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| **Rules, 2012 Fall (Short) Season** |
| **Format** | 4 on 4 18 game Season2 pts for a win1 pt for a tie |
| **Game Times** | 6:30 to 7:30Flood7:40 to 8:402 min warm upTwo 20 min periods, running time. (Stop Time if within last 2 minutes teams are 2 or fewer goals apart.)If tied after the two regulation periods, there will be one 5-minute sudden death overtime period.If tied after overtime, game will be recorded as a "Tie." |
| **Penalties** | 2 min minor: (The usuals)5 min major: Fighting; Dangerous Contact against a Vulnerable Player; Accidental stick injuryGame Misconduct: Deliberate or Reckless Contact Against a Vulnerable player; 3rd-Man into Fight; Suspension: Deliberate attempt to injureCaptains can recommend any incident, whether penalized or not, to Advisory Board and Commissioner for further action. Advisory Board must meet and determine action/punishment prior to next league game.If a team has 2 penalties, then the play is 5 on three. When the first penalty is over, the team can put a player on the ice, so it’s 5 on 4. The play will continue 5 on 4 until the first whistle. It will then be adjusted to 4 on 3. If the play continues until the second penalty is over, then the team will play 5 on 5 until the first whistle. |
| **Referees** | The team that is not refereeing needs to supply at least 1 ref, 2 would be better. |