



Glenwood Springs

Parks & Recreation Department

2008-2009 Adult Hockey Rules

Welcome to the City of Glenwood Springs Adult Hockey Program. **Thank you** for choosing the City of Glenwood Springs Parks & Recreation Department for your leisure needs.

The City of Glenwood Springs offers non-sanctioned Hockey leagues for the recreational enjoyment of the participants. The City of Glenwood Springs Parks & Recreation Department is the sole governing body of these leagues. The Hockey league(s) shall follow the rules and code of conduct described in the **USA Hockey Rule Books** with the following exceptions or clarifications. Team managers and/or coaches are responsible to make all team members aware of the City of Glenwood Springs Hockey league rules. **Please make a copy of these rules for each member of your team. (A copy of these rules are available on our web site www.glenwoodrec.com.)**

All players participating in this program assume the liability of the inherent risks involved in this physical activity. Participants are encouraged to consult their physician prior to engaging in any physical activity.

The Recreation Department reserves the right to move teams or individuals into different divisions or modify the league schedule even after league play has started.

ZERO TOLERANCE POLICY

In an effort to make ice and inline hockey more desirable and rewarding experience for all participants, the USA Hockey Youth, Junior and Adult Councils and the In-Line Section have instructed the Officiating Program to adhere to certain points of emphasis relating to sportsmanship. This campaign is designed to require all players, coaches, officials, parents/spectators, and team officials and administrators to maintain a sportsmanlike and educational atmosphere before, during, and after all USA Hockey–sanctioned games. Thus, all Referees and Linesmen will implement the following points of emphasis:

Players

A minor penalty for unsportsmanlike conduct (Zero Tolerance) shall be assessed whenever a player:

1. **Openly disputes or argues any decision by an official.**
2. **Uses obscene or vulgar language at any time, including any swearing, even if it is not directed at a particular person.**
3. **Visually demonstrates any sign of dissatisfaction with an official's decision. Any time that a player persists in any of these actions, they shall be assessed a misconduct penalty. A game misconduct shall result if the player continues such action.**

1) PAYMENT/ROSTER REQUIREMENTS

- (1) **All fees must be paid at registration.** Fee and registration form must be turned in together. Registration will be limited to the first teams paid up to the maximum in each division. Spaces will not be held without payment for any reason.
- (2) Resident/Nonresident teams - Fees are based on resident and nonresident teams. To qualify for resident rate fee status, more than **HALF** of your players must live within the Glenwood Springs city limits. Any P.O. Boxes on a roster may be considered non-residents. Glenwood Springs Business sponsored teams are also considered resident teams.
- (3) All team players **MUST** complete and **sign the team roster/waiver, submit USA hockey membership** and provide a **photocopied photo ID** prior to playing in any game. This information must be present in the "League Roster Binder" at the rink for each player to be considered eligible.
- (4) **ROSTERS** – Must be turned in no later than 2 days before the start of the first game of the season. Teams not turning in a completed roster will forfeit and not be allowed to play any games until completed.

- (5) **ROSTER LIMITS** - Team rosters are limited to 18 players. This does not include goalies (Limit two).
- (6) **NO ROSTER CHANGES** will be accepted after 10 regular season games have been played.

Exception:

Goalies may be added at any time during the regular season but only if they are listed on a roster from another team within the league. During playoffs goalie substitutions will be limited to only goalies that are on a team roster at or below the league level and have participated in 2 or more regular season league games. Injuries substitutions will only be allowed in extreme cases where the ability to field a team is effected and solely at the league managers discretion.

2) LEAGUE DIVISION DESCRIPTIONS

GOLD OPEN Division - This is the most competitive recreational non-checking division.

Teams are made up of more highly skilled players who have played hockey for several years.

SILVER OPEN Division – This is an intermediate recreational non-checking division.

Teams are made up of those that have played hockey for few years or with Intermediate skills.

