



Western New York Spring/Summer Hockey Cross-Ice League Rules & Regulations:

- Cross Ice games consist of TWO 21 Minute Running Clock Halves.
- WNYSSH Teams TEN total players: 9 Skaters & 1 Goalie. Teams may have 11 total players on some occasions to accommodate siblings or teammates if necessary.
- There will be 4 players on the ice per team at one time during WNYSSH gameplay, 3 skaters and 1 goalie.
- Goaltenders can only be pulled for a 4th skater in the final 90 seconds of the 2nd half if down by either 1 or 2 goals.
- If an empty net goal is scored with the goaltender pulled and the goal differential becomes 3, the extra skater must return to the bench, and the goalie returns to their crease.
- There is a 2-minute warm-up before the opening face-off, horn at 30 Second mark to ready teams for opening face-off.
- 1:00 Minute break between periods; horn at 30 second mark to ready teams for start of period face-off.
 - Change on the fly, 60 second shifts; Buzzer sounds every 60 seconds to signal line changes.
 - The only face-offs in WNYSSH Games are at the start of each period or after an injury timeout.
- Attacking team will retreat to their half of Center Ice after a goal is scored or when the puck is frozen. The Referee will give the puck to a skater to restart play after a goal is scored or a play stoppage.
- Slapshots are not allowed. If a player takes a slapshot, the offending team will lose possession of the puck and must retreat to their half of center ice as if a goal scored had occurred.
- When a penalty is called, the player who has been assessed the penalty will immediately report to their team's bench to serve the penalty, not the penalty box, and will miss the remainder of their shift.
- When a penalty is called and the guilty team's player heads off the playing area, possession of the puck must immediately go to the team who is given the Power Play.
- Penalties taken with 15 seconds or less in a shift, a 4 on 3 Power Play will ensue for the entirety of the next shift of the game. **(NEW FOR 2024)**
- If a penalty is taken within 15 seconds remaining in a half that disrupts a scoring opportunity, a penalty shot will be awarded at the end of a game if it is a 1 goal or tie game. **(NEW FOR 2024)**

- If a player who receives a penalty does not report to the bench immediately, interferes with gameplay and/or takes a penalty on the way to the bench during a line change, they will sit their entire next shift.
- Major penalties can result in a 5-minute penalty or game misconduct. In the event of a game misconduct, players will not be allowed to return until the incident has been reviewed. The player may be excused for the remainder of the season if severity warrants such disciplinary action. WNYSSH Commissioner will consult officials, and bench managers, but has final say in all matters.
- Malicious name calling on the ice or in the locker room WILL NOT be tolerated. Accusations of such incidents can result in a major penalty. They will also be accompanied by a 1-time warning with future incidents potentially resulting in suspensions or league expulsions.
- Players will not be allowed on the ice unless wearing a neck **(Neck Guards are WNYSSH MANDATED)** guard and are also compliant with USA Hockey protective equipment Rule 304:
<https://www.usahockeyrulebook.com/page/show/1084402-rule-304-protective-equipment>
- Games CAN result in ties. This is to maximize the use of ice for gameplay, not for shootouts to decide a winner.
- The final game of the season will be playoffs. We are going with Two 21-minute playoff games before the Championship games. The top four teams (1 vs 4 & 2 vs 3) would play a mini playoff game. Immediately after there would be 2 additional mini games. The winners of the playoff mini games will go head-to-head for the championship, while the other two teams play a consolation game.
- Tiebreakers for seeding after the final regular season games are as follows: Head-to-head record is the 1st tiebreaker; Goal Differential is the 2nd tiebreaker, Goals For is the 3rd tiebreaker, Goals Against is the 4th tiebreaker and a Coin flip is the 5th tiebreaker (at this point, why not?).
- With the exception of goalies, substitute players **will not be allowed** in League Championship Games if a team has 6 skaters or more unless approved by the WNYSSH League Commissioner. This means that players not listed on the team rosters which are posted on the league website are INELIGIBLE to play in Championship Games.

*Updated 11/17/2023 - MK