

**HATFIELD ICE
ADULT HOCKEY LEAGUE
SUPPLEMENTAL RULES
30+ “C” LEAGUE**

**LEAGUE DIRECTORS/DISCIPLINARY COMMITTEE
CHRIS ORLANDO, BRIAN PECA & BILL HAHL
COMMISSIONER & ADULT HOCKEY DIRECTOR
CHRIS ORLANDO**

THE 30+ “C” REC. LEAGUE IS A **NO CHECK** LEAGUE.

ALL GAMES ARE PLAYED USING **USA HOCKEY** RULES.
IN ADDITION THE FOLLOWING HATFIELD ICE SUPPLEMENTAL
RULES WILL BE ENFORCED.

All league rules must be approved by the league commissioner.

League rules are to be approved by team captains prior to the draft. All rules must have a majority vote to pass; all ties will be broken by the league commissioner.

1. REFEREES-

THE REFEREE WILL ENFORCE ALL LEAGUE RULES AND HAVE FULL CONTROL OF THE GAME AT ALL TIMES. IF IN THE REFEREE’S OPINION THE CONDUCT OF THE PLAYERS IS DETERMINED TO BE OUT OF CONTROL, HE HAS THE POWER TO CALL THE GAME. BOTH TEAMS ARE TO LEAVE THE ICE IMMEDIATELY. THE FINAL OUTCOME OF THE GAME WILL BE DETERMINED BY LEAGUE OFFICIALS AFTER A REVIEW. TWO REFEREES WILL BE ASSIGNED TO EVERY GAME. IF ONLY ONE REFEREE IS PRESENT THE GAME WILL BE PLAYED.

2. FIGHTING-

WE **WILL NOT TOLERATE FIGHTING** IN OUR LEAGUES AT HATFIELD ICE. THIS RULE WILL BE STRICTLY ENFORCED. IN THE EVENT OF A FIGHT THE REFEREE HAS THE AUTHORITY TO HAVE THE TIMEKEEPER RUN THE CLOCK IF ORDER CANNOT BE QUICKLY RESTORED. IF THE REFEREE DECIDES THAT THE GAME CANNOT BE COMPLETED IN A SPORTSMANLIKE MANNER HE MAY END THE GAME.[SEE RULE ONE].

THE LEAGUE PENALTIES FOR FIGHTING WILL BE AS FOLLOWS-

FIRST OFFENSE- GAME MISCONDUCT PLUS A 2 GAME SUSPENSION*

SECOND OFFENSE- GAME MISCONDUCT PLUS A 5 GAME SUSPENSION*

THIRD OFFENSE- GAME MISCONDUCT PLUS REMAINDER OF THE SEASON SUSPENSION. (INCLUDING PLAYOFFS)*

*** INSTIGATOR RULE-** IF A FIGHT OCCURS AND THE REFEREE DEEMS ONE OF THE PARTICIPANTS TO BE THE AGGRESSOR HE MAY ASSESS AN INSTIGATOR MINOR PENALTY TO THAT PLAYER. BOTH PLAYERS INVOLVED IN THE FIGHT WILL STILL BE EJECTED FROM THE GAME. THE PLAYER INSTIGATING THE FIGHT SHALL BE SUSPENDED THE NORMAL TWO [2] GAMES. THE OTHER PLAYER INVOLVED WILL BE SUSPENDED ONE [1] GAME. THE INSTIGATOR MINOR PENALTY WILL BE SERVED BY A PLAYER ON THE ICE AT THE TIME OF THE PENALTY. IN THE EVENT OF A FIGHT WITH NO INSTIGATOR PENALTY CALLED, BOTH PLAYERS RECEIVE A TWO [2] GAME SUSPENSION. IF AN ALTERCATION RESULTS IN ONLY ONE PLAYER RECEIVING A FIGHTING MAJOR, THAT PLAYER SHALL BE SUSPENDED TWO [2] GAMES. ALL OF THE ABOVE SCENARIOS ASSUME THIS IS A FIRST OFFENSE. THIS RULE IS INTENDED TO LESSEN THE PENALTY TO A PLAYER WHO IS JUST PROTECTING HIMSELF. ALL INSTIGATOR PENALTIES WILL BE ASSESSED AT THE REFEREE'S DISCRETION.

3. CHECKING PENALTIES-

ANY PLAYER THAT CHECKS ANOTHER PLAYER SHALL RECEIVE AN ADDITIONAL 10 MINUTE MISCONDUCT PENALTY ON TOP OF THE MINOR PENALTY IF DEEMED BY THE OFFICIALS TO BE INTENTIONAL OR DELIBERATE. INCIDENTAL CONTACT, PLAYERS LOSING BALANCE OR AN EDGE WILL NOT BE SUBJECT TO THIS ADDITIONAL PENALTY. REFEREES WILL HAVE THE ULTIMATE DECISION ON THE CALLING OF THIS PENALTY.

