



ADULT LEAGUE RULES (02/2022)

RINK RULES:

1. **NO outside alcohol is allowed on Ice Factory property (this means in the parking lot) at any time!** Players may NOT drink prior to or during their game, and anyone caught drinking prior to or during their game will not be allowed to play. Anyone who violates our alcohol policy is subject to a 30-day suspension, increased suspension for second violation or expulsion from the league.
2. NO tobacco products are allowed to be used in the Ice Factory at any time.
3. NO sticks, balls, or pucks are to be used anywhere in the building except on the ice.
4. NEVER shoot pucks at the side glass during game warm-ups. The side glass is not designed to take direct shots from pucks and WILL break.
5. NEVER use your sticks to "lift" pucks into the benches at the conclusion of warm ups prior to the game. Pucks could exit the rink and hit bystanders by accident, or impact side glass and cause a breakage. Violators may be issued a bench minor by the referees. Please bend over and pick up all pucks BY HAND to clear the ice in preparation for the game to start.
6. NEVER enter the ice surface until the Zamboni doors are CLOSED or unless a player has been given permission by rink personnel to move the nets during Zamboni operation.
7. Locker rooms should be LOCKED while teams are on the ice. Simply drop off your car keys at the front desk to claim the room key. The Ice Factory is not responsible for items stolen out of locker rooms.
8. PLEASE help us keep locker rooms, hallways, and player benches clean by depositing your trash and used tape in the garbage cans provided.

PLAYER RULES:

1. All players must maintain USA Hockey membership. Our league uses USA Hockey rules except where enhanced within these house rules.
2. Each team is allotted up to 20 total players on the permanent roster.
3. ALL players **MUST** be at least 18 years of age.
4. ALL PLAYERS must sign in prior to entering the locker rooms!
5. The addition of players to a team must be approved by the hockey director PRIOR to that player playing in the league.
6. Substitutions of players (picking up players when you're "short") at game time are only allowed if they are registered players in the league, **can only be done to get a team to eight skaters**, BOTH CAPTAINS in that game agree to it, the player is current on league fees and is STRONGLY DISCOURAGED. Substitute players must pay \$35 to the rink, even if the team paid the team fee. Substitute players are discouraged (e.g., have enough guys on your roster!)
7. Suspended players are **NOT ALLOWED** on the ice, on the bench, or in the rink area.
8. Players who have a complaint or issue must tell their captain who will handle all discussions with the rink.
9. It is a player's responsibility to bring the proper jersey for their team. All players must have a matching color jersey that is a non-duplicated number on the back. Players will receive a three-week grace period to acquire a conforming jersey; a player may receive a two-minute minor penalty for each subsequent infraction if no effort is being made to get the correct jerseys.
10. All players are encouraged to have at least a half shield on their helmets properly installed. **Players who do not wish to wear face protection MUST sign the face shield waiver PRIOR to entering the ice.**
11. **All players are encouraged to wear full protective equipment, INCLUDING SHOULDER PADS.**
12. Teams that are short handed may not substitute past eight players without the other captain's approval or they may receive a forfeit. Teams must have a minimum of 5 of their own skaters to start the game or the game will be ruled a forfeit. All non-team players must be approved by the opposing captain and be registered for that league.
13. Players must play at least FOUR regular season games with that team **AS A ROSTERED PLAYER** before they are eligible for the playoffs. Eligibility will be determined by examining the sign in sheets, NOT online scoring. All players must be up to date on league payments to be eligible for the playoffs. Any team using an ineligible player during the

playoffs will forfeit the game. Rostered team players are those that register for the team in the rink management software and pay the applicable fees. Anyone who pays per game or does not pay applicable fees are not considered to be roster players and are considered substitute players. **SUBSTITUTE PLAYERS are never on the roster, and may NEVER qualify for the playoffs, regardless of how many games they play.**

14. Proper equipment must be worn the way it was intended. Helmets must have ALL required chin straps attached properly.
15. **ANY verbal or physical abuse of referees, off-ice officials, rink employees or customers will not be tolerated and may result in sanctions against the offending player up to and including potential game suspensions.**
16. Teams that have not met the total team fee set for that season paid in full may have players added to their team by rink management until the team fee threshold has been met.

GAME FORMAT:

1. Every effort will be made to start games on time. Once the ice has been resurfaced, AND THE ZAMBONI DOORS CLOSED, and the referees signal the players that they may enter the ice, THEN players may enter the ice and the three-minute warm up clock will begin. Once it expires, the game will start immediately.
2. The league uses three 14-minute stop time periods.
3. If a game is running substantially over its time allotted after two periods, the third period may be shortened.
4. If there is a five (5) goal differential in score in the third period, that period will move to running time at the eight minute mark until the deficit is reduced to four (4) goals.
5. Regular season games that end in a tie will go to a five minute, 5-on-5 player, run time overtime. Playoff games will play a 5 minute STOP time overtime, then go to a 3-on-3 shootout. Substitutes and players actively serving penalties MAY NOT PARTICIPATE IN THE SHOOT OUT.
6. In the event of a lack of goaltender, or goaltender injury takes place, a maximum of delay of five minutes will be allowed. At that point the game must restart with a regular player in net.
7. Each team gets one and only one time-out per game. That time out can be used to stop the clock during any run-time situation.
8. Each game will have a 1 hour, 15 minute curfew during the regular season. If a game is not completed in that time frame, it will end with whatever score is current.

