

## CHA 4v4 SPRING RULES

>3 MINUTE WARM-UP (COACHES TO REMIND PLAYERS AGAIN OF RULES)

>2- 22 MINUTE RUNNING TIME PERIODS w\ 1 MINUTE BETWEEN PERIODS

>NO OFFSIDE

>NO ICEING

>CENTER ICE FACEOFF ONLY AT BEGINNING OF BOTH HALVES

>TEAM LISTED 2ND IS HOME TEAM AND IS REQUIRED TO SUPPLY A PARENT TO RUN THE SCORE CLOCK AND KEEP SCORE

>3pts AWARDED TO TEAM THAT WINS THE GAME 1pt AWARDED TO TEAM THAT WINS THE SHOOTOUT. INCOMPLETE OR MISSING SCORE SHEETS WILL RESULT IN A FORFEIT OF ALL POINTS FOR THAT GAME BY HOME TEAM

### GOAL SCORING

>ONCE A GOAL IS SCORED, ALL THE PLAYERS ON THE SCORING TEAM MUST LEAVE THE OFFENSIVE ZONE AT THE SAME TIME (TAG UP) . ONCE ALL PLAYERS HAVE LEFT THE ZONE, THEY MAY ATTACK AGAIN

>THE TEAM SCORED UPON SHALL PULL THE PUCK OUT AND IMMEDIATELY BEGIN PLAY AGAIN. THEY ARE NOT REQUIRED TO WAIT FOR THE SCORING TEAM TO TAG UP.

### GOALIE SAVES

>AFTER A SAVE FROM THE GOALIE, THE REFEREE WILL BLOW THE WHISTLE ONCE THE PUCK IS FROZEN. ALL ATTACKING PLAYERS MUST LEAVE THE OFFENSIVE ZONE AT THE SAME (TAG UP) TIME AND THEN MAY ATTACK AGAIN. GOALIE IS TO GIVE PUCK TO THEIR TEAM AND THEN PLAY BEGINS IMMEDIATELY. PUCK CONTROLLING TEAM IS NOT REQUIRED TO WAIT FOR OTHER TEAM TO TAG UP.

### PENALTIES

>THIS IS A STRICK NON CHEKING LEAGUE--FULL BODY CONTACT IS NOT ALLOWED!

>UPON A MINOR PENALTY CALLED, THE PLAYER SHALL RECIEVE A PENALTY SHOT.

>SHOOTER SHALL STAND AT ATTACKING BLUE LINE. ALL OTHER PLAYERS WILL STAND ON FAR BLUE LINE.

>REFEREE WILL BLOW THE WHISTLE SIGNILING START OF PLAY. ALL PLAYERS MAY CHASE THE SHOOTER WITH OPPOSING PLAYERS TO TRY TO CATCH HIM BEFORE HE SHOOTS.

>IF PLAYER SCORES, THEN GOAL SCORING RULES ARE IN EFFECT AND SCORING TEAM MUST ALL TAG UP. DEFENSIVE TEAM MAY PULL THE PUCK OUT AND BEGIN PLAY.

>IF THE GOALIE MAKES THE SAVE BUT THERE IS A REBOUND, THE PLAY IS LIVE FOR ALL PLAYERS

>IF GOALIE STOPS PENALTY SHOT AND COVERS THE REBOUND, THEN GOALIE SAVE RULES ARE IN EFFECT AND REFEREE WILL BLOW THE WHISTLE--SHOOTING TEAM MUST ALL TAG UP AND DEFENSIVE TEAM MAY IMMEDIATELY BEGIN PLAY.

>UPON A MAJOR, MATCH OR ANY FIGHTING PENALTY CALLED, A PENALTY SHOT IS AWARDED AND PENALIZED PLAYER IS EJECTED FROM THE GAME AND SUBJECT TO FURTHER CHA BOARD DISCIPLINE.

>THERE IS A ZERO TOLERANCE RULE FOR ALL PLAYERS, PARENTS AND COACHES. WE EXPECT ALL TO FOLLOW THE CHA CODE OF CONDUCT.

### END OF GAME SHOOTOUT

>EVERY PLAYER WILL SHOOT. THE TEAM THAT HAS THE MOST PLAYERS SETS THE TOTAL NUMBER TO SHOOT. IF THE OTHER TEAM HAS LESS PLAYERS, THEN THEY WILL GO THROUGH THEIR ROSTER AGAIN UNTIL THEIR ATTEMPTS ARE EQUAL TO THE OTHER TEAMS. NO PLAYER MAY SHOOT TWICE UNTIL EVERY PLAYER HAS SHOT ONCE.

>BOTH TEAMS WILL SEND A PLAYER TO CENTER ICE BUT ONLY ONE PLAYER WILL GO AT A TIME.

>OTHER PLAYERS ARE TO BE ON THE BENCH DURING SHOOTOUT UNTIL ALL PLAYERS HAVE SHOT

### ON ICE PLAYERS

>IF A TEAM IS WINNING BY 5 OR MORE GOALS , THE OPPOSING TEAM MAY CHOOSE TO PLAY WITH 5 PLAYERS. ONCE THE MARGIN BECOMES 4 GOALS, PLAY RESUMES TO 4v4 AGAIN.