

New Adult League Rules

2006 -2007

Season

1. All (A) players are welcome to play in both the A and B leagues with approval of either the Hockey Director or the Rink GM.
2. All (A) teams must submit on or before the team's first game, a complete roster of no more than fifteen (15) players for the entry into the league. If said roster is not submitted as above, the team will not be allowed to play. This roster will be FROZEN AFTER THE 5TH GAME. **An (A) PLAYER MAY NOT SKATE ON ANOTHER TEAM IN THE SAME LEAGUE. THEY MAY SKATE IN the (B) LEAGUE, BUT MUST BE ON A ROSTER OR AHEAD TO THE SUBSTITUTION RULES.**
3. **THE SUBSTITUTION RULE:**
 - a. Any team that has less than 8 players may add substitute players to fill the roster back to 8 players.
 - b. No more than 3 sub players for the team per game
 - c. An (A) league player **CAN NOT** sub for any other (A) teams.
 - d. An (A) team may pull up a sub from the (B) league to sub
 - e. All subs must be registered either as an A or B league player to sub.
 - f. An (A) League player must be registered with the (B) league in order to substitute in the (B) League.
4. All Players must be registered with ISI Hockey before 1st game or they will be suspended from play until they provide proof of registration.
5. **ALL PLAYERS ARE REQUIRED TO WEAR FULL HOCKEY ATTIRE WHENEVER THEY ARE ON THE ICE.** This includes helmets, elbow pads, hockey pants, cup and supporter, shin pads, hockey skates. Players not wearing the required equipment will be assessed a minor penalty **AND NOT BE ALLOWED TO PLAY** until proper equipment is in place.
6. All players on a team must wear similar jerseys with jersey numbers for easy identification by the officials. **PLAYERS NOT WEARING MATCHING JERSEY WITH JERSEY NUMBERS BY THE 3RD GAME WILL NOT BE ALLOWED TO PLAY. TAPE NUMBERS WILL NOT BE ALLOWED.** The only exception to this rule is the goaltenders and only at the option of the referee.

7. All adult teams will play one 75-minute game as follows: 5-minute warm-up. 1st and 2nd periods, 15 minutes stop time. 3rd period, 15 minute stop time unless the remaining time on the clock equals the time left to play in the game then the clock will go to running time. Rink manager and / or league director reserve the right to set the clock to running time if game is being played with blatant disregard towards the USA hockey rules, in-house rules or the officiating.
8. A maximum of 1 minute will be allowed for teams to change ends between periods. Any player leaving the ice between periods will not be allowed to return until the first stoppage of play in the next period. Violation of this rule will result in a minor penalty- delay of game.
9. ***in the event payment of any league fees are not received when due, the league reserves the right to drop the team or individual from the league with no refund of paid fees.***
10. All games will be played under USA HOCKEY rules with the exception of the following:
 - a. Types of Game misconducts:
 1. **GAME MISCONDUCT FOR FIGHTING** will result in the player **BEING SUSPENDED FOR A MINIMUM OF THREE (3) GAMES.**
If a player gets a second GAME MISCONDUCT FOR FIGHTING that player will be automatically dropped from the league with no refund. **If it occurs during the playoffs, the player involved will be banned from participating in the next session of the league.**
 2. **OFFICIAL'S MISCONDUCT** penalty will result in a player being suspended for the remainder of the game in progress but will not be suspended for the next game.
 3. Any player receiving three stick infractions IE. Slashing, hooking, spearing, butt-ending, or tripping will be given a game misconduct, but will not be suspended from the next game.
 - b. Teams playing a suspended player or a player not listed on the score sheet or team roster will be forfeit said game and the suspended player will be assessed at least an additional one (1) game suspension.
 - c. **MATCH PENALTY-** In the event of a **Match penalty**, the player involved will be dropped from the league with no refund of league fees. If the match penalty occurs during the **playoffs, the player will be barred from play in the next session.**
 - d. **PHYSICAL ABUSE OF AN OFFICIAL** will result in **PERMANENT** expulsion from league play.

- e. **NO-CHECK** means: any player who checks an opponent with body contact will be assessed a minimum of a 2-minute penalty for "checking".
 - f. If a suspension is earned in one of our leagues, it carries over to all of our leagues (i.e. a suspension in the "B" league applies to **ALL** "B" league and "A" league.)
 - g. Any player receiving four (4) penalties in one (1) game will receive a game misconduct and be suspended for the remainder of that game **and the following game**.
 - h. Any team incurs twelve (12) penalties in a game shall forfeit that game and immediately leave the ice.
 - i. Referees may impose an official misconduct penalty, which will suspend that player for the rest of that game for improper conduct or language during a game.
11. In case of a tie in the standings, head to head record will be the tiebreaker. If the teams are still tied then the team with the highest "goals for" will be declared the winner. If still tied, the team with the highest goals for minus goals against margin will be the winner.
12. A Player must have played in a minimum of five (5) games during the regular season to be eligible for playoffs.
13. **ROSTER PROTESTS-** Any protest must be made in writing on the score sheet before the player(s) or teams in question leave the ice. If an opponent has protested a player on a team, the player in question will print and sign his name on the back of the score sheet and provide to the scorekeeper or league representative a drivers license confirming their identity prior to leaving the facility. Failure to do so when requested by the referee, scorekeeper, league official or rink manager shall result in a forfeit of the game played.
14. **SLAUGHTER RULE-** When one team leads a game by seven (7) goals in the third period, the score clock will go to running time and the **clock will not be stopped**, unless the lead is reduced to six (6) goals. If at any time in the third period the margin is reduced to six goals or less the clock shall revert back to stop time. There will be no running clock in the first two (2) periods.
15. Each team must have five (5) players and one (1) goalie at the start of the game. If a team is short players, a minor penalty will be assessed and an additional five (5) minutes will be allowed. If at the end of this time there are not enough players, the game is a forfeited 1-0.