

JUNIOR RULES (tournament short version)

9. JUNIOR RULES

9.1. D- and YOUNGER (born 1994 and later)

9.1.1. Checking

A minor penalty (2') or a major penalty (5') and an automatic Game Misconduct Penalty in case of an injury for charging an opponent player.

- obvious risk of injury
- against the board
- direction of charger clearly different from the opponent's (from side, behind or front)

No penalty when

- skating towards same direction and the opponent is cleaved towards the board
- interfering with body the opponent holding the puck moving towards same direction even if frontal direction different
- hip charging the opponent when defending at 1 on 1- situation

The penalty is a minor 2' for checking and in case of injury major 5' plus an automatic game misconduct penalty. (Minor penalty 1' for E-juniors see below).

For D-juniors (94-95) the penalty for boarding, checking from behind and checking to the head and neck area is automatically a major penalty (5') + automatic game misconduct penalty. In case of an injury always a match penalty (25').

9.2. E- JUNIORS AND YOUNGER (born 1996 and later)

9.2.1. Compulsive use of junior stick

The blade of the stick may be straight. If it is curved the curvature must be even and by maximum 10 mm.

The shaft may not exceed the length of 140 cm and the thickness is limited to a maximum of 28 mm by 19 mm. The shafts have to be mainly wooden. Composite shafts are not allowed. For foreign teams national rules of each country are valid. For all other issues the official rules of ice hockey are valid.

NOTE 1 If the player is tall and the uncut stick held upright in front of the player is more than 10 cm below the player's collar bone line, the player is allowed to use an adult stick.

9.2.3. Body interference with stick is forbidden

The stick may not be used to interfering the opponent's body above his waist line. Penalty minor (1') or if injured major (5') and an automatic Game Misconduct Penalty.

9.2.4. Slapshot

The blade of the stick may not start from higher than the knees of the player. Penalty face -off from defending zone of the breaking team.

9.2.5. Equal playtime for all players

Number of players on team roster is 1-2 goalies and min. 10 skaters. All skaters listed for the team on the game line-up shall be given equal playtime on ice.

If the team has two goalies they will change approximately at halftime of the game (in the tournament after period 1). In case the team only has one goalie and he gets injured the team may dress one skater to goalie and he will continue tending the goal until the original goalie recovers or till the end of the game.

9.2.5.1. Playing in numerical order

In order to enable control of playtime for each player the team shall mark each player with consecutive numbers starting from 1 up to total number of skaters in the team. These change numbers must be 10 cm high and shall be fastened on the jersey (left arm, leftside above chest). Each change of skaters on ice will follow the given numerical order.

The numerical order may not be changes between the periods but the next period will start with following five skaters in numerical order.

9.2.5.2. Playing with coloured armbands

In order to enable control of playtime players wear coloured armbands.

Colours in use yellow, red and blue. This colour shall be marked for each player on the game score sheet (Y, R, B). This is also the order of colours for change of players. The team may nominate 5-7 players for each colour but in this case all players with each colour still have to get equal play time during the game.

The new period will start with the colour on ice at the end of previous period.

9.2.7. Line-up play time

There will be an obligatory change of line-up after 50" in play at a natural break.

In case there is no natural break of game before 60 seconds the officials will give a signal for break of game for line-up change.

9.2.8. Change signal

There will be a short whistle for line-up change. No "free" change of line-up or single players on ice is allowed. (exception: end of penalty)

9.2.9. Face-off after change of players

After the change of players the face-off will take place at the nearest face-off spot in the zone where the puck was when the game was called off.

9.2.10. Minor and major penalties, match penalties

Penalties are as described in the Rules of Ice hockey (IIHF).

1. Minor penalty is 1 minute (1'). The team plays short handed until the penalty is served. When the penalty is served the player goes straight to the bench and changes and the team replaces him with 1. one player with right coloured arm band or 2. next player in numerical order.

2. When the team serves a bench minor penalty or goal keeper's minor penalty no player goes to penalty box to serve the penalty but the team plays shorthanded until the penalty time is over or a goal scored against the short handed team. After the penalty time is over the team gets one more player on ice as described above.

3. If a player is judged a third minor penalty he is no longer allowed to take part in the game. Procedure for this third minor penalty is as described in pt 2 for bench minor and goalies's minor penalty. The penalized player is not suspended from any future games.

A major penalty (5') is always followed by an automatic Game Misconduct Penalty. Team plays shorthanded for 5 minutes (5'). The player is not allowed to take part in the game hereafter.

A Match Penalty makes the team to play shorthanded for five minutes (5'). The player is sent off the game and a minimum one game suspension will follow.

No five minute penalty is served by a team mate but the procedure is as described above in pt 2 for bench minor penalty.

All Game Misconduct Penalties and Match Penalties will be reported to the tournament Jury and FIHA for further judgement. Any decision of the jury or FIHA is final and may not be criticized.

The official rule and procedure for coincidental penalties are valid.

9.2.11. Misconduct and Game Misconduct Penalties (MP resp. GMP)

Misconduct Penalty (10') is served in the penalty box in a normal way.

If the player is judged a GMP, he will be sent off the game.

When playing according to 9.2.5.1. the player will be replaced by the next player in numerical order. When the MP is served the player gets back to his own place in the numerical order.

When playing with 9.2.5.2 a replacing player is nominated by the team to take the right colour.

9.2.12. Delayed penalty and replacing the goalie by a skater

When a delayed penalty is on the goalie may not be replaced by an additional skater.

A goalie may be taken off the ice only when he is injured or replaced by the second goalie at halftime.

9.2.13. Change of a player

When playing with 9.2.5.1 the numerical order of players may not be changed during the period but only during the pause between the periods. If a player is injured he is replaced by the next player in numerical order. If the player recovers at any stage of the game he will take his own place back in the numerical order.

If 9.2.5.2 is valid the change of players from one line-up five to another is not allowed during a period but only during the pause between the periods. If a player is injured he is replaced by a team mate in accordance to the rule of equal playtime. The replacing player's jersey number is to be informed to the officials. If the injured recovers he will take his own place back after the officials have been informed hereof.

During the pause between the periods all players may take new places in the coloured line-ups. The officials have to be informed of any changes.

9.2.14. No goal if the puck is netted when the signal for line-up change is on.

9.2.15. Time out is not allowed in the tournament

NOTE: TURKU TOURNAMENT EXCEPTIONS:

For U12 -juniors the Finnish (FIHA/SJL) rules for juniors § 9.2.5 - 9.2.9 and 9.2.12 - 9.2.14 are not valid. Free change of players on ice is allowed. Minor penalty is 1 (one) minute.

U11 teams will use order numbers for changes or coloured arm bands in accordance with FIHA/SJL regulations 9.2.5.1 and 9.2.5.2.