

City of Greeley Hockey Rules 2011

TYPES OF LEAGUES

The Greeley Leisure Services Department offers Hockey leagues for adults to participate in. Adult Leagues are offered during fall, winter, spring and summer months. All leagues will use USA Hockey Rules. All rules stated in this manual will, if in conflict to a national rule, override any national rules.

ADULT LEAGUES OFFERED

A/B	Competitive
C/D	Semi-Competitive/ Social
Novice	Recreational

SECTION 1

FEES & CHARGES

- 1.1 Have checks or money orders payable to: *City of Greeley*.
- 1.2 The registration deadline for Winter Hockey is December 28th, 2010. An additional fee of \$25.00 will be assessed to teams registering after this date. The final registration deadline for Fall Hockey Leagues is January 3rd, 2011.
- 1.3 No Winter Hockey League registration will be accepted after January 3rd, unless space is available.

SECTION 2

REGISTRATION REQUIREMENTS

- 2.2 Before any team or player can be considered official within the City of Greeley Leisure Services Department Adult Hockey League, forms must be completed and fees paid in full at time of registration.
- 2.2 Official Individual Information Forms must be completed.
- 2.3 Official Roster forms need to be completed and handed into the field supervisor / officials prior to first scheduled game.

SECTION 3

ROSTER REQUIREMENTS & CHANGES

- 3.1 Each team in the league is allowed to make any number of roster changes during the first three (3) weeks. **Players must participate in at least 5 regular season games in order to participate in play-offs.**

Any changes after that date, **not guaranteed**, must be in writing and turned in to Brian Toomey at the City of Greeley Leisure Service Department Ice Haus, 900 8th Ave, Greeley, CO 80631.

- 3.2 A maximum amount of players on a team's roster will be 16.
- 3.3 A minimum amount of players on a team's roster will be 13.
- 3.4 Rosters will be closely checked throughout the season for any rule infractions concerning roster regulations. Please follow these regulations carefully to avoid serious consequences to players and teams.

SECTION 5

REFUND POLICY

- 5.1 After initial registration, refund request must be submitted in writing at least three (3) working days prior to the start of the activity and is subject to a \$4.00 service charge. Refunds requested two (2) days prior to league play, will receive only 50% of the registration fee paid. No refunds will be issued once leagues begin.

SECTION 6

AGE LIMIT

- 6.1 All participants in the Adult Hockey League must have reached the age of sixteen (16) years before they can participate in the league. Players must carry a pictured identification card, of some type, with them at all times. Upon request, this pictured identification card must be shown as proof of age to allow the questioned player to participate in league game.

SECTION 7

EQUIPMENT

- 7.1 Players must wear protective gear for both league and drop-in sessions. Protective gear is listed: Mouth guard, shin guards, elbow pads, gloves, HECC approved helmet with half face guard or cage required, protective cup, Hockey Pants (breezers) and shoulder pads are recommended. Any player who attempts to participate without proper mandatory equipment shall be sent off the playing surface by the ref and not be allowed to return until such equipment has been replaced.
- 7.2 All protective equipment except gloves, head gear, and goalkeeper leg pads must be entirely under the uniform.
- 7.3 Teams must wear matching jerseys. Jerseys must have numbers on the back.
- 7.4 Goalkeepers' equipment must comply with USA Hockey regulations.
- 7.5 The City of Greeley Leisure Service Department will provide all pucks for the leagues.

SECTION 8

LIABILITIES & INJURIES

- 8.1 The City of Greeley and its representatives are not liable for injuries to players or responsible for articles lost or stolen while players are participating in the program.
- 8.2 The City of Greeley does not provide insurance for injuries while playing in the Adult Hockey Leagues.
- 8.3 Officials and/or the Greeley Leisure Service Staff have the authority to remove injured players or players deemed as unable to play, from the game, which may risk further injuries to that particular player. This may result in a forfeit by a team.

