regulation play, a shoot-out will be used to determine the winner of the game. The winning team will get credit for the win (2 pts.); the losing team will get credit for the tie (1 pts). Standard shootout procedures will be used (e.g. puck movement, goal scoring decisions, etc.) unless otherwise specified below.

### Eligibility

1. Players having penalty time remaining in the game or have been removed from the game due to infractions are not eligible for the shootout.

### Shoot-out Procedures

1. Each team will designate 5 shooters for the shoot-out. The coach will provide a list of these 5 players to the off-ice officials (scorekeeper & timekeeper).
2. The "home" team will decide whether to go first or second in the shoot-out.
3. Each team will alternate with shooters. These shooters will go in order listed on a sheet prepared by each team's coach. The off-ice officials will keep track of each shooter's outcome (e.g. goal/No goal).
4. The referee will check with the off-ice officials before each shot to ensure that the proper shooter is being used. Once the referee blows the whistle to start the shot, no protest will be allowed concerning who takes the shot.
5. Once the decisive goal is scored, the winning team will be declared, and any remaining shots will not be taken.
6. If after each team has taken 5 shots and the shootout is tied, it will go into sudden death.
7. In sudden death, each team will choose one player per round. This player can be a player used earlier in the shootout. (Note: A team can use players over and over again, as decided by the coach, during the sudden death round(s)).
8. If one team scores and the other do not in a sudden death round, that team is the winning team.
9. If any charges are incurred due to the tie breaker the teams involved will be responsible for all charges.
10. Shootout rosters are to be prepared and given to all scorekeepers listing names for the home/away teams.

## **H. MISCELLANEOUS**

**1. Protests.** Recognizing that a vital objective of League play is the development of concepts of sportsmanship, protests are not favored and normally may be expected to be denied except in instances of a gross violation of the rules.

Protests, which are submitted, shall be handled in the following manner:

- a. A protest may not be submitted by a winning team. (Only a losing or tying team may submit a protest.)
  - b. A protest must be signed by the protesting team's coach or SCSHA representative. (A protest, which is not so signed, shall be returned without consideration of its merits). The protest must be accompanied by a copy of the score sheet showing the protest was made - it must show at what point in the game the protest was made and the reason for filing. It must be mailed or Faxed to the SCSHA President or Director and, ordinarily, must be postmarked within 48 hours of the protested game. Protests filed after 48 hours may be considered on their merits, depending upon the reason for the late filing. The protested team will be notified promptly (within one week) by the President or his designee and shall have one week to respond (unless more prompt action is required).
  - c. An on-ice official's judgmental decisions are final in all cases and are not subject to protest.
  - d. The protesting team will include a fee of \$25.00 with the submittal of the protest made payable to the league.
  - e. The President may appoint a Protest Committee of three members, not associated with the teams involved in the protest, to consider the protest if in his sole judgment the issue shall need additional evaluation. The League Discipline Committee Chair shall be the chair of each Protest Committee unless the team with which the Chair is affiliated is a party to the protest, in which case the President shall designate a disinterested member of the committee to serve as its chair. The Protest Committee will rule on the protest, normally within one week. The Discipline Committee Chair will inform the teams involved of the protest ruling as soon as possible. The protest ruling will be final and recorded with the League Secretary; there shall be no appeal to the Board of Directors or to any other entity outside the SCSHA.
- 2. Complaints.** A situation may occur which is not appropriate for a protest, but with respect to which a team wishes to complain. In such a case, the same basic procedures as for a protest shall be followed. The result of a complaint will have no effect on a game's result, but may serve to clarify League, club, team or individual membership actions and policy. No fee will be assessed in conjunction with the processing of a complaint.
- 3. Unequal Rink Conditions.** In the event of rink conditions, which result in a potential inequality for one team (for example, sun conditions at an outdoor rink, the presence of a goalie crease at only one goal, etc.), the teams shall switch ends of the rink at the middle of the third period. The clock shall be set at one-half of the time of the third period. This is intended to ensure that playing conditions shall be as even as possible for both teams.
- 4. Referees.** Referee officials should meet with each team's coaches and preferably with the players prior to commencement of League Season games to discuss rules and officiating. This should be scheduled, when possible, in conjunction with a team practice or meeting.
- 5. Coaching Certification.** All SCSHA team coaches must have a current USA Hockey Certification, as per USA Hockey CEP requirements, age-appropriate module and background check to take part in any on-ice or off-ice activities. A minimum of 1 coach will be present on the bench at all times. Proof of such achievement must be provided to the League with the submission of team rosters.

