

2019/20 FALL HATFIELD ICE ADULT HOCKEY LEAGUES SUPPLEMENTAL RULES

LEAGUE DIRECTORS/DISCIPLINARY COMMITTEE
**CHRIS ORLANDO, BRIAN PECA, SCOTT SALAMON,
BILL HAHL & ROD HARBON**

COMMISSIONER
BILL HAHL
ADULT LEAGUE DIRECTOR
SCOTT SALAMON

ALL LEAGUES ARE **NO CHECK** LEAGUES.

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

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- 2 GAME SUSPENSION*

SECOND OFFENSE- 6 GAME SUSPENSION*

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

ANY MAJOR PENALTY THAT ALSO INCLUDES A GAME MISCONDUCT PENALTY WILL CARRY AN ADDITIONAL ONE GAME SUSPENSION.

EXAMPLE: 5 MINUTE MAJOR FOR FIGHTING & GAME MISCONDUCT IS A THREE GAME SUSPENSION

*** 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 THREE [3] 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 THREE [3] GAME SUSPENSION. IF AN ALTERCATION RESULTS IN ONLY ONE PLAYER RECEIVING A FIGHTING MAJOR, THAT PLAYER SHALL BE SUSPENDED THREE [3] 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. OTHER MAJOR PENALTIES: [GAME MISCONDUCTS]

ALL GAME MISCONDUCT PENALTIES ARE AN AUTOMATIC ONE GAME SUSPENSION FROM USA HOCKEY!

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

PLAYERS WHO PLAY ON MORE THAN ONE TEAM WHO ARE ISSUED A SUSPENSION WILL NOT BE PERMITTED TO PLAY FOR THEIR OTHER TEAM UNTIL THE SUSPENSION IS SERVED FOR THE TEAM IT WAS RECEIVED ON.

4. 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.

5. 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. **NO ALCOHOLIC BEVERAGES ARE PERMITTED IN THE PLAYER BENCH AREAS.**

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.

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

7. TEAM ROSTERS:

- A. A TEAM MAY ROSTER UP TO TWENTY [20] SKATERS AND TWO [2] GOALIES.
- B. PLAYERS WILL NO LONGER BE REQUIRED TO SIGN IN BEFORE A GAME.
- C. EACH TEAM WILL HAVE A CAPTAIN AND ONE OR TWO ALTERNATES. THEY WILL BE INDICATED BY A "C" OR AN "A" ON THE ROSTER SECTION OF THE SCORE SHEET. THEY WILL BE THE ONLY PLAYERS PERMITTED TO COMMUNICATE WITH THE OFFICIALS DURING A GAME.
- D. EACH TEAM WILL SUBMIT TO THE LEAGUE, THE COLOR(S) AND STYLE OF THEIR TEAM'S JERSEYS. EVERY PLAYER WILL WEAR THE SAME JERSEY NUMBER AT EVERY GAME. THIS INFORMATION WILL BE INCLUDED WITH THE TEAMS INITIAL ROSTER.
- D. GOALEIS MUST PLAY AT LEAST 3 GAMES FOR A TEAM TO BE CONSIDERED ELIGIBLE TO PLAY IN PLAYOFFS

8. CHALLENGING PLAYER ELIGABILITY

- 1) CAPTAIN CAN FILE A FORMAL CHALLENGE TO A REREE WHO WILL INSTRUCT THE SCOREKEEPER TO MAKE A NOTE OF THE PLAYER IN QUESTION. CHALLENGES WILL ONLY BE ACCPETED FROM WARM-UPS TO THE COMPLETION OF THE GAME. NO CHALLENGES WILL BE ACCPETED AFTER THE COMPLETION OF THE GAME.
- 2) LEAGUE COMMISSONERS WILL EVLAUATE THE SITUATION AND ISSUE A VERDICT.
- 3) IF A CHALLENGED PLAYER IS FOUND TO NOT BE ON THE TEAM ROSTER OR IS AN UNAPPROVED SUB, A FORFEIT WILL BE ISSUED.

