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2026-2027 NFHS Ice Hockey Rule Modifications

Rule 1-9-2 - Player's Bench
The number of team personnel permitted to occupy the team bench area shall be unlimited.

Rule 2-4-2 - Starting Lineups
The home team shall determine which period the ice resurfacing will take place during the regular season. This must be communicated to the visiting team and the officials upon arrival at the facility. There shall be an intermission after the period in which there is no scheduled ice resurfacing of up to five (5) minutes. It is recommended teams remain at the players bench area during the intermission between non-ice resurfacing periods. A team may retire to their locker room, however, must return within the intermission time and proceed directly to the player's bench. The Game Timekeeper shall sound a warning signal with one (1) minute remaining in the intermission time. The game clock shall be reset, and the starting line ups shall immediately proceed to the face off.

- **Penalty**: Minor (captain's choice of players)

Rule 3-4-4 - Neck Guards
All players must wear a commercially manufactured neck laceration protector that shall not be altered from its original manufactured state.

- **Penalty**: Bench minor each occurance

Rule 3-4-5 - Dental Guards
There will no longer be a State Modification in relation to mouthpieces. The rule for mouthpieces going forward will be exactly what is in the NFHS Rule Book, Rule 3-4 Art. 5. Players will no longer need to have their mouthpieces attached to their helmet.

- **Penalty**: First offence, Team Warning; Subsequent Team Violations, Misconduct

Rule 5-1 - Appointment of Officials
A minimum of two (2) On Ice Game Officials must be assigned to all Varsity Interscholastic Games and Scrimmages.

Rule 5-3 - Duties of The Referees
The On Ice Game Officials must remain on the ice until completion of the team handshake and both teams have exited the ice surface.

Rule 5-7 - Scorer /Adult Supervision
Adult supervision shall be required at the Scorer's/Game Timekeepers Table for the duration of the game. This Adult shall Not be an Athletic Trainer.

Rule 9-1, by state association adoption

The non-offending team may select the faceoff location for an infraction under Rule 9-1-11a (icing) and 9-11-1k (penalty).

Rule 9-10 - Start of Game and Periods/Pregame Warm-Up

For all Varsity regular season, League and Conference games, there shall be a warm-up period of eight (8) minutes. Ice resurfacing shall not be allowed between the pregame warm up and the first period. "Dirty ice" may be utilized for warm up however, the first period shall commence immediately after the conclusion of warm up.

- **Penalty**: Minor (captain's choice of players), the incident shall be reported to the NJSIAA office

Rule 9-11-1 - Tied Games (Varsity Games Only)

1. **Regular Season League & Non-League Games**
   - In NJSIAA games in the Regular Season if the score is tied there will be a 2-minute intermission followed by a 5-minute, 4-on-4 sudden death overtime period. Goalies will switch ends to start the overtime. No timeouts will be allowed during overtime. If a team is down two players at any time during overtime the on-ice strength will be 5-3 with play going back to 4-on-4 following the first whistle after the expiration of both penalties. If there is no score during these 5-minutes the game will be declared a tie.

2. **All State / League / Conference / County & Cup Tournaments)**
   - For these tournaments that require a team to advance, the following procedure will be used. At the conclusion of the third period, there will be a 15-minute intermission which includes an ice cut. One 15-minute sudden victory overtime period will be played. Each team will be awarded a single timeout for the overtime period. If the score is tied after the 15-minute overtime period, a shootout will take place after a 5-minute rest period with no ice cut. See full shootout procedures on the next page. Teams shall change ends

3. **All State / League / Conference / County & Cup FINALS)**
   - At the conclusion of the third period, there will be a 15-minute intermission which includes an ice cut. One 15-minute sudden victory overtime period will be played. Each team will be awarded a single timeout for the overtime period. If the score is tied after the first overtime period, there will be a 15-minute intermission which includes an ice cut. Then a 7 ½ minute sudden victory overtime period will be played with each team playing 4 v 4 (plus the goaltender). If the score remains tied after the first 7 ½ minute overtime period, then a 5-minute rest period will take place with no ice cut. The game shall continue with subsequent 7 ½ minute sudden victory overtime periods and 5-minute rest periods until a goal is scored. After every two 7 ½ minute OT periods there will be an ice cut. See full overtime procedures on the next page. Teams shall change ends
   - **Please be advised that league, conference, county, and cup tournament rules will supersede the rules above if it is stated in their bylaws. The State tournament will follow numbers 2 & 3 overtime rules above.**

Rule 9-12-3 - Time of Game

The game will be terminated after two periods or during the third period when a team leads the opposing team by 10 or more goals. The game shall end immediately and will be considered complete.