Other team/league events: Player development coaches and or off-ice assistants must have current USA Hockey coaching certification, as per USA Hockey requirements. Age-appropriate module and background check to take part in any on or off ice activities.

**6. Off-Ice Officials.** Training should be provided for Off-Ice Officials. Should there be no SCSHA Official time/scorekeeper available, the home team is responsible for providing a Timekeeper and the visiting team will be responsible for providing a Score Keeper. Each team is responsible for providing an adult attendant in

the penalty box and locker rooms. Locker room attendants must have a clear background check on file with CAHA.

**7. League Season.** The League Season officially runs from the first week in September through the last week in April. The fiscal year is July 1 through June 30. The USA Hockey year is September 1 through August 31.

**8. Sponsor's Advertisements.**

- a. Tobacco, alcoholic beverages, and Bar advertisements and other regulated commercial endeavors aimed at adults and prohibited for high school youth are neither appropriate nor acceptable.
- b. The most prominent feature on the front of the jersey must be the team's name/school/ logo.
- c. The most prominent feature on the back of the jersey must be the player's number. If lettering appears above the Number on the back, it will be either the player or team's name.
- d. The most prominent feature on the sleeve of the jersey should be the player's number.
- e. **Two (2) Sponsors' logos** (in the form of a patch with no dimensions larger than 4 inches) may appear on the front of the player's jersey with the upper edge of the patch located below the seam of the shoulder panel.

**9. Communications.** Since the League has moved to an Internet-based communications system, each team must have access to the Internet and provide the League with an email address for electronic communications.

**10. 8<sup>th</sup> graders are not permitted to participate on a National Bound roster/team.**

**11. Player Safety:** All teams will be expected to meet all USA Hockey minimum safety requirements. Effective, August 1<sup>st</sup>, 2024, all players will be required to wear neck laceration guards during all ice activities. Rule Enforcement will be the same as any other protective equipment violation - the first violation will result in player substitution and team warning. Any subsequent violations will result in a team misconduct penalty.

## **I. SUSPENSIONS / PENALTIES**

The league's disciplinary chair and its representatives reserves the right to assess additional suspensions in addition to those mandated by USA Hockey, and in accordance with USA Hockey rule 410 supplemental discipline.

**Incident review** - Any team wishing to have an incident reviewed for disciplinary action on or off the ice needs to submit the issue in writing via email to the disciplinary chair (league Vice President) no more than 48 hours after the incident. The team requesting the review needs to submit a check for \$100.00 payable to the SCSHA per occurrence and any documentation before the review will be scheduled. All reviews will be done within 14 days of request. If the disciplinary committee agrees with the team filing the review the team's check will not be cashed. If the committee does not side with the team requesting the review their check will be deposited in the SCSHA league account immediately. All decisions are final.

### **1. Fisticuffs (fighting).**

- a. Players who receive a game misconduct for fighting will receive a one (1) game suspension as per USA Hockey for a first-time offense  
Any player involved in fisticuffs after being removed from a game shall be subject to additional discipline from the league.
- b. A player who receives a game misconduct for fighting in a second game in a season will be assessed a three (3) game suspension. The player(s) involved must appear before the Discipline Committee prior to the expiration of the third game suspension, for determination of any additional action.
- c. A player who receives a major penalty for fisticuffs in a third game in the same season shall be suspended indefinitely. A hearing by the disciplinary committee will be held within 30 days of the

infraction. A player who does not appear within the specific timeframe will receive an indefinite suspension pending a hearing with the discipline committee.

d. Per USA Hockey, the team manager and coach of each team must verify the *GAMESHEET* reflects that the suspension(s) is/was served during the next scheduled game. This must also be initialed by the head coach.

## **2. Multiple penalties**

a. A player receiving three or more game misconducts in a season may be subject to additional discipline by the league.