BRONZE OPEN Division -This is a **NOVICE** recreational division. No slap shots are allowed in this league. **Teams are made up of FIRST year or Novice Players only.** This league is designed for players with little hockey experience or those that prefer a slower game with chances to develop their skills

COED Division - This is a mandatory Co-ed division designed for players of varying skill levels that want to play together in a fun non-competitive environment. **TWO** woman must be participating at all times. Teams not having a woman on the ice or in the penalty box at all times shall forfeit the game. **Teams are made up of SECOND or third year Intermediate players.**

**** Players will only be allowed to play up or down one level in the open divisions, Any player will be eligible for the COED Division providing they adjust their play to suit the description above. Any player or team blatantly disregarding this will be subject to forfeit or removal at the discretion of league management**

NOTE: League management will exercise the right to assign teams within divisions and limit or modify any team roster in any way and at their discretion to maintain a balanced skill level among teams within any of the leagues.

3) GAME RULES – All USA Hockey Rules will be enforced with the following modifications.

- (1) **SCORE KEEPERS** –The City of Glenwood will make every opportunity to have scorekeepers available during certain game times, but this is not guaranteed. Each team will be responsible for providing a backup scorekeeper for their games.
- (2) **LENGTH OF GAMES** - All games will be played with a 15 minute run time (penalty stop time) first period and 15 minute stop time second and third periods. The scorekeeper may but not required to run the final 1 minute of the first period as stop time to prevent any intentional icing. If a team is leading by **5** or more goals during the third period the remainder of the game will be played run time.
- (3) **COED RULES** – *Teams are composed of both male and female players. At least 2 women (not including the goalie) must be on the ice or in the penalty box during League play. If only one woman shows up for the game, or is otherwise unavailable during play then that team must play a player short. Exception: If both teams only have one women show up for the game, then both teams may play full strength with*

only one woman on the ice. Any team without a female player on the ice will forfeit the game.

- (4) **3 GOAL RULE – Bronze and Coed** division players will be limited to 3 goals per individual per game, any additional goals scored by an individual having 3 goals in a game will be disallowed with the exception of goalies.
- (5) Each team must dress a minimum of 5 (five) skaters for each game. Failure to dress the minimum number of players will result in a forfeit, and the game will be played as a scrimmage unless otherwise decided by the opposing team captain.
- (6) **ALCOHOL** - Alcoholic beverages will not be permitted or tolerated on the Ice or prior to league play. Players who are noticeably under the influence of alcohol will not be allowed to participate in league activities.
- (7) **STANDINGS** will be determined by the following point system: **2 points for a win, 1 point for a tie, 0 points for a loss.**
- (8) **REGULAR SEASON TIES** – Regular Season Game ties will be decided by a 3 player penalty shootout. The shootout will alternate shooters with the Away team shooting first, the team with the most goals after 3 players have shot will be declared the winner. If the score is tied after 3 shooters then a tie will be declared and each team receives 1 point. **Only players available to play at the end of regulation are eligible to participate in the shootout.**
- (9) **FORFEITS** – Forfeit games for any reason will result in a 60 minute run time scrimmage. These scrimmages will not be scored or officiated and will result in a 0-1 loss for the team forfeiting. In the event both teams forfeit by rule it will result in a 0-0 tie.
- (10) **PLAYOFF GAMES**, in the event of a tie after the conclusion of the third period, a 5-minute stop time sudden death period will be played after a 2-minute rest between periods. If after this five-minute period the game is still tied, a penalty shootout will commence as described above except instead of a tie a “1 for 1” shootout will commence after the original 3 shooters until one team scores while the other misses.
- (11) **ALL GAMES** will be non-contact, non-checking. As incidental contact cannot always be avoided, the referee’s decision is final. At the discretion of the referee, a player can be assessed a MINOR, MAJOR penalty or be EJECTED for blatant abuse of the non-contact rule.
- (12) **NO SLAP SHOT** - There will be no slap shots allowed in the **BRONZE and COED** divisions. A slap shot shall be ruled whenever a player’s stick is at waist level or above in an attempt to hit the puck toward the goal. In the event of a ruled slap shot, play will be stopped, and the ensuing face off will be held at the offending team’s defensive zone face off dot. A Minor Penalty may be assessed to any player who injures another player as a result of a slap shot or continues taking slap shots after warnings from the official.
- (13) **MINOR PENALTIES** - Any player who receives **five** penalties in a game will receive a mandatory game misconduct penalty and be required to leave the ice immediately.
- (14) **MAJOR PENALTIES** – Any player assessed **two** MAJOR penalties will be assessed an additional Game Misconduct penalty. The Recreation Department may assess any additional penalties and suspensions as deemed necessary.
- (15) **MISCONDUCT PENALTIES** – Any MISCONDUCT penalty result in a 10 minute penalty being served until the first stoppage after penalty time expires, another player is permitted to immediately replace a player so removed.
- (16) **GAME MISCONDUCT PENALTIES** – Any GAME MISCONDUCT penalty result in an immediate suspension from the game and a 10 minute penalty is served until the first stoppage after penalty time expires, another player is permitted to immediately replace a player so removed. The suspended player will be suspended from league play for the teams next scheduled game, unless it is a second major penalty in which they will serve a two game suspension.
- (17) **MATCH PENALTIES**- Any MATCH penalties will be assessed an immediate suspension for the balance of the game. The suspended player will not return to the league until further disciplinary action or written approval from the rink management and is subject to all USA Hockey sanctioned suspensions. The penalized team must sit a man in the penalty box for a minimum of 10 minutes. This player may be substituted with other players during this time. The Recreation Department may assess any additional penalties and suspensions as deemed necessary.

