

# PUBLIC ADDRESS ANNOUNCEMENTS GUIDE

## College Hockey East



### RULES OF PLAY

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#### Rulebooks:

- All games use the NCAA Men's and Women's Ice Hockey Rules and Interpretations.
- The CHE Game Manual is a supplement to the rulebook to guide game operations.
  - The host team shall have immediate access to a copy (paper or electronic) of the Manual.

#### Team Rosters

- Only players present and eligible for a game shall be listed on the official scoresheet as participating.
- Up to 21 players may participate in a game, of which no more than 19 can be non-goaltenders ("skaters").
- A team must start a game with at least 5 eligible players in uniform, plus at least 1 goaltender.
  - Failure to meet this requirement shall result in a forfeit to the offending team.
- In the event a team only has 1 goaltender and that goaltender is unable to resume play, the team shall be issued a timeout of a reasonable length deemed necessary by the referees to dress a new goaltender.
  - A forfeit shall be issued to any team that cannot resume play due to having no goaltender.

### OFFICIATING

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#### On-Ice Systems

- All league-sanctioned games shall have the minimum number of qualified, on-ice officials scheduled for the duration of the event.
  - All CHE Men's games require at least 3 on-ice officials, two of whom must be referees.
  - All CHE Women's games require at least 2 on-ice officials (2 referees).
- In the event that an official does not appear for a game or is unable to finish a game due to illness or injury, the on-ice officials withhold the right to adjust the system accordingly, under the guidance of established policy of a governing body for ice hockey officials or otherwise at their sole discretion.
- At no time shall any game have only 1 on-ice official present and participating for a CHE Men's game.
  - If such circumstance arises, the game shall stop and be considered a suspended game, which shall be immediately reported to the Commissioner.

### DISCIPLINARY MEASURES

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#### Warm-up Period

- Any CHE team that causes a disruption with the opponent during the warm-up period shall be subject to immediately disciplinary review by the Commissioner.
- Game officials reserve the right to suspend any game in which an altercation and/or serious disruption takes place during the warm-up period.

## GAME REQUIREMENTS

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### Start Times

- The official start time of the game shall be considered the scheduled time for the pregame introductions to occur, as listed on the CHE website.
  - All disputes are settled by the website (not by the rink or by the home team).
- Any game that is delayed 60 minutes or more from the original start time caused by either team due to non-extenuating circumstances, the offending team will forfeit the game.

### Personnel

- All CHE games must have the following personnel provided – or arranged for -- by the home team:
  - Enough off-ice officials to fully and properly operate the game clock, manage the official scoresheet, and monitor both penalty boxes
  - At least one medical technician holding at least EMT-certification or higher, who must be stationed in an area between the two team benches any time during game play, unless otherwise attending to an injured player
  - On-ice officials, as cited above

## GAME PROTOCOL

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### Time of Play

- All league-sanctioned games shall consist of 3, 20-minute periods using stop-time.
- All league-sanctioned games shall include an overtime period.
  - Overtime shall be 5 minutes of sudden-death, stop-time play.
  - Teams skate 4-on-4 in overtime, less any applicable penalties.
  - Teams switch defending ends between the end of regulation and the start of overtime.
  - If the score remains tied at the conclusion of the overtime, the game shall be considered a tie.
- Shootouts of any kind shall not be recognized by the CHE.

### Intermissions

- Intermissions involving an ice resurfacing shall be 12 minutes in length.
- Intermissions without an ice resurfacing shall be 2 minutes in duration.
- The game clock shall be used to post the intermission time and shall begin countdown within 1 minute of the conclusion of the period.
  - At no time shall the intermission clock be stopped or adjusted unless approved by the referee(s).
  - The conclusion of the ice resurfacing shall not signal the end to the intermission period unless the ice resurfacing is concluded after the expiration of the intermission clock.
- No warm-up activity involving pucks is permitted during any portion of any intermission period.

### Ice Resurfacing

- The home team shall have the ability to establish which resurfacing option to be used for their home games, but the same option must be used for all home games, as reported to the Commissioner's Office.
- The home team shall inform the officials and visiting team of the ice resurfacing format prior to the start of the warm-up period.
- A minimum of two ice resurfacings is required during the ice slot provided for the game, which includes the warm-up period.

### **Pre-Game Protocol**

- All teams are required to adhere to the requirements of their chosen pre-game format for each game:
  - Warm-up period followed by an ice cut, OR...
  - Ice cut prior to warm-up period and immediately into the start of the game
- The home team is to provide a copy of the pre-game protocol to the officials upon arrival.
- The warm-up period shall consist of 10 minutes and shall begin at the time designated on the pre-game protocol sheet.
  - No players shall be on the ice prior to the designated start of the warm-up period.
  - No player is permitted to cross the center red line during the warm-up period except in the natural occurrence of properly entering and exiting the ice surface.
- The home team shall provide warm-up pucks for every league-sanctioned game.
  - The visiting team shall be given at least 20 pucks to start the warm-up period.
  - Each team is responsible for collecting their pucks at the conclusion of the warm-up period.

### **Modified Clocks**

- No CHE game shall be ever be curfewed due to the lack of available players or goaltenders, rink conditions, time of day, or score differential.
  - Instances where a game is not completed in its scheduled entirety shall be considered “suspended games” and shall be reviewed by the Commissioner, who shall render a decision to resolve the matter.
- A modified-clock format shall only be used in the event it is absolutely required to complete a game (ensure a final buzzer) that has been delayed by an extenuating circumstance.
  - Score differential, amount of post-game travel, etc. are not valid reasons to implement a modified or running clock.
- In the event of extenuating circumstances that jeopardize the game from being played in its entirety, the home team shall notify the visiting team’s head coach and the referee(s) – either at the time of the delay or during the second intermission – of the potential for the game to be otherwise curfewed.
- In the event a “modified clock” is required to complete a game delayed by an extenuating circumstance, please refer to the procedures in the CHE Game Manual.