

Ice World Adult League Hockey

Rules and Code of Conduct

Fall/Winter 2014-2015

1. **PHILOSOPHY:** Provide a safe, fun, competitive and respectful environment for adult recreational hockey.

2. USA HOCKEY MEMBERSHIP

The Ice World Adult Hockey League is now a USA Hockey League. USA Hockey membership offers numerous benefits. We invite you to join us on Monday, November 10 at 8:30pm at the Bushmill Tavern, 4017 Philadelphia Road, to meet Mr. Ashely Bevan, Senior Director of Adult Hockey Programs for USA Hockey to learn more about those benefits.

Each player, including subs, must register individually on-line with USA Hockey. Upon registration, players will immediately receive confirmation of this registration. Players must deliver this form to the Registrar no later than the second game of the season. Preferably, USA Hockey Membership confirmation will be attached to the Ice World Adult Hockey League Registration Form at the time of registration.

3. PAYMENT

Each player may pay a discounted season fee of \$325 if the Ice World Adult League Registration Form and payment is received by November 10, 2014. If not received by November 10, the season fee is \$375. The fee of \$375 can be paid at the first game or can be spread over three equal installments of \$125 each, due at the first game, December 15, and January 15th.

Players who play on a second (or third) team may pay a discounted season fee of \$175 if payment is received by November 10, 2014. If not received by November 10, the second team fee is \$195. The fee of \$195 can be paid at the first game or can be spread over three equal installments of \$65 each, due at the first game, December 15, and January 15.

If the payment due on December 15th is late, an additional \$10 late charge will be applied.

If the payment due on January 15th is late, an additional \$10 late charge will be applied and that player's team will not be assigned further games.

A team fee of \$4,550 is available for teams who are registered and paid by November 10, 2014. This is advantageous to those teams with 15 or more players.

The Sub Fee is \$35 payable prior to subbing in a game. Players may not sub more than 6 times in a season. Failure to pay the sub fee will cause a team to lose the ability to use subs.

Any player who plays without being current on payments will cause his team(s) to forfeit games until he is paid in full or permanently removed.

4. ROSTERS & TEAM COMPOSITION

Each team will provide a typed roster listing all players and jersey numbers prior to the 1st game of the season.

Rosters should consist of at least 10 players and no more than 20 players, including subs. . Sub players outside a team's roster of 20 players may only be used when a team has less than nine skaters and must be approved by the league commissioner before they are used.

Players may play on multiple teams as long as the teams are not in the same division.

Players may not play more than one level down, even as a substitute. For example, an "A" player cannot play on a "C" or "D" team.

- Player identification check: If a captain feels a player on the opposing team is not on the roster he or she needs to report this to the scorekeeper at the start of the game. If the player in question arrives to the game late the captain needs to let the scorekeeper know at the next stoppage of play. The scoresheet will be noted and reviewed by the league commissioner. A team that is found to have a player not on their roster will be issued a forfeit. Repeat offenders using players not found on their roster are subject to further actions:
 - o Forfeit of a game/games
 - o Player suspensions
 - o Playoff seeding
 - o Playoff eligibility for team and players
 - o Removal from the league

5. JERSEYS & STICKERS

Each player must have a proper colored jersey in order to play. For example, a player on a team wearing a yellow Bruins jersey will need a yellow jersey with a number. Taped on numbers are acceptable, but it must be clear to the officials and scorekeeper.

Players must have different numbers, no team may have repeat numbers. This can be fixed by tape, but must be clear. Team Captains must wear a "C" on their jerseys if they wish to speak to the officials.

Each player will be given a colored helmet sticker to coincide with their division. The sticker will be affixed to the back of the helmet and must be visible for the officials and scorekeepers.

6. TEAM CAPTAINS

Team captains are held to a higher standard and expected to represent the league in a positive manner at all times. Team Captains must act with integrity in dealing with rosters, league policies, and officials both on and off the ice.

Team captains must wear a "C" on their jerseys. This can be done with tape if necessary. Officials are only responsible to speak to team captains about issues that take place in a game.

Team captains are responsible to make sure all players are in good standing with the league in terms of payments and discipline issues with the league. If a captain fails to do either of these duties the team can be penalized.

7. GAME DETAILS

Each player will report to the scorekeeper and check in prior to the start of the game

Game slots are 1 hour and 15 minutes, maximum ice slot.