4. OTHER MAJOR PENALTIES- [GAME MISCONDUCTS]

ANY OTHER MAJOR PENALTY THAT INCLUDES A GAME MISCONDUCT SUCH AS STICK FOULS OR ABUSE OF OFFICIALS SHALL CARRY THE SAME PENALTIES AS RULE # 2.

5. MATCH PENALTIES-

ANY PLAYER RECEIVING A MATCH PENALTY SHALL BE SUSPENDED INDEFINITELY FROM ALL ADULT ICE HOCKEY LEAGUE COMPETITION, [THIS INCLUDES PLAYERS ACTIVE IN MULTIPLE LEAGUES], PENDING A REVIEW BY THE LEAGUE DISCIPLINARY COMMITTEE AND A RULING BY THE ATLANTIC DISTRICT. IF A PLAYERS CASE IS NOT REVIEWED WITHIN 30 DAYS OF THE INFRACTION THE SUSPENSION WILL TERMINATE AND THE PLAYER WILL BE REINSTATED.

6. PENALTIES/PLAYER-

- A. ANY PLAYER WHO RECEIVES [**4**] PENALTIES IN A GAME SHALL BE EJECTED FROM THE GAME UPON THE CALLING OF THE FOURTH PENALTY. NO FURTHER SUSPENSION SHALL BE ENFORCED. HOWEVER, IF A PLAYER RECEIVES 5 OR MORE PENALTIES IN ONE GAME DUE TO THE REFEREE CALLING MULTIPLE FOULS SIMULTANEOUSLY, THAT PLAYER SHALL BE EJECTED FROM THAT GAME AND SUSPENDED FOR [**1**] ADDITIONAL GAME.
- B. ANY PLAYER WHO, IN THE JUDGEMENT OF THE REFEREES, TAKES THE ICE UNDER THE INFLUENCE OF ALCOHOL OR DRUGS, WILL BE ASSESSED A GAME MISCONDUCT AND A ONE GAME SUSPENSION. REPEAT OFFENDERS WILL BE SUBJECT TO EXPULSION FROM THE LEAGUE.
- C. HATFIELD ICE RESERVES THE RIGHT TO SUSPEND OR PERMANENTLY BAR ANY PLAYER WHO HAS DEMONSTRATED AN INABILITY TO FOLLOW RULES AND PRACTICES POOR SPORTSMANSHIP, OR WHO IN THE JUDGEMENT OF LEAGUE OFFICIALS, POSES A THREAT TO THE HEALTH AND SAFETY OF OTHER PARTICIPANTS AND OFFICIALS.
- D. A GAME EJECTION MAY BE ASSESSED INSTEAD OF A GAME MISCONDUCT BY THE REFEREE. A GAME EJECTION CARRIES NO FURTHER PENALTIES OR SUSPENSIONS.
- E. ANY PLAYER RECEIVING A GAME MISCONDUCT SHALL AUTOMATICALLY SIT OUT THE NEXT GAME. NO EXCEPTIONS.

7. GAME PENALTIES-TEAM- A TOTAL OF FIFTEEN [15] TEAM PENALTIES INCURRED IN ONE GAME WILL RESULT IN A FORFEIT OF THAT GAME.

8. TEAM ROSTERS-

- A. ONLY PLAYERS LISTED ON A TEAM'S ROSTER MAY PARTICIPATE IN A GAME.
- B. IF A TEAM IS MISSING THEIR GOALTENDER FOR A GAME THEY MAY PLAY ANOTHER MEMBER OF THEIR ROSTER IN NET, OR USE A SUBSTITUTE GOALTENDER APPROVED BY THE ADULT HOCKEY DIRECTOR. ALL REQUESTS FOR A SUBSTITUTE MUST BE MADE AT LEAST 24 HOURS BEFORE THE GAME TIME.
- C. REQUESTS TO USE SUBSTITUTE SKATERS MUST BE MADE TO THE ADULT HOCKEY DIRECTOR AT LEAST 24 HOURS BEFORE GAME TIME. THESE REQUESTS WILL BE GRANTED ONLY IN **EXTREME** CIRCUMSTANCES.
- D. REQUESTS FOR ADDITIONS TO A TEAM ROSTER MUST BE MADE BEFORE DECEMBER 15TH IN ORDER TO BE ELIGIBLE FOR PLAYOFFS.
- E. ***EACH TEAM WILL HAVE A DESIGNATED CAPTAIN AT ALL GAMES. THE TWO CAPTAINS WILL MEET DURING WARM-UPS TO DISCUSS ISSUES REGARDING SUBSTITUTE PLAYERS OR OTHER ITEMS INVOLVING THAT DAYS GAME.***

