



MHSAA Hockey 2022-23 Rule Adaptations

SUPPLEMENTAL GAME SUSPENSION REGULATIONS – As approved by the Representative Council, game suspension penalties for unsportsmanlike conduct (game DQ) for players and coaches will be as follows: **First game DQ – Two game suspension. Second game DQ – Four game suspension. Third game DQ – Coach or player is suspended for the remainder of the season. Suspensions for game DQ penalties will be served on the next days of competition.** Follow up with school AD when coach is suspended from the MHSAA office.

***PLAYERS IN UNIFORM** – MHSAA Rules limit participating teams to a maximum of 23 players in uniform for each game. Schools may have more than 23 on rosters, and the roster may change from one game to the next, but only 23 may be in uniform and all roster players must be on the Master Eligibility List. The 23rd player on the roster must be a goaltender. Meaning 20 skaters and 3 goaltenders.

GOAL DIFFERENTIAL RULE - The goal differential rule (mercy rule) is in effect for all regular season and MHSAA Tournament games. The rule is as follows; a running clock shall be used when a team leads by **eight** or more goals during the first and second periods. After two periods of play or anytime during the third period, the game will be terminated when a team leads by **eight** goals. During the first and second periods, if the goal differential drops below **eight** goals, regular time resumes. The rule is not optional nor shall it be modified.

OVERTIME PROCEDURES – Regular season and MHSAA tournament options and protocols have now changed to include switching ends before the start of each overtime period. (See MHSAA Overtime polices – both regular season and tournament play)

PERIOD LENGTH – *The MHSAA has adopted the 17 minute period for use in all MHSAA Tournament games.* For regular season games, a league or conference (or opposing schools in a non-conference game or regular season tournament) may adopt the use of a 17 minute period or use 15 minute periods. Such adoption should be done in advance of the season and communicated to all coaches and officials, not left for debate at the rink prior to a game.

MHSAA NECK GUARD REQUIREMENT- All players, including goalkeepers must wear a neck guard as required protective equipment. Goaltenders are also required by NFHS rules to wear a flapper-style throat protector that must be separate, commercially manufactured, unaltered and properly attached to the goalie helmet or face mask.

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 misconduct penalty.

When MHSAA teams face opponents from outside Michigan, NFHS Rules and MHSAA adaptations are to be followed such as the goal differential rule, regular season OT policy, etc.---but neck guards are only mandatory for the MHSAA team.

HELMETS – Helmets must be worn at all times **by players and officials while on the ice**, except while standing for the National Anthem and for post-game award ceremonies.

RULES GOVERNING MHSAA HOCKEY - MHSAA member schools are required to follow MHSAA adaptations and National Federation hockey playing rules for all levels of school competition, regardless of the opponent. When MHSAA member schools play a non-MHSAA hockey team, National Federation playing rules must be followed and MHSAA registered officials must be used. MHSAA registered officials who are hired and/or assigned by MHSAA member schools and/or an assignor should enforce National Federation rules whenever an MHSAA member school is involved at any level.