A 5 minute warm up will start at the game's slotted time. Teams may use their first time out (30 seconds) to get at least 5 players on the ice (not including goalies) before the puck drop. If a team does not have 5 players on the ice (not including goalies) to start the game they will be given a 2 minute bench minor

penalty. After the 2 minute penalty is issued another 2 minutes will be given to the team to get 5 players on the ice (not including goalies). After the additional 2 minutes if the team fails to have 5 players (not including goalies) on the ice, the game will be considered a forfeit. In the case of a forfeit the team without the proper number of players will be assessed a 1-0 loss with the opposing teams' captain getting the single goal. In the case of a forfeit the teams are welcome to scrimmage, but officials and scorekeepers are not responsible to stay.

Games will consist of three 15 minute periods. If there is no scorekeeper the periods will be lengthened to 20 minutes with running time. Without a scorekeeper all minor penalties will be lengthened to 3 minutes starting at the drop of the puck. If the penalty time expires during a stoppage of play the player must wait for play to start again to exit the penalty box. Team Captains will be asked to keep score and report the final score to the league commissioner.

There will be a 1 minute stoppage between periods, except in overtime or a shoot-out.

All periods are stop time with the following exceptions:

- Time will run at the point of a 7 goal differential and will not stop again until the goal differential is within three.
- If the game is going into the third period and there is less than 30 minutes of slot time left the remaining time will be cut in half and placed on the clock for the 3rd period.
- Officials may choose at any time to stop and end a game if they feel their own or player safety is an issue.

Tied Games in Regular Season: A game tied at the end of regulation will move to a 5 minute overtime running clock. If there is no winner after overtime the teams will then go to a shoot-out. Shoot-outs are 3 man, NHL style and teams must use their whole bench before a player shoots again.

8. PENALTIES

The USA Hockey rule book will be followed at all times in regards to rules involving Senior hockey, with the exception of the rules below:

- All decisions of the officials shall be final and not open to discussion or protest.
- When a player reaches 4 penalties in one game he or she will be asked to leave the game when the 4th penalty is assessed. Double minors count as 2 penalties. In addition to leaving the game, the player will be given a one game suspension.
- A player may be ejected by the official if his behavior is an issue during the course of a game at any time. If the ejected player continues to be an issue the official will assess a game misconduct, which will carry a suspension.

Zero Tolerance- any player who challenges or disputes a call or non-call, or rulings of any official or endeavors to incite an opponent (including taunting) or creates a disturbance during the game shall be assessed a misconduct penalty under Rule 601. If the player persists in such challenge or dispute, he or she shall be assessed a game misconduct penalty. Game misconducts will carry a suspension.

A penalty shall be assessed whenever a player:

- Openly disputes or argues any decision made by an official.
- Uses obscene or vulgar language, including swearing, even if it is not directed at a particular person.
- Visually demonstrates any sign of dissatisfaction with an officials' decision.

Any time a player persists in any of the above actions, additional penalties shall be assessed per the penalty progression established under Rule 601.

Team Captain's shall be the only player who has the right to ask the official a question concerning play. The captain must be designated with a "C" on the jersey. Failure to provide a properly identified captain will result in that team's forfeiture of their captain's privileges for that game.

If a player is guilty of any of the following, his team shall be assessed a bench minor penalty:

- In the vicinity of the players' bench, using obscene, profane or abusive language to any person or using the name of the official coupled with any vociferous remarks.
- In the vicinity of the players' bench or penalty box, throwing anything into the playing area during the progress of the game or during a stoppage of play.

9. SUSPENSIONS

The league commissioner will handle all suspensions after reviewing the officials report.

If a player is suspended at one level he or she must fully serve the suspension at that level before they may return to play at that or any other level in the league.

All suspensions are final and not open to discussion. No refunds will be given for any reasons pertaining to suspensions of any sort.

10. LOCKER ROOMS

Teams should occupy only the locker room assigned to them, as indicated on the schedule board, for as much as 30 minutes prior and 30 minutes following their game. No food should be in the locker rooms. Outside Beverages are not permitted at Ice World. Any trash associated with products not purchased at Ice World must be disposed of by the team, either in the Ice World dumpster, or taken home for disposal by a team member.

11. PARKING LOT

Teams may socialize or "tailgate" in the parking lot following their games provided that they leave the premises at least as clean as they found them. If the Ice World Shift Supervisor asks them to depart, they must oblige. Cars may not be left in the Ice World parking lot overnight.