

HATFIELD ICE ADULT HOCKEY LEAGUES SUPPLEMENTAL RULES

LEAGUE DIRECTORS/DISCIPLINARY COMMITTEE
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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.

Credits/Refunds

There will be NO credits or refunds issued for Adult League Hockey at Hatfield Ice. Credits may only be given to a player who is injured during a Hatfield Ice Adult Hockey League game. Doctors notes must be presented to receive a credit for games missed. Players who are injured away from a sanctioned games at Hatfield Ice will not receive a credit or refund of any kind.

1. REFEREES:

The referees will always enforce all league rules and have full control of the game. If in the referee's opinion a player is out of control, he has the power to call a game. Two referees will be scheduled for every game; if only one referee is present the game will be played. Abuse of an official will result in suspension determined by league directors. Hatfield Ice has a ZERO TOLERANCE policy in regard to abuse of an official. If you disagree with a call, go to the penalty box or leave the ice. Arguing, yelling and threatening an official will not be tolerated and can result in expulsion from the league.

Video Review

Hatfield Ice will NOT review video of incidents unless there is a major injury or a Match Penalty is called.

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 run the clock if order cannot be restored. If the referee decides that the game cannot be completed in a sportsmanlike manner, he may end the game.

Refer to USA Hockey **rule 615** for fighting. Punches do not have to be thrown for an official to call a fighting major. If a player is called for a fighting major, they are to leave the ice in an orderly manner. Failure to do so will result in a longer suspension.

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. The player instigating the fight shall be suspended the normal three games. The other player involved will be suspended one 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 shall receive a three-game suspension. These scenarios assume this is a first offense, second offenses will result in lengthier suspensions. A third offense will result in your removal from the league. 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 included a game misconduct such as stick fouls, boarding or abuse of an official 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.

Adult League Directors may increase a suspension as they see fit

4. MATCH PENALTIES:

Any player receiving a match penalty shall be suspended indefinitely from all adult ice hockey league competition, including players active in multiple leagues pending a review by the league disciplinary committee and ruling by the Atlantic District. If a player's 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 received [5] 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 demonstrates 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.

GAME EJECTION

May be assessed instead of a game misconduct penalty by the referee. A game ejection carries no further penalties or suspension. 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 skaters and two goalies.
- B. Players will not be required to sign before a game
- C. Each team will have a captain and one or two alternate captains. They will be indicated by a "C" or an "A" on their Jersey. They are the only players permitted to communicate with the officials during a game.
- D. Each team will submit to the league colors 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 team's initial roster.
- E. Goalies must play at least three games for a team to be considered eligible to play in playoffs.

Substitute Players

Substitute players are meant to be used in situations where a team is missing multiple players to the point they will be below 10 skaters. Substitutes should not be used frequently. If your team needs substitute players, you need to either get more players on your roster or get more reliable players. Teams found abusing substitute player rules will have players added to their roster by the league

- Any substitute player **MUST** be registered at Hatfield Ice for that current season in which they are being used as a substitute.

Example: If someone was registered for the spring of 2019 but are not registered for the 2019-2020 season, they would be ineligible to sub.

Failure to follow this rule will result in automatic game forfeiture and suspension of team captain

- Teams using substitute players may not play with more than ten [10] skaters and one goalie. If you have 8 skaters you can use two subs to get to 10. If you are using substitute players and have more than 10 skaters, it will be an automatic forfeiture of that game.
- **SUBSTITUTE PLAYERS MUST BE REGISTERED IN YOUR LEAGUE OR A LOWER LEAGUE.** A “B” player who is not registered in the “C” league can not be used as a substitute. C1 can pull players from C1, C2 & C3. The C2 division can pull from C2 & C3. The C3 division is limited to just C3 players. Failure to follow this will result in forfeiture.

Teams who repeatedly fail to follow these substitute player rules will be removed from the league at any point in the season.

8. CHALLENGING PLAYER ELIGABILITY

- 1) Captains can file a formal challenge to a referee who will instruct the scorekeeper to make a note of the player in question. Challenges will only be accepted from warmups to the completion of the game. No challenges will be accepted after the completion of the game.
- 2) League commissioners will evaluate 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 a player’s name, jersey number and team. A list of reasons as to why this player is not appropriate for the league must also be included.

- 2) Once two 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 the player being removed from the team and 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, their team shall forfeit the game and they shall receive an additional two games on top of the original suspension.
- B. **IF AN UNROSTERED PLAYER PARTICIPATES IN A GAME, HIS TEAM SHALL FORFEIT.**
- C. See Rule 7, 1Substitute Players, for information on how using improper substitutes will result in a game forfeiture

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.
- E. 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 3 on 3 sudden death overtime period shall be played. If a team should receive a penalty while already down a player 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 one goalie. 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 REMAINING 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 they must go to the bench or replace it before continuing to 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 game can only be canceled and rescheduled by management of Hatfield Ice. This will be done in extreme cases of inclement weather or physical ice plant malfunctions. Inability to field a team or dissatisfaction with a game date/time does not constitute reasons for cancellation or rescheduling.

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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