9. AUTOMATIC GAME FORFEITURE-

- A. IF A SUSPENDED PLAYER ENTERS A GAME DURING HIS SUSPENSION HIS TEAM SHALL FORFEIT THE GAME AND HE SHALL RECEIVE AN ADDITIONAL TWO [2] GAMES ON TOP OF HIS ORIGINAL SUSPENSION.
- B. ***IF AN UNAPPROVED, UNROSTERED PLAYER PARTICIPATES IN A GAME HIS TEAM SHALL FORFEIT THAT GAME & THE TEAM CAPTAIN WILL RECEIVE A 1 GAME SUSPENSION. A SECOND OFFENSE WILL RESULT IN LOSS OF PLAYOFF PRIVILEGES AND DISBANMENT OF TEAM AFTER SEASON.***

10. GAME TIMES-

- A. A LEAGUE GAME CONSISTS OF THREE, 15 MINUTE, STOP TIME PERIODS.* [SEE MERCY RULE "C"]. A GAME IS OFFICIAL AFTER TWO PERIODS HAVE BEEN PLAYED.
- B. A GAME TIME SLOT IS 1 AND ½ HOURS LONG. TEAMS ARE TO BE ON THE ICE, ON TIME. A 5 MINUTE WARMUP IS ALLOWED. NO PLAYER SHALL ENTER THE ICE SURFACE UNTIL THE RESURFACING IS COMPLETE AND THE OLYMPIA DOORS ARE CLOSED.
- C. ***MERCY RULE. THIS RULE HAS BEEN ELIMINATED IN THE "C" RECREATIONAL LEAGUE. ALL GAMES WILL BE PLAYED TO COMPLETION.***
- D. IN THE EVENT OF A TIE GAME A 5 MINUTE 4 ON 4 SUDDEN DEATH OVERTIME PERIOD SHALL BE PLAYED. IF THERE IS NO SCORING IN OVERTIME A 3 PLAYER SHOOTOUT SHALL BE HELD. AFTER THREE SHOOTERS WE WILL CONTINUE 1 AND 1 UNTIL A WINNER IS DECIDED. EVERY SKATER MUST SHOOT ONCE BEFORE A SKATER CAN SHOOT AGAIN. IF A PLAYOFF GAME IS TIED AT THE END OF REGULATION A 15 MINUTE SUDDEN DEATH OVERTIME WILL BE PLAYED. THE TEAMS WILL PLAY 5 ON 5. THEY WILL NOT SWITCH ENDS. IF THE GAME IS STILL TIED ANOTHER 15 MINUTE SUDDEN DEATH OVERTIME WILL BE PLAYED. WE WILL REPEAT THIS UNTIL A WINNER IS DETERMINED.
- E. IF ONLY ONE REFEREE SHOWS UP FOR A GAME THE GAME WILL PROCEED AS SCHEDULED WITH ONE REFEREE. THE GAME WILL BE CONSIDERED AN OFFICIAL GAME. TWO REFEREES ARE ASSIGNED TO EVERY GAME.
- F. THE TAG UP OFFSIDES RULE SHALL BE IN EFFECT. BLUE LINE ICING SHALL BE CALLED.

11. SCORESHEETS-

- A. IT IS UP TO EACH TEAM, ITS PLAYERS OR CAPTAIN TO BE AWARE OF ANY SUSPENSIONS THAT MUST BE SERVED BY BOTH THEIR OPPONENTS OR THEMSELVES. IT IS IN EACH TEAMS BEST INTEREST

- TO OBTAIN AND KEEP A COPY OF THEIR GAMES SCORESHEETS. ALL SUSPENSIONS WILL BE HANDED OUT BASED ON THESE RECORDS.
- B. A TEAM MAY FILE A GAME PROTEST BY INFORMING THE REFEREE WHO WILL NOTE IT ON THE SCORESHEET AND NOTIFY THE OTHER CAPTAIN. THE COMMISSIONER WILL NOT HEAR ANY PROTESTS UNLESS THIS RULE HAS BEEN FOLLOWED.

