



MHSAA Overtime Options - Regular Season Hockey Games

Option #1 - For regular season single game, one sudden victory overtime period of a maximum 8 minutes in length. If no goals are scored in the OT period the game ends in a tie. By prior mutual agreement, a league or conference may elect to not play OT. If there is no prior league/conference agreement to not play OT, a game tied at the end of regulation shall have one sudden victory OT period, maximum 8 minutes in length. The default rule for all regular season single games is one 8-minute OT period. If there is no league or conference agreement (or in non-conference games a prior agreement) to **not** play OT, then one 8-minute OT period shall be played.

Option #2 - Regular season tournaments involving four or more teams played on days not followed by a school day (weekend tournament/holiday tournament), may use any number of overtime periods up to 8 minutes in length to determine a winner. MHSAA Tournament games will use 8 minute sudden victory overtime periods to determine a winner in all games.

Option #3 - A shootout may be conducted at the end of the regulation time in conference games by prior league/conference adoption or by mutual consent of both teams in non-conference games as follows:

- At the end of regulation, the head official will instruct the timekeeper to put two minutes on the clock and immediately start the clock.
- The other two officials will request a list of three shooters from each coach.
- The head official will meet at center ice with the captains to explain the protocol during the two-minute period.
- The goalkeepers remain in the same ends as the third period.
- The home team has the option of shooting first or defending first in round one, with the order reversed in round two. Teams will have their three shooters alternate shots in each round. The shootout ends if a team scores more times in their round than the opponent does in their round. (1-0, 2-1, 3-2) Each team has an equal number of chances to shoot before a winner is declared.
- If the shootout remains tied at the end of two rounds, each coach will select a different shooter, this time in a sudden death situation. Neither team may use a repeat shooter until each skater on the smallest team's roster has shot. For example, if Team A has 17 skaters but Team B has only 12 skaters, both may use repeat shooters on the 13th penalty shot but not before.
- No goalie substitutions are allowed once the shootout begins with the exception of injury.

Option #4 – By prior league or conference adoption or by prior mutual consent in non-conference games, after one scoreless overtime period of a maximum 8 minutes in length, the MHSAA Tournament OT procedure of 4 on 4 periods may be used to break a tie.

Note: If there is no league or conference adoption to use shootouts, to not play OT, or to use the MHSAA Tournament rule the default procedure for regular season games is one 8 minute OT sudden victory period.



MHSAA Neck Guard Requirement

2011-12 Update

All players, including goalkeepers must wear a neck guard as required protective equipment.

1. The neck guard must be commercially manufactured and unaltered.
2. The neck guard may be either separate or part of an undergarment with a neck guard extension.
3. The neck guard must carry the BNQ certification mark.
4. Coaches are responsible for all players being equipped properly.
5. The penalty for a player that does not have a legal neck guard will be a team warning, the offending player sent from the ice (excluding goalies). Subsequent violations of this rule by any player shall result in a two minute minor penalty



2011-12 APPROVED ICE HOCKEY RULES CHANGES

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| 2-3-4 (NEW) | <p>ART. 4...<u>By state association adoption, at the conclusion of a period, teams must remain at their bench area until the referee signals the players to proceed directly to their respective dressing rooms.</u></p> <p>Rationale: The potential for conflict is very high when teams leave the bench area and cross paths with opponents in order to meet/greet the goalkeepers on the ice at the end of each period. There is no reason that the current practice is necessary.</p> |
| 2-7 (NEW) | <p><u>Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs, as well as those individuals with unique and extenuating circumstances. The accommodations should not fundamentally alter the sport, allow an otherwise illegal piece of equipment, create risk to the athlete/others or place opponents at a disadvantage.</u></p> <p>Rationale: Clarification from NFHS Rules Review Committee. This change clarifies that an individual state association may authorize exceptions to the playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs or other unique and extenuating circumstances. Such exceptions are not considered rules modifications since they are not general in nature; rather, they are limited to the circumstances of specific individual participants.</p> |
| 3-4-5a (Delete) | <p>a. When a new HECC/ASTM Standard is established, players will have a three-year grace period to purchase helmets and face masks which comply with the new standard.</p> |
| 5-1-3 (NEW) | <p><u>The officials retain clerical authority over the contest through the completion of any reports, including those imposing disqualifications that are responsive to actions occurring while the officials had jurisdiction. State associations may intercede in the event of unusual incidents after the officials' jurisdiction has ended or in the event that a contest is terminated prior to the conclusion of regulation play.</u></p> <p>Rationale: This change would allow administrative duties for officials to continue after the contest in order to document actions which occurred during the contest. This change would allow state associations the ability to implement policies that allow for review of unusual policies after contests.</p> |
| 6-8 | <p>No player shall make contact with an opposing player's head or neck area in any manner. PENALTY: MINOR or MAJOR or DISQUALIFICATION. at the discretion of the referee. Contact to the head can be a stand-alone penalty, or it can be assessed in front of another infraction (i.e., contact to the head — high stick, contact to the head — elbow, contact to the head — rough).</p> <p>Rationale: The above change would make contact to the head a stand-alone penalty. This would eliminate present confusion as to how many penalties must be assessed when contact to the head is assessed "in front of another infraction". Increasing the penalty for contact to the head would continue to heighten the awareness of the seriousness of any type of contact to the head, as well as that of any action which might cause a concussion. This change places contact to the head and its potential to cause serious injury as an equal to that of checking from behind.</p> |

Proposed – 2011-12 NFHS Ice Hockey Rules Changes

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| 6-29-2 | <p>ART. 2 . . . If an attacking player precedes the puck, which is shot, passed or deflected, into the attacking zone, but a defending player is able to play the puck, the official shall signal a delayed offside (except that if the puck is shot on goal, play shall be stopped immediately for the offside violation)</p> <p>ADD (after NOTE): If the puck enters the defending team's goal during a delayed offside or immediately after the offside, the goal is disallowed.</p> <p>Rationale: This change would allow play to continue, allow a defensive player to gain possession of the puck and to advance the puck up ice, and allow the game to continue without a faceoff. The present rule is a disadvantage to the defensive team providing the attacking team a faceoff. It also defeats the purpose of the present "tag-up" rule.</p> |
| 6-39-1 | <p>NOTE: All tournament games shall may be played under overtime policies adopted by the state high school association.</p> <p>Rationale: This would allow state associations to administer their regular-season overtime procedure in order to best serve their member schools, which is currently only done for tournament games.</p> |