

Lexington Bedford Youth Hockey
In-House Rules
2017-2018 Season

1. **Team Makeup:** Teams will usually be made up of 13 players. Each team will be divided into three lines.
2. **Line Makeup:** Lines will be assigned by ability, not by age or grade, with the 1st line consisting of the four best players on the team, the 2nd line consisting of the next best four players, and the 3rd line consisting of the next best five players.
3. **Game Lineups:** Teams are encouraged to play with those who show up. If you are missing a first liner, then promote a second liner for the entire game and don't use him/her on second line shifts. In short, rearrange your team by ability. If you have a hole on second line, for instance, promote your best third liner. Don't get cute by promoting a lesser player so that you can maximize the strength of your third line.
4. **Pickup Players:** If you are seriously short of players you may pick up:
 - a. Any third liner registered in In-House even if s/he plays travel hockey
 - b. Any second liner registered in In-House if s/he does NOT play travel hockey
 - c. You may not pick up any first liner even if s/he does not play travel hockey
5. **Game and Shift Times:** A game will be 55 minutes long with five minutes of that to allow teams to clear the ice at the end of the game. Each shift will be 1:30 seconds long with running time. The lines will skate in order 3-2-1 with each period consisting of two shifts by each line for a total of 6 shifts and 3 periods. During the regular season there will usually be time for a fourth period although sometimes the shift times will have to be shortened to one minute.
6. **Clock:** There will be a single clock. Score will be kept by the coaches on the bench with each team having a small erasable board. The game sheet will be simplified with no record kept of who scored goals. Goalies MUST give a clear indication that a goal has been scored to assist the coaches on the bench with scorekeeping. Goals by line will be tracked however.
7. **Goal-Scoring Limitation:** There will be no limitation on how many goals may be scored, but it is suggested that when the score is lopsided and there is a great deal of scoring on a line, that coaches implement a must-pass-three-times-before-scoring rule.
8. **Icing and Offside:** There will be no icing or offside calls. However, if a player persists in hanging back by a goal waiting for a pass, s/he will be warned by the referee.
9. **Penalties:** In the event of an infraction resulting in a penalty, the offending player will be asked to leave the ice. S/he will sit out the rest of that shift plus half of the next shift for that line. If there are not enough shifts left for the player to sit out the next shift, then the remainder of the penalty will be served by the next line to take the ice. There will be no substitution for the player serving the penalty. There will be no stoppage of play except under unusual circumstances.
10. **Serious Penalties:** Any fighting, hitting another player with a stick, or overly rough play will result in ejection and a one-game suspension. The suspension must be served on the

Lexington Bedford Youth Hockey
In-House Rules
2017-2018 Season

bench. In the event of a major penalty, the team affected will play one player short for the next shift of that line or, if there will be no other shift by that line during the game, the penalty will be served by the next line to take the ice. The player will be sent off the ice immediately. Failure to leave the ice promptly will result in suspension for a second game. Retaliation penalties will be treated as sternly as the original infraction.

11. **Goalie:** The goalie for the game must be chosen from your team and may not be a pickup player. Any player who is a goalie for a travel team or who has gone through any goalie coaching program is ineligible to be a goalie. Goalies may be pulled only during the last first line shift of the game. Goalies may not be changed during a game. A goalie must be on the ice by the start of the first 1st line shift of the game.
12. **Goalie Play:** Goalies may go to their knees to stop a puck, but once a save has been made, the goalie must return to her/his feet. Lying down in front of the net or playing most of the game on one's knees is not permitted. A referee may assess a penalty against a team with a goalie who spends too much time lying down or on his/her knees. The penalty will require a player to be off the ice during the next shift.
13. **Synchronization of Games:** Because the games are synchronized, stoppage of play creates a serious disruption. To that end, a single timeout is allowed in a tournament game, but only after a whistle has blown. That will almost certainly limit an extended timeout to the time between shifts.
14. **Stoppage of Play for Injuries:** If there is an injury or other reason to stop play, action in the affected rink will stop immediately. Play will continue in the other rink until the end of the shift at which point all action in both rinks will stop.
15. **Appeal of Referee Rulings:** Judgment calls by a referee cannot be appealed. Rules interpretations may sometimes be changed on appeal.
16. **Starting a Shift:** The puck will be dropped at the same time in both rinks. To that end, coaches must get their players on and off the ice quickly.
17. **Goal Scored, Puck Off the Ice and Other Events:** In full-ice games, play would stop for any number of reasons. In In-House half-ice games, the referee will loudly call "New Puck" then drop a puck away from the action. An effort will be made to ensure that neither team receives an advantage or disadvantage in the way the new puck is dropped. If the new puck was dropped because a puck was tied up at one end, then drop the puck in the same end, but away from the action, typically in a corner. Otherwise drop the puck away from the action, typically to the side, but roughly along the centerline of the half rink. If a goal is scored, the referee should announce that fact loudly, make the appropriate hand gesture, and drop a new puck at the side of the rink roughly along the center line.
18. **Rink Setup:** When setting up the rink, the front of the nets nearest the movable boards should be touching the inner circle on the ice. The back end of the other nets should be 7 feet from the boards.

Lexington Bedford Youth Hockey
In-House Rules
2017-2018 Season

