

PLAYING REGULATION 9.1 – VARSITY GIRLS HOCKEY

1. **SAFETY GUIDELINES:** Each HSSAA Member School shall ensure that the current Physical Education Safety Guidelines - Secondary Inter School Module, outlined according to the following critical components: EQUIPMENT, CLOTHING / FOOTWEAR, FACILITIES, SPECIAL RULES / INSTRUCTION and SUPERVISION, be adhered to at all times. Specific details on the Critical Components will be provided at the Pre-Season Coaches Meeting.

2. **AGES:** As governed by HSSAA Constitution [Article VI, Section III](#) .

3. **EVENTS:** There will be competition for an HSSAA Champion.

4. **ELIGIBILITY:** As governed by HSSAA Constitution [Article VI](#).

5. **ENTRIES:** Each HSSAA Member School may enter one team.

6. **RULE BOOK:** C.H.A. Rules for the current year shall apply.

7. **QUALIFIED OFFICIALS:**

REFEREES: HSSAA Girls Hockey League, Playoff and Championship Games shall be officiated by a two person system.

8. **STARTING TIME:** To be set by the Athletic Convenor prior to the preseason coaches meeting

9. **AWARDS:**

For each Division, there will be:

a) A Trophy - for the winning team.

b) Medallions - for each member of the winning team and the finalist team. 25 max per team

10. **GHAC REPRESENTATION:** As governed by HSSAA Constitution [Article XVI, Section XI](#)

11. **GENERAL REGULATIONS:**

A) **SUPERVISION:** All teams using a non-teacher coach must have a teacher supervisor in attendance at all games.

B) **TIE BREAKING FORMULA:** LEAGUE STANDINGS

Refer to [Article XVI, Section III](#) – Application of Sport Specific Tiebreakers.

C) **RULES REVISIONS:**

HSSAA Girls Hockey shall use the current Official Hockey Rules as set out by the Canadian Hockey Association, with the following revisions.

D) **PLAYERS IN UNIFORM** - The maximum number of players permitted to dress for a game is twenty (20), eighteen (18) plus two (2) goaltenders.

E) Suspension for Major Penalties other than fighting, assessed to any player, including a goaltender, will be assessed as per the current OHF Minimum Suspension List.

F) **GOAL JUDGES** - Not applicable to HSSAA competition.

G): **OFFICIAL SCORER**

At the completion of each game, the official scorer shall:

1. Sign the Official Game Sheet.
2. Have the Referees sign the Game Sheet.
3. Provide the Pink Copy to the Visiting Team.
4. Provide the White and Yellow Copies to the Home Team, who shall forward the White Copy to the Athletic Convenor upon request

H) Any player including a goaltender, incurring a major penalty for fighting, shall be ejected from the game and suspended for her team's next three scheduled games. The Referee shall report the offence and details of the incident to the Athletic Convenor. If a player is assessed a second fighting major penalty in the same season, that player will be suspended from her team for the remainder of the current season

I) For HSSAA league play, if at the end of regulation periods, the score is tied, the game will proceed with a five (5) minute, 3 on 3 sudden death overtime period. If still tied, a three player shootout format will be employed to determine a winner. If still tied, teams will continue with new players until 10 shooters have gone and if the game still remains tied, the coach can select any shooter but must again go through 10 shooters before repeating a shooter for a third time.

For HSSAA Playoffs games, during the round robin portion of the tournament overtime will consist of a ten (10) minute, 3 on 3 sudden death overtime period. If still tied, a three player shootout format will be employed to determine a winner. If still tied, teams will continue with new players until 10 shooters have gone and if the game still remains tied, the coach can select any shooter but must again go through 10 shooters before repeating a shooter for a third time.

For all HSSAA playoff elimination games (Quarter final, semi-final and Championships and challenge games) will be followed by consecutive ten-minute stop time sudden-death periods, 5 on 5 until ten minutes to curfew. If still tied, a five-player shootout format will be employed to determine a winner. If still tied teams will continue with new players until 10 shooters have gone and if the game still remains tied, the coach can select any shooter but must again go through 10 shooters before repeating a shooter for a third time.

J) Length of games - One twelve minute period and two fifteen minute periods of actual playing time with a ten minute intermission between the second and third periods, will be the time allowed for each scheduled league game. Three fifteen minute periods of actual playing time with a ten minute intermission between each period will be the time allowed for each Championship Final.

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- a) 3 points to the winning team at the conclusion of regulation time.
 - b) 1 point to both teams at the conclusion of regulation time if the game is tied.
 - c) An additional point earned for the team winning the game in a 5-minute overtime period, or the Penalty-Shot Shootout if the teams are still tied following the conclusion of the overtime period.
 - d) 0 points for the team losing the game in regulation time.