**3. Game Misconduct.** A player or Team Official incurring a game misconduct penalty shall be suspended for the next game(s) of that team. The number of suspended games as subject to any impact of items I1 and I2 above.

a. Attempt to Injure - A player receiving a match penalty shall incur an immediate suspension from participating in any USA Hockey activities until the case is addressed per USA Hockey.

b. Abuse of Officials, Rule 601 (d) Whereas a coach/team official is assessed as a *Game Misconduct* by the Official.

1. First Offense: Coach/Team Official will serve a one (1) game suspension mandated by USA Hockey plus an additional (2) game suspension mandated by CAHA.

2. Second Offense: Coach/Team Official will be suspended for a (30) thirty-day period and must attend a hearing with the CAHA Discipline Committee. The Coach/Team Official will also be fined \$250.

## **4. 12+ Penalties in a Game. Rule 401(b)**

a. First Offense: Head Coach will serve a (1) game suspension mandated by USA Hockey

b. Second Offense: Head Coach will serve a (1) game suspension mandated by USA Hockey and an additional (1) game suspension mandated by CAHA.

c. Third Offense: Head Coach will serve (1) game suspension mandated by USA Hockey plus an (2) games suspension mandated by CAHA.

## **5. Leaving the Players Bench (During Altercation)**

a. First Offense: Head Coach will serve a (3) game suspension being mandated by CAHA

b. Second Offense: Head Coach will be suspended for a (30) thirty-day period and must attend a hearing with the CAHA Discipline Committee.

## **6. Locker Room Monitoring Policy (game, practice & off-ice)**

a. First Offense: Automatic \$250 fine payable by the Team to Association and payable to CAHA and automatic (2) two game suspension of the Head Coach.

b. Second Offense: (within same season) \$500 fine payable to CAHA and a mandatory discipline hearing that may include discipline up to and including permanent suspension from all USA Hockey events for the Head Coach and the President of the Association.

## **7. Spectator Discipline Policy**

a. Any participant attending a sanctioned USAH event removed from the venue by a USAH official over a two-year rolling period of the USAH Hockey Season will be subject to mandatory suspension from ALL USAH events for the following periods.

b. First Offense: Automatic 30-day suspension and may be subject to additional supplemental discipline review as determined by the association/CAHA based on the event.

c. Second Offense: Automatic 60-day suspension, and required hearing with the CAHA Discipline committee subject to additional supplemental discipline up to and including permanent lifetime suspension from all USA Hockey events

## 8. Responsibilities.

a. **Coach** - Enforcement of game suspensions shall be the responsibility of the offending player's coach. Failure to comply shall result in the automatic forfeiture of the game(s) in which the offending player improperly has been permitted to participate. Additionally, no on-ice helpers are allowed on the ice without current CEP certification, USA Hockey Registrations, and a current background check on file with CAHA and the SCSHA. Violation of these responsibilities shall be reviewed by the Discipline Chairperson and appropriate action taken which may result in a season (one year) suspension for the coach.

b. **Player** - In order for a game in which a suspended player does not play to count toward the expiration of his/her period of suspension, the player's name must appear on the game score sheet in which he/she does not play. They must be listed as suspended, and they must not be dressed in uniform for such a game.

**9. Suspension Carried Forward.** If a suspension is not fully served in the course of a season, or if a suspension is incurred as a result of misconduct in a game after the regular season, the balance of the suspension must be served in League games at the beginning of the following season. If the player is not rostered for any SCSHA team the following season, the suspension remains on the books until the player is rostered on any SCSHA team and the suspension is served or the player graduates and is no longer eligible to play in the SCSHA. If the player(s) involved are graduating seniors, the matter will be referred to the Discipline Committee for resolution.

**10. SCSHA (State Championship) Play-Off Games.** For the purpose of this section of the rules, SCSHA sanctioned Play-Off games are considered to be regularly scheduled League games.

## J. STATE CHAMPIONSHIPS (National) and EOS Playoffs (Palmetto)

The State Championship tournament for the National Division will be for the purpose of selecting the SCSHA's representative for the state of South Carolina in the USA Hockey High School Nationals. Teams declared in the National Division must complete the National Bound paperwork by November 1<sup>st</sup>.

