

# **Kansas City Youth Hockey League Squirt, Pee wee and Bantam House Divisions**

## 1. Rulemaking Authority

1.1 The Kansas City Youth Hockey Association Board of Directors has the final rulemaking authority for all games played in the KCYHL.

1.2 Prior to adopting these rules, or any amendments thereto, the House League Commissioner shall meet with representatives from each club to discuss the rules or proposed amendments. The House League Commissioner will then inform the Board of Directors of the recommendations made by the club representatives. The Board of Directors will make the final decision on any rules after consulting with the House League Commissioner.

## 2. Applicability of Rules

2.1 These rules will apply to all teams and all games played in the House Level squirt, pee wee, and bantam divisions of the Kansas City Youth Hockey League.

## 3. USA Hockey Rules

3.1 All KCYHL games at the Squirt, Pee wee, and Bantam House Divisions will be played full ice pursuant to USA Hockey rules, except as specifically provided for in the following rules.

## 4. Game Time

4.1 No player is allowed to enter the ice surface in any way prior to being instructed to do so by the referees. Doors to the ice should be kept closed until the referees instruct the teams to enter the ice.

4.2 Teams should be prepared to enter the ice immediately upon being instructed to do so by the referees.

4.3 All games are subject to a 1 hour time limit, which time will be kept separately by a “curfew clock”.

4.4 The teams will be given a 3 minute warmup prior to the start of the game. The warmup time will begin as soon as the teams have been given a reasonable amount of time to enter the ice after being instructed to do so by the referees.

4.5 The first and second periods will be 15 minutes in length with a running clock. The running clock should only be stopped for the following reasons, and will be restarted on the ensuing faceoff:

- A stoppage of play following a goal or penalty.
- At the direction of the referee (typically for an injury on the ice).

4.6 The third period will be 12 minutes of stop time. The clock will stop anytime there is a stoppage in play and resume on the ensuing faceoff, subject to the following exceptions:

- In the event either team has a 5 goal lead at any time during the third period, the time changes to a running clock with the same rules as used in the first and second period. If the goal differential is reduced to 4 goals or less, then the game returns to stop time.
- If the “curfew clock” reaches 5 minutes and there are more than 5 minutes remaining in the third period, then (at the next stoppage of play) the game clock will be set to the same amount of time remaining on the curfew clock and the game will continue as a run time game with no clock stoppages for any reason.

4.7 During the regular season, all games that are tied at the end of the third period will be recorded as a tie in the standings. There are no overtimes allowed during the regular season.

4.8 There will be a 1 minute intermission between periods.

4.9 Teams will be allowed 1 timeout per game that is 60 seconds in length – with the following exceptions:

- If the curfew clock has 5 minutes or less remaining, then timeouts will be limited to 30 seconds.
- If the curfew clock has 2 minutes or less remaining, the team with the lead will not be allowed to call a timeout.

## 5. Penalties and Suspensions

5.1 All minor penalties will be 1:30 in length.

5.2 All major penalties will be 5:00 in length.

5.3 Any player receiving 4 or more minor penalties in any one game will be ejected from the game. The player will not be subject to any further suspension as a result of such ejection.

5.4 Any player or coach receiving a game misconduct penalty will be ejected from the game and must leave the playing area immediately. The term “playing area” means the bench, area around the boards and fan’s seating area. The player or coach may remain in the lobby area of the rink until the conclusion of the game. In addition, players receiving a game misconduct penalty will be suspended for the team’s next league game pursuant to USA Hockey Rules.