9. PROTOCOL FOR REPORTING ADVANCED PLAYERS

CAPTAINS WILL BE HELD RESPONSIBLE FOR SUBMITTING A ROSTER COMPLETED WITH PLAYERS OF APPROPRIATE SKILL LEVEL FOR THE DIVISION IN WHICH THEY ARE PLAYING

- 1) TEAM CAPTAIN REGISTERS A FORMAL COMPLAINT, WHICH SHOULD INCLUDE PLAYERS NAME, JERSEY NUMBER AND TEAM. A LIST OF REASONS AS TO WHY THIS PLAYER IS NOT APPROPRIATE FOR THE LEAGUE MUST ALSO BE INCLUDED (I.E. SHOT, SKATING SPEED, STICKHANDLING).
- 2) ONCE 2 OR MORE CAPTAINS HAVE IDENTIFIED AN INDIVIDUAL PLAYER, LEAGUE OFFICIALS WILL MONITOR SEVERAL GAMES AND MAKE A RULING.
- 3) IF A PLAYER IS DETERMINED TO BE TOO ADVANCED FOR THE DIVISION IN WHICH THEY ARE PLAYING LEAGUE OFFICIALS WILL GIVE THE CAPTAIN OF THE TEAM A WARNING. FAILURE TO REEL THE PLAYER IN QUESTION IN MAY RESULT IN THE CAPTAIN SERVING A ONE GAME SUSPENSION AND/OR THE PLAYERS REMOVAL FROM THE LEAGUE.

ALL REPORTS ON ADVANCED PLAYERS MUST BE EMAILED TO SCOTT SALAMON AND BILL HAHL

10. 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 UNROSTERED PLAYER PARTICIPATES IN A GAME HIS TEAM SHALL FORFEIT.**

- C. IF AN INELIGIBLE PLAYER PARTICIPATES IN A PLAYOFF GAME HIS TEAM SHALL FORFEIT.

11. 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. IF THE GOAL DIFFERENTIAL IS 7 OR MORE ENTERING, OR BECOMES SO AT ANY TIME DURING THE THIRD PERIOD, A RUNNING CLOCK SHALL BE USED. ***IF THE DIFFERENTIAL CLOSES TO WITHIN FOUR (4) GOALS THE STOP CLOCK SHALL RESUME.*** IF THE GOAL DIFFERENTIAL BECOMES 10 AT ANY TIME AFTER TWO PERIODS THE GAME SHALL BE ENDED (**EXCEPT FOR THE 30+ C LEAGUE.**)
- D. 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.**

12. OVERTIME FORMAT:

- A. IN THE EVENT OF A TIE GAME A 5 MINUTE 4 ON 4 SUDDEN DEATH OVERTIME PERIOD SHALL BE PLAYED. IF A TEAM SHOULD RECEIVE A PENALTY WHILE ALREADY DOWN A MAN THEN THE NON OFFENDING TEAM SHALL BE PERMITTED AN EXTRA SKATER AS LONG AS THEY DO NOT HAVE MORE THAN 6 PLAYERS OR 5 AND 1 GOALIE ON THE ICE. OTHERWISE THE PENALTY SHOULD BE STACKED.
- *Note (At no time shall a team be below 3 players and 1 goalie on ice strength as well as over 5 players and 1 goalie. This is the NHL format.)
- B. **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.** PENALIZED PLAYERS WITH TIME REMAINNG ON THEIR PENALTY AT THE END OF OVERTIME ARE NOT ELIGIBLE FOR THE SHOOT-OUT.
- C. IF A **PLAYOFF GAME** IS TIED AT THE END OF REGULATION A TEN 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, THE GAME WILL PROCEED TO A SHOOTOUT. **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.**

- D. IF A **FINALS GAME** IS TIED AT THE END OF REGULATION A TEN 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 10 MINUTE OVERTIME WILL BE PLAYED. THIS WILL CONTINUE UNTIL A WINNER IS DETERMINED.

13. 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 AS WELL AS FORMALLY NOTIFYING THE COMMISSIONER OF THE LEAGUE.

13. 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 PROTECTION IS 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.**

14. 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.

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

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