12. EQUIPMENT-

- A. FULL EQUIPMENT MUST BE WORN AT ALL TIMES. A REGULATION HELMET WITH A FASTENED CHIN STRAP IS TO BE WORN AT ALL TIMES INCLUDING WARM-UPS AND ON THE BENCH. IF A PLAYER LOSES A HELMET DURING PLAY HE MUST GO TO THE BENCH OR REPLACE IT BEFORE RE-ENTERING PLAY. **FULL FACE CAGES ARE STRONGLY RECOMMENDED.** **We WILL NOT be conforming to the new goalie equipment limitations set by USA Hockey. If a team has an issue with an opposing goaltender's equipment they must contact the league commissioner and file a formal protest.**

13. GAME CANCELLATIONS-

- A. GAMES CAN ONLY BE CANCELED AND RESCHEDULED BY, THE MANAGEMENT OF HATFIELD ICE. THIS WILL BE DONE ONLY IN EXTREME CASES OF INCLEMENT WEATHER OR PHYSICAL PLANT MALFUNCTIONS. INABILITY TO FIELD A TEAM OR DISSATISFACTION WITH A GAME TIME DO NOT CONSTITUTE REASONS FOR A CANCELLATION.

14. TIE BREAKERS

- TIES IN THE STANDINGS SHALL BE BROKEN ACCORDING TO THE FOLLOWING CRITERIA-
- A. MOST WINS
 - B. HEAD TO HEAD COMPETITION
 - C. BEST GOALS FOR/GOALS AGAINST DIFFERENTIAL HEAD TO HEAD.
 - D. FEWEST GOALS AGAINST OVERALL.
 - E. MOST GOALS FOR OVERALL.
 - F. COIN FLIP OR SPECIAL PLAY-IN GAME IF AN ICE SLOT IS AVAILABLE.

15. PLAYOFFS/AWARDS-

- A. THE PLAYOFF FORMAT WILL BE DETERMINED FOR EACH DIVISION BY THE COMMISSIONER. IT WILL BE BASED ON THE NUMBER OF TEAMS AND ICE AVAILABILITY.
- B. THE LEAGUE WILL PROVIDE SUITABLE AWARDS FOR THE CHAMPIONS AND RUNNERS UP.

16. LEAGUE MEETINGS-

- A. LEAGUE MEETINGS WILL BE HELD PERIODICALLY THROUGHOUT THE SEASON. EACH TEAM MUST BE REPRESENTED AT EVERY MEETING. THE LEAGUE WILL GIVE AT LEAST ONE WEEK'S NOTICE PRIOR TO A MEETING. IF A TEAM IS NOT REPRESENTED AT A MEETING THEY WILL HAVE NO VOTE OR SAY IN ANY DECISION MADE AT THAT MEETING.

THE REFEREES ONLY CALL PENALTIES. THE LEAGUE HANDLES ALL SUSPENSIONS AND ELIGIBILITY ISSUES. PLEASE COOPERATE WITH THE OFFICIALS . THE USA HOCKEY STANDARD OF PLAY SHALL BE ENFORCED.

17. DRAFT/CORE RULES-

- A. PLAYERS WHO HAVE PLAYED FOR A TEAM IN ONE OR MORE OF THE PREVIOUS TWO SEASONS (WINTER/SPRING) ARE PERMITTED TO RETURN TO THEIR TEAM.
- B. PLAYERS WHO HAVE MISSED TWO CONSECUTIVE SEASONS (WINTER/SPRING) ARE NOT ELIGIBLE TO RETURN TO THEIR PREVIOUS TEAM AND MUST ATTEND THE EVALUATION SKATE AND DRAFT. *PLAYERS WHO WERE UNABLE TO PLAY DUE TO INJURY WILL BE EXEMPT FROM THIS RULE.*
- C. TEAMS WILL BE PERMITTED TO CLAIM 1 PLAYER PRE-DRAFT AS PROPERTY. IN ORDER TO BE ELIGIBLE THAT PLAYER MUST ATTEND THE EVALUATION SKATE OR HAVE PLAYED FOR ANOTHER TEAM IN THE LEAGUE THE PREVIOUS SEASON AND WANT TO LEAVE SAID TEAM. CAPTAINS WILL VOTE ON PRE-DRAFT PLAYERS, IF 50% OR MORE VOTE AGAINST THEN THE PLAYER WILL NOT BE PERMITTED TO ENTER THE LEAGUE.
- D. PLAYERS THAT DO NOT ATTEND THE EVALUATION SKATE WILL BE DRAFTED AFTER THOSE THAT DID ATTEND. TO ENSURE FAIRNESS TO ALL TEAMS, THESE PLAYERS WILL BE PICKED OUT OF A HAT IN THE ORIGINAL DRAFT ORDER.

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