

FALL SEASON - NEW PHASE GAME RULES

PLAYOFF MINIMUM GAME RULE: For this season (Spring/Summer) only, except for the players that were replaced for covid reasons, all other players do not have to meet the 5 game played requirement for playoffs. Both per game and full time players.

BELOW IS STARTING FALL SEASON 8/30/2020

NEW CHANGES

1. **We will now be doing face-offs!** We are asking goalies & players to help with moving the ball to the ref's/faceoff area to help expedite the game and minimize close contact for refs AND players.
2. Do not step into face-off until the ref gives signal so that the drop can happen quickly. It will be dropped within 15 sec. Please be ready. Again to minimize close contact.
3. We will allow usage of lockers starting Fall 8/30/20. However:
 1. You still must exit by the bathrooms after your game.
 2. Wait for the next game to start.
 3. Go to your locker quickly to put your gear away.
 4. Must wear a mask.
 5. Must maintain 6ft social distancing per state guidelines. Use the tiles of the floor to remain 6 tiles apart. Take turns if you are too close.
 6. Still exit out of purple doors in front of the rink.

REMAINING THE SAME:

1. (2) Twenty minute halves, with running time.
2. No overtime.
3. Everything will still be in play i.e., walls, net and beams etc. Only going into players bench will be out of bounds. No goal can be caused by hitting what was considered out of bounds prior to Covid rules. (This is in beta-test & will be up for consideration to be permanent after the season ends.)

NEW GOALIE RELACEMENT RULE: (This is in beta-test & will be up for consideration to permanent after the season ends.)

1. You can ask a non-roster goalie to sub in for your goalie for any reason at no charge as long as you have a paid goalie on the roster. However, it cannot be a goalie that already plays in that division unless it is already a sub-goalie. Basically, sub-goalies can be shared. Must be pre-approved by email in advance. If same day, you must **call** in to the rink before game for approval.