- (18) **FIGHTING** - Fighting of any kind will not be tolerated. Any player ejected from any game for “FIGHTING” will be ejected from the league for the remainder of the season. Suspensions may carry over to the next season. *USA Hockey rules state that by dropping your gloves, players will be given a fighting penalty. Management reserves the right to review each situation and to institute additional penalties or modify the on ice ruling if deemed necessary in extreme cases.
- (19) **DAMAGE TO THE FACILITY** - Damaging or attempting to damage this facility will result in an automatic ejection from the league until further notice from league management, teams may be held financially responsible for their players actions in this regard. Attempting to “damage” will include punching, hitting, swinging sticks or equipment at walls, Plexiglas, doors, etc.

4) **PLAYER ELIGIBILITY**

- (1) **PLAYERS’ AGE** - All players must be at least 18 years of age to be eligible to participate.
- (2) **PLAYERS ROSTER INFORMATION** – Every player must have submitted proof of **USA membership, signed the roster**, and have a photocopied **picture ID** in the “League roster binder” located at the rink and be listed on the game scoresheet prior to the end of the first period of the game.
- (3) **All players must participate in approximately half of the games during the regular season to be eligible for tournament play, injuries and exceptions may be made with league management approval .**
- (4) **WOUNDS/BLOOD** - The umpire may remove a player from the game if it is believed that an open wound or blood stained jersey poses a health/safety risk to other participants.

5) **MANAGER’S RESPONSIBILITIES**

- (1) **ROSTERS** - Managers are responsible for ensuring players have **COMPLETED and SIGNED ROSTERS, PROOF OF USA HOCKEY MEMBERSHIP, and a PHOTOCOPIED PICTURE ID in the “League Roster Binder”**. Any falsified information listed on a roster is grounds for team suspension from the league.
- (2) **SCORESHEET ACCURACY** – Team managers are responsible for the accuracy of each scoresheet before and after each game. This includes players listed, jersey numbers, penalties and final game scores. Players not identifiable on the scoresheet will not be considered as participating in the game and may be deemed ineligible.
- (3) **PLAYERS’ CONDUCT** - Team managers will be responsible for the conduct of the players on that team and the spectators in the stands favoring their team.
- (4) **CONDUCTING PROTESTS** – Player eligibility protests may be made by the team manager prior to the conclusion of the **first period of play**. Other protests must be lodged prior to the end of the game and be documented on the official scoresheet(see protests/appeals below).
- (5) **REFEREES** – **The manager/captain should be the only person to handle discussions with game officials.** During the game an officials ruling is final, officials have complete control over game time decisions, they may end games early, institute run time scrimmage, declare forfeits and issue any additional penalties under USA Hockey rule as deemed necessary. Sportsmanship, control of emotions, and maturity are mandatory in this league. Abuse of the referees will not be tolerated and all players agree to comply with all on ice decisions. Appeals may be submitted to league management for further review which will reserve the right to take any action deemed appropriate against any team, referee or individual.
- (6) **INFORMATION EXCHANGE** - Managers are also responsible for contacting the league manager for modified team information. If your team assigns a new manager, the Recreation Department should be notified immediately in writing, for mailing lists and for alerting the team of any changes.
- (7) **RULE AWARENESS** - Managers are responsible to make sure all the players on their roster are aware of the official hockey rules and player code of conduct.