All Palmetto Division teams that are not pursuing the USA Hockey National Championship will be known as non-national bound teams and will participate in an End of Season playoff.

No team shall be required to play more than two games per day.

There shall be a minimum of (4) hours between games on the same day for a team that plays twice on the same day.

### 1. Time of Periods:

Class	Warmup	1,2,3			Penalties	
		Period	Overtime	Minor	Major	Miscon.
National	5	17	5/17	2	5	10
Palmetto	5	15	5/15	2	5	10

### 2. Ice Clean Requirements:

(Preliminary Rounds) Before every game and between the 2<sup>nd</sup> and 3<sup>rd</sup> periods. No ice cut prior to the overtime period. At the completion of the 3<sup>rd</sup> period, the tied teams shall receive a two (2) minute rest period. The teams will remain on the ice.

(Quarter, Semi and Championship games) Between every game and between the 2<sup>nd</sup> and 3<sup>rd</sup> periods. No ice cut prior to overtime period. At the completion of the third period, the tied teams shall receive a two (2) minute rest period. The teams will remain on the ice.

**NOTE 1:** Only the National Championship Tournament Chairperson may grant an exception to any of the above items for any State/Affiliate and/or District or National Championship tournament.

**3. Play-Off Tiebreakers.** (all games played to a winner) In the event of a tie at the end of regulation play, the following procedures will be used to determine a winner:

**Any player serving a penalty will continue to serve their penalty. Teams will switch sides after each period has expired.**

If the game is tied following regulation play, one (1) sudden death overtime period shall be played. The length of the overtime shall be equal to the length of the 3<sup>rd</sup> period and shall be sudden death. Teams shall switch ends for the overtime period. Overtime shall be played 5v5 (5 skaters + goalie). If the game is still tied at the end of the overtime period, there shall be a shoot-out. The winner of the shoot-out will be credited with (1) additional goal in the final score.

**Shoot-out Procedures:**

A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal. • The home team shall have the choice whether his/her team will shoot first or second. • All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout. • No goalkeepers may shoot in the shootout. • The goalkeepers will defend the net they were defending in the 3<sup>rd</sup> period. • Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box. • The shootout procedure shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand. • The goalkeepers from each team may be changed after each shot. • The players of both teams will take the shots alternately until a decisive goal is scored. If after the shootout, the shootout score is still tied, there will be a sudden death shootout. (d) Sudden-Death Shootout: The sudden-death shootout will be conducted as follows: • A sudden-death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout. • The teams will shoot in the same order during the sudden-death shootout as they did during the original previous round shootout. • Teams will select their shooters to participate in any order in the sudden death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden death shootout. • Players in a sudden death shootout shall not be allowed to take another shot until four different individual teammates have completed their attempts. • All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout. • Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box. • The goalkeepers from each team may be changed after each shot. • The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

**4. Game Officials.** For Play-Off games, the League will make the following arrangements:

a. **On-Ice Officials.** The League will arrange for referees for Play-Off games. A 4-officials system will be required for all Play-Off games at the National level.

b. **Off-Ice Officials.** The League and participating teams will arrange for game off-ice officials.

5. **Championship Trophies.** The SCSHA League will provide Trophies to both the Divisional winners in Palmetto and National Divisions.

6. **Player Eligibility for playoffs.** Players must have played in at least 5 regular season games to be eligible to participate in the state tournament in both divisions.

7. **Play off Brackets.** Brackets will be determined prior to the beginning of the season from the following brackets. The National bound teams will follow the format of the National Tournament.

Note: Additional rules can be found in CAHA bylaws, Addendum F.

**K. AWARDS.** The League supports an All-Star Game for both the Palmetto and National Divisions to be played the Friday night of State/EOS weekend. The National Division will also select, by majority vote, for the First and Second Team All-State players. Each Division will vote for their own Divisional Mr/Miss Hockey, and a Coach of the Year. Each team in the league will select their own team Rookie Of The Year. The SCSHA will also recognize all Hoby Baker award winners. **(Reference Association Rules Appendix C)** No player or coach that has received an in-season suspension will be eligible for any EOS award.

**L. NATIONAL TOURNAMENT.** For the purpose of the National High School Tournament, the league representative shall be the National Division State Tournament winner.