SECTION 9

ELIGIBILITY OF LEAGUE PER PLAYER

- 9.1 ***A player may play for one team per division per night in any league sponsored by the City of Greeley Leisure Services Department. Any infraction will result in a forfeit.***
- 9.2 Since leagues are offered for adults, teams may be coed.
- 9.3 The Leisure Services Department reserves the right to evaluate player's skill level and place players in leagues according to ability.

SECTION 10

REGULATION GAME

- 10.1 A Regulation Game: Teams will play 2 x 15 minute stop periods with a 12 minute stop third period.
- 10.2 The clock will be set for 45 second break between periods.

SECTION 11

GAME TIME & STARTING NUMBER

- 11.1 Teams must have six players to start a game. A team may finish a game with five players, (1) fewer players than the minimum allowed to start the game, if caused by injury and **not an ejection**. A team must finish a game with no less than five (5) players. Teams failing to have adequate players will result in a forfeit.
- 11.2 All games will start at posted time, unless otherwise specified by the City of Greeley. **The clock will start at game time even if teams and players are not ready(including goalies!)**. It is suggested that teams arrive at least a half hour prior to game time. **Teams failing to have adequate players will result in a forfeit.**
- 11.3 Game Time clocks will be set with atomic clock time.

SECTION 12

LINE-UP CARDS

- 12.1 **It is the responsibility of each team captain to bring line-up cards to the Official Scorekeeper. The line-up cards will contain the last name, first name and jersey number of each player that is starting.**

SECTION 13

PLAYING A FORFEITED GAME

- 13.1 When a team, not having six (6) players ready to play at game time, forfeits the game, the teams may use the Ice for one hour without City Staff or officials.

SECTION 14

SCORING THE GAME

- 14.1 Scoring will be done in accordance with USA Hockey.
- 14.2 A forfeit game is not rescheduled. Forfeits count as a 1-0 score and count in a tie breaker situation.

SECTION 15

OFFICIALS

- 15.1 The City of Greeley Leisure Services Department will contract or hire and train all League officials throughout the season.
- 15.2 **Only Team captains can question an official's decision during a legal stoppage of play.**
- 15.3 **Players and coaches cannot question judgment calls at any time.**

SECTION 16

SCHEDULE CHANGES

- 16.1 All requests to change a team game schedule by a specific team must be discussed with the Hockey Supervisor. A fee of \$50.00 will be charged to the team requesting the change, if the game is rescheduled.

SECTION 17

FACILITY CLOSURES AND RESCHEDULE GAMES DUE TO THIS:

- 17.1 **It is the captain's responsibility to obtain their teams make up dates and times.** Games may also be posted online @ www.greeleyicehaus.com .

- 17.2 During the season, any day, including weekends, may be used to reschedule games. Teams should be prepared to play any day of the week for make ups.
- 17.3 Team captains will be called if games are cancelled due to facility issues. Please call 336-4201 for information.

SECTION 18

LEAGUE STANDINGS & TIES

- 18.1 2 points for win, 1 point for ties and zero points for loss.
- 18.2 Ties in league standings will not be played off. Ties, which do occur, will be broken using the following formula.
- 19.2.a Head-to-head competition between teams with the tie.
 - 19.2.b (Minus/Plus) Team with fewest goals scored against/ Team with most goals scored.
 - 19.2.c fewest penalty minutes.
 - 19.2.d Flip of a coin.

SECTION 19

LEAGUE AWARDS

- 19.1 Each division winning team will receive The Haus Cup.

SECTION 20

ALCOHOL RULES

- 20.1 **NO ALCOHOL** will be allowed at the Ice Haus.
- 20.2 The City of Greeley Leisure Services Staff have the authority to remove any player(s) from the Ice Haus who has over-indulged themselves with alcohol and who may cause injuries to themselves, other players or spectators.

SECTION 21

UNIFORMS: PLASTER CASTS, BRACES, & JEWELRY

- 21.1 Plaster Casts: Plaster casts, metal, or hard plastic braces may not be worn at any time by a player participating in the game, **unless they are covered in a safe way** (officials call).