6) TEAM RESPONSIBILITY

- (1) **EJECTED PLAYERS** - Any player or coach who is ejected from one game is automatically ineligible for their teams' next scheduled game, additional games may be added to this suspension at the discretion of the league manager. Any player or coach, who, in the opinion of the league supervisor, is detrimental to the function of the league, will be barred from the league.
- (2) **JERSEYS/EQUIPMENT** – Each player must have similar colored jerseys with unique numbers displayed and accurately reflected on the scoresheet roster in accordance with USA hockey rules. All equipment must conform to USA Hockey standards. Officials may declare a forfeit or players ineligible for jerseys or equipment not conforming to USA Hockey rules.
- (3) **PLAYERS' RESPONSIBILITY** - It is the responsibility of every member of the team to control the actions of each individual on the team, as well as that team's spectators on and off the ice. Failure to do so may result in the entire team being dismissed from the league for one year at management discretion.
 - (a) *Any team member who strikes or makes any physical contact with a referee, any team member, spectator, or a recreation employee will be ejected from the league for the remainder of the season, and may be ineligible to play in following seasons. His/her team will forfeit the game.
 - (b) *Any player ejected for any reason may be suspended or ejected from the league. This includes any incident before, during, or after games. The end of a game will not protect players or coaches from discipline and penalties.
 - (c) *The ejected player must leave the playing facility immediately (gymnasium, ice rink complex or other recreation facility.) If an ejected player continues to disrupt a game in any way, he or she will be ejected from the league for the remainder of the season and his/her team will forfeit the game.Harsher penalties, permanent league suspensions, and legal prosecution for individuals and/or teams may also be instituted at the discretion of the league manager.
- (4) **ALCOHOL CONSUMPTION** - No alcohol consumption will be allowed before or during a game. Any player deemed under the influence may be ejected at the officials or rink staff discretion.
- (5) **PROFANITY** - Players, managers, and fans are asked to avoid the use of profanity at games. Excessive use of profanity may be grounds for a player/manager/fans expulsion from the facility.

7) TIE BREAKING RULES

- (1) Any team forfeiting a game will automatically be dropped from the tie.
- (2) In the case of a tie for first place between more than two teams, the tie breaking procedures will be used to determine the champion.
- (3) **HEAD TO HEAD COMPETITION** - Refers to a team's win/loss status versus one (or more) other team(s) in particular. For example, if "Team A" and "Team B" played each other three times in a given season and "Team A" won two of those three games, then the head to head record would favor "Team A" since they own a 2 and 1 record over "Team B".
- (4) **DIFFERENCE OF OFFENSIVE GOALS SCORED VERSUS DEFENSIVE POINTS ALLOWED** - This tie breaking information is used if head to head win/loss records are identical. In this circumstance the team that enjoys the greatest difference between points scored in their victories over their opponent(s) wins the tiebreaker. For example if "Team A" and "Team B" both have 1 and 1 records against one another (as shown below) "Team B" would win the tie breaker because they won their game by four points where as "Team A" won their game by only two points.

| | <u>TEAM A</u> | VS | <u>TEAM B</u> |
|---------|---------------|----|---------------|
| Game #1 | Won 22-20 | | Lost 20-22 |
| Game #2 | Lost 0-4 | | Won 4-0 |

- (5) **MOST OFFENSIVE GOALS SCORED BETWEEN THOSE TEAMS TIED** - If two or more teams are still deadlocked after figuring the difference between

offensive/defensive runs, the next tie breaker is determined by identifying the team which has scored the most offensive points in competition between all of the teams tied.