STATS AND STANDINGS:

1. Stats and standings will be posted on the league website (www.icefactory.com)
2. Goals, assists, penalties, and goalie stats are subject to whatever the referee reports to the score keeper and cannot be changed by anyone except the referees.
3. In order for accurate stats to be kept, players must have numbered jerseys and must use the same number every week. Goals and assists accredited to an unknown player number will NOT be recorded.
4. Players may only accrue stats for games they play for their team. If they play for any other team, they DO NOT get credit for those stats. (e.g., goalies, subs)

If you believe there is an input error in the stats, bring it to your captain's attention and your captain will check with the statistician.

PENALTY RULES:

1. The league uses USA Hockey rules at all times, except where enhanced below.
2. **Any player receiving FIVE (5) total penalties in one game will be ejected from the game.**
3. Any player involved in a fight or is penalized for being the "third man in" will be ejected from that game and be suspended no less than one additional game. If a player is ruled to have instigated the fight, he may receive a three game suspension.
4. Players who habitually break the rules with either multiple games of four or more penalties, or with multiple cases of fighting, will be subject to review by the rink management and may be ejected from the league. **Habitual offenders may also be issued additional penalties from USA Hockey or the rink management.** Players ejected from the league due to their conduct will NOT receive refunds.
5. Any off-ice incidents or fighting may result in suspensions to involved players given by the rink.
6. Any player receiving a **MATCH PENALTY** will be removed from the league for the remainder of the season without refund. MATCH PENALTIES are given for:
 - a. Attempt to injure an official, player or spectator;
 - b. Deliberate injuring of an official, player or spectator;
 - c. Detrimental behavior (e.g., spitting at referee, threatening physical harm, etc);
 - d. Cutting an opponent with a taped hand during a fight.
7. **MAJOR PENALTIES**
 - a. Any time a player receives a MAJOR penalty, referees will submit a report to USA Hockey detailing the incident according to rule 411 (page 88, 2013-17 USA Hockey Casebook). Aggressive major penalties will be tracked by USA Hockey and

additional suspensions will be handed out. These penalties are tracked NATIONWIDE, regardless of what rinks or leagues you may play.

- b. Additional suspensions for repeat offenders may also be issued by rink management.
- 8. When the number of penalties handed out (both teams combined) equals 15 or more, the clock will move to running time, no exceptions.
- 9. Any suspensions given in the playoffs will be carried forward to the next season that that player plays.
- 10. All suspensions given must be served in the league where they occurred. (e.g., if you get suspended one game in the C league you must serve your suspension in the C League)

PLAYOFF FORMAT:

- 1. Playoff format will be decided prior to the start of the season.
The top seeded team gets to decide if they would like to play the early, middle or late game for the first round of the playoffs. The highest seeded team in the Championship game gets to choose which game time they would like for the Championship game.
Tiebreaker format for playoff seeding:
 - a. Number of wins.
 - b. Overtime ties are above overtime losses. Thus a 5-4 record with one tie would rank above a 5-4 record with one overtime loss.
 - c. Head to head standings.
 - d. Goal differential (for/against) head to head.
 - e. Lost Total goals AGAINST for the entire season.
 - f. Coin toss.
- 2. If there are five teams in a division, the 4th and 5th teams will have a “play in” game to determine who moves on into the playoffs.
- 3. In the event of a tie game in the playoffs:
 - a. The game will have a one minute intermission, followed by a 5-minute, STOP TIME, 5 on 5 overtime period.
 - b. If the game remains tied, there will be a one-minute intermission for each captain to submit a shootout roster consisting of three skaters.
 - c. If after three rounds of shootout the game remains tied, additional rounds will ensue of sudden death shootout until there is a winner.
 - d. Players make take part in the shootout ONCE until all players from his team have been used, and then become eligible to participate one additional time. Once one team has gone through all of their players, the other team may start repeating players as well.

- e. The highest seeded team gets to chose whether they want to go first or second in the shootout.
- f. Goalies MAY NOT come to the bench between shooters.
- g. Any player who is serving a penalty at the end of the game, prior to the shoot out, is ineligible to participate in the shootout.

All other rules are in accordance with USA Hockey.

These rules may be modified or amended at any time by rink management. Any changes will be brought to the players' attention via email and by posting the rules on the bulletin board at the rink.