- 21.2 Jewelry: Exposed jewelry may be deemed dangerous by an official and the official will ask the manager to have the player to remove such jewelry before play can continue. Any loose jewelry must be taped down or covered up.

SECTION 22

PROTESTS

- 22.1 Teams can protest rule infractions only. Judgment calls will be handled internally.
- 22.2 A team representative must notify the hockey director of the protest and rule infraction before the **puck is dropped to begin play following rule infraction in question**. The manager must complete a written explanation of the protest and pay a protest fee of \$35.00 by 5:00 p.m. on the next working day following the protested game. Payments must be turned into the Front Desk at the Greeley Ice Haus, 900 8th Ave.
- 22.3 If the protest is ruled valid, the protest fee of \$35.00 will be refunded to the manager.
- 22.4 The Leisure Services Department will review the team's protest to see whether the protest is a rule infraction or judgment dispute. If the protest is a rule infraction, the protest will be considered by the Leisure Services Department.
- 22.5 The Leisure Services Department will rule on the protest in one of the following ways;
- 22.5.1 The protest is valid, but does not affect the outcome of the game. The score of the game stands.
 - 22.5.2 The protest is of such a nature that the game must be forfeited.
 - 22.5.3 The protest is of such a nature that the game must be replayed from protest.

SECTION 23

FORFEIT OF A GAME BY A TEAM

A \$35.00 forfeit fee per infraction may apply to all cases listed here.

- 23.1 A team's attitude or conduct becomes such that continuing the game, in the official's opinion, would cause control of the game to be lost.
- 23.2 A team captain refuses to help control players or spectators when requested by the Official, Recreation Supervisor, or his/her representative.
- 23.3 It is the team manager's responsibility to see that forfeit fees are paid before the next game, not the Leisure Service Department's.

- 23.4 A team member is caught playing under an assumed name or address.
- 23.5 A team fails to have six (6) players at scheduled game time ready to play.
- 23.6 A team member is ejected from a game by an official and there are no substitutes available for the ejected player.
- 23.5 If a spectator, on your side, causes a disturbance, he/she is your responsibility and the puck will not be dropped until you remove that person completely out of the Ice Haus Facility.

SECTION 24

PROTEST PLAYER'S ELIGIBILITY

- 24.1 Protesting a player's eligibility must be based on the following criteria:
 - 24.1.1 Players under the age of sixteen (16) participating.
 - 24.1.2 Player playing under an assumed name or address.
 - 24.1.3 Players not listed on a team's roster.
- 24.2 The team wishing to protest on a player's eligibility must follow these procedures for the protest to become valid:
 - 24.2.1 The player in question must be protested immediately following the game. Protests turned in more than 30 minutes after the game will not be honored.
 - 24.2.2 The protest must be in writing with the player's first and last names, and the reason for the protest. Only one rule infraction can be protested per \$35.00.
 - 24.2.3 \$35.00 check, cash or money order must also accompany the protest. The \$35.00 is to be turned into the Leisure Services Department before 5:00 p.m. on the next working day. If check is not received by this time the protest will not be honored.

- 24.2.4 The game will continue as scheduled and the player's eligibility protest will be ruled on prior to that team's next game or 5:00 p.m. the next working day (whenever possible), whichever is first.
- 24.2.5 If the player is proven ineligible, the \$35.00 will be returned to the team making the protest.
- 24.6 Refer to Section 25 for penalties.