Offensive points are those scored by a given team in the game(s) that team won. For example, if "Team A", "Team B", and "Team C" are all still tied (as shown below), "Team A" would win the tie breaker because they scored the most offensive points in the game that they won.

| | <u>TEAM A</u> | <u>TEAM B</u> | <u>TEAM C</u> |
|---------|-------------------|-------------------|-------------------|
| Game #1 | A vs. B won 15-5 | B vs. A lost 5-15 | C vs. B lost 4-14 |
| Game #2 | A vs. C lost 0-10 | B vs. C won 14-4 | C vs. A won 10-0 |

- (6) **POINTS FOR/POINTS AGAINST RATIO** – The team with the best ratio of points for to points against during the regular season shall be determined the winner.

8) PROTESTS/APPEALS

- (1) **RULE INFRINGEMENT** - A protest should be made only when there has been an infringement of the rules. Difference of opinion about the official(s) judgment on a particular play or plays does not constitute grounds for a protest.
- (2) **PLAYER ELIGIBILITY PROTEST** – Team captains wishing to protest the eligibility of a player must notify the referee and scorekeeper prior to the start of the second period of play. Upon protest the referee will use the “League Roster Binder” located at the rink to check each player on the bench against the photocopied picture ID’s and team roster information. If a player does not have a picture ID or can not be identified by the officials and/or does not have USA Hockey information on file and printed on the team roster with the city of Glenwood springs then they will be considered ineligible and their team will immediately forfeit and a run time scrimmage will ensue for remainder of the game. If the protest is not upheld by the referee and all of the accused team members are determined eligible then the team lodging the protest will be assessed a 5 minute bench major penalty and any player(except goaltender) of the accused teams choosing must serve the penalty. Any player entering the game after the second period may be ejected at the referees discretion if determined to be ineligible.
- (3) **PLAYING UNDER PROTEST** - Manager and/or coach of the protesting team will immediately notify the officials, scorekeeper and opposing team manager, that the game is being continued under protest and must document this on the official scoresheet prior to the conclusion of the game. All protests will then be reviewed by the league manager.
- (4) **FORMAL PROTEST** - Formal protest must be submitted in writing and noted on the official scoresheet with a fee of \$40.00 cash to the Rink Supervisor before 5:00 p.m. the first working day after the game. The Rink Supervisor will make the final decision as to whether the protest should be upheld or denied. If the protest is upheld, the \$40.00 fee will be returned. Protests should contain the following information:
 1. Date, time, place of game.
 2. Names of officials and scorekeeper.
 3. All essential facts involved in the protest situation.

No formal protest will be considered by the Glenwood Springs Recreation Department if the above procedures are not followed.

APPEALS – Written appeals to game or league suspensions may be submitted to the league director for consideration. Any written appeal should be submitted within one week from the date of the offending individual/team receiving the suspension. The appeal should include the names of those appealing, incident date and a report of the event causing the suspension as well as an explanation of why the individual or team warrants reinstatement to the league. Appeals will be approved or denied at the discretion of the league director and his/her decision will be final.

9) MISCELLANEOUS

- (1) The league manager reserves the right to change any and all rules at any time during the season.
- (2) The Recreation Department also reserves the right to shorten any league’s season should

prolonged inclement weather, unsafe conditions, or other factors jeopardize the use of the facilities, officials, or the score keeping staff. In such circumstances, the existing standings will be used to determine the 1st and 2nd place winners.

Please make a copy of these rules for each member of your team. By signing the team roster all team members are expressing an understanding of and an agreement to comply with all rules listed herein.