SECTION 25

PENALTIES

- 25.1 A minimum of two (2) weeks and up to a five (5) year suspension from participating in any adult activity sponsored by the Greeley Leisure Services Department will be the penalty for the following offenses (this includes captains, coaches, players, and spectators):
 - 25.1.1 Threatening physical harm to an employee or contractor of the City of Greeley before, during or after a game.
 - 25.1.2 Physically attacking any person connected with the hockey program (this includes employees, spectators, managers, or other players).
 - 25.1.3 Willful destruction of City of Greeley property (cost of replacing damaged equipment will be paid by the guilty parties).
 - 25.1.4 Violation of a probation previously placed on a player by the City of Greeley.
- 25.2 A minimum of two (2) weeks and up to a one (1) year suspension from participating in any adult activities sponsored by the Greeley Leisure Services Department will be the penalty for the following offenses (this includes managers, coaches, players, and spectators).
 - 25.2.1 Being ejected by an official or Recreation Supervisor before your game is scheduled to start, during your game, or after your game has been played.
 - 25.2.2 Having an official or Recreation Supervisor eject a player for using unsafe playing habits (i.e., unnecessary slashing of a hockey stick while in the facility).
 - 25.2.3 Having an official or Recreation Supervisor eject a player due to an overindulgence of alcohol or drugs.
 - 25.2.4 Anyone throwing objects onto the playing surface at any player or official.

- 25.2.5 **A player receiving 8 penalty minutes in one game will be suspended for that game and the next game.** Misconducts count as penalties.
- 25.2.6 The action of becoming involved in a dispute that is already taking place. **(third man in rule, including the action of leaving the bench.)**
- 25.3 Any person who is ejected from a game by an official or Recreation Supervisor must leave the Ice Haus facility. An ejected player **will have to leave** the ice and area around the ice immediately or their team will have to forfeit their game. No-Drop Puck will take place, until ejected player leaves this area. **The clock will continue to run.** The player will have 10 minutes to leave the Ice Haus facility. If this does not occur their team will forfeit their game.
- 25.4 Before the next scheduled game, the captain in question will need to call the Hockey Supervisor (336-4201) to find out his/her playing status by phone.
- 25.5 If an ineligible player is discovered playing, the following consequences will occur.
- 25.5.1 The ineligible player will be removed from the team's roster for the remainder of the season including the playoffs.
- 25.5.2 All games in which that player has previously participated in will be forfeited by that team at a cost of \$35.00 for each game forfeited.
- 25.5.3 The team's captain and/or coach may be suspended from the league for the remainder of the season (this includes being at games on the side lines), after a review of the infraction by the City staff.
- 25.6 It is the team captain's responsibility to see that all player eligibility rules are followed.

SECTION 26

SPECIAL NOTES

- 26.1 There will be **No Smoking , No Profanity, No Alcohol or Glass containers allowed in the Ice Haus Facility.**
- 26.2 City of Greeley has the right to evaluate any team/player at any competitive level to determine if the team/player should be reassigned to a higher or lower skill level. Reassignment will be done to establish a competitive balance at both competition levels.

- 26.3 Players with open wounds or visible blood on their body or uniform will not be allowed to participate until the wound is covered and the uniform is changed.
- 26.4 If the team goalie does not show up for the game, that team is expected to dress a team member as goalie for the game or play with six skaters.
- 26.5 Teams shall designate a captain at the beginning of the game to discuss with officials any matter relating to rule interpretation.
- 26.6 **No persons other than rostered players are permitted on the bench or in the penalty boxes.**
- 26.7 Home teams get choice of jersey color in the event of a color conflict; it is recommended that all teams bring an alternate jersey.
- 26.8 Teams must leave the playing surface after their game has ended.
- 26.9 **NO INTENTIONAL BODY CONTACT IS ALLOWED!** All leagues are non-contact leagues. Checking in a no check game will result in a 10 minute misconduct and 1 game suspension.
- 26.10 Officials may be evaluated by players simply by requesting a referee assessment form from management.
- 26.11 League games may end in a tie, playoff ties will be determined by a 5 minute sudden death overtime period. If no winner has been decided a 3 skater shoot out will occur.
- 26.12 Players are expected to shake hands at the end of the game. Failure to do so may result in a penalty to be determined by referees.
- 26.13 Each team will be allowed one 30 second time out during regular season. One 1 minute time out will be given to each team during the playoffs.
- 26.14 The league will guarantee 10 regular season games plus playoffs. Playoff format will be single elimination.