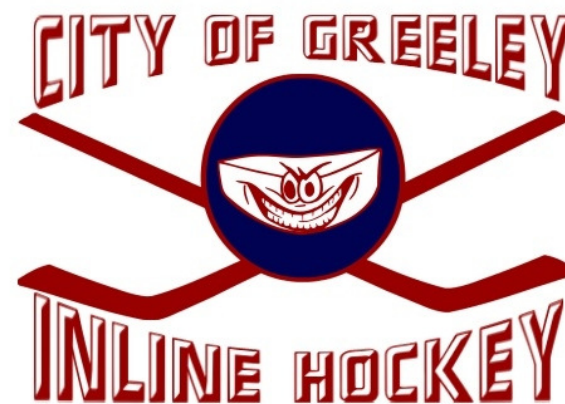




Adult Inline Hockey Rules



Version 1.0.0

Last revision: November 1, 2011



Section One

Playing Rules at a Glance

Rule 1.0.1 – General Rules

- a. The City of Greeley will not be held responsible for lost, stolen, or damaged property.
- b. No smoking or alcohol is allowed anywhere within the facility.
- c. No beverages, gum, candy, or food allowed on the playing surface.
- d. No spitting (this includes chewing tobacco) or swearing.
- e. Please rollerblade in designated areas only. No hockey play outside of hockey surface.
- f. Coaches/Manager/Captains are responsible for conveying the rules and regulations to players and fans.
- g. Intoxicated players or spectators will be required to leave the facility and could result in a forfeit of the game for their team.
- h. Anyone found willfully damaging City of Greeley property will be responsible to pay for that damage. That individual will be immediately be suspended from participating in all activities with the City of Greeley Leisure Services Department until the damage is paid for.
- i. Team and individual fees must be paid prior to the start of the first game.
- j. The City of Greeley will not be held responsible for any injuries that may incur while participating in activities. Play at your own risk!
- k. Please show courtesy to others by keeping the facility clean and tending to your children while visiting The FunPlex. City of Greeley is NOT responsible for any unsupervised children.
- l. Any parent, spectator, or coach who gets involved in any debate, obnoxious discussion, fight, or exercises unsportsmanlike conduct, may be banned from further participation at The FunPlex.
- m. Players are expected to shake hands at the end of the game. Failure to do so will result in a penalty for unsportsmanlike conduct and will carry a \$40 ejection fine.
- n. Coaches/Managers/Captains are responsible for their players and fans. Any players or spectators entering the playing surface at any time WILL result in disciplinary action.
- o. At the conclusion of the last game of the night, you will be given a 15 minute curfew. Failure to exit the facility within the 15 minute time period will result in a \$40 fine. If the \$40 fine is not paid in full by the next scheduled game, the team with the violation will forfeit that game.

Rule 1.0.2 – Standings:

- a. The standings of teams in their respective divisions shall be determined by total win/losses.
- b. If multiple teams are tied in with wins and losses the standings will be determined by:
 - a. Head to head competition (%)
 - b. Goal differential

Rule 1.0.3 – Tournament:

- a. A bye in the tournament will count as 1 of the 2 game guarantees
- b. Awards may only be given to the top finisher.



Section 2 Teams

Rule 2.0.1 – Composition of a Team

- a. A team shall be composed of four players on the playing surface, plus a goalkeeper. A maximum of 15 players shall be permitted on any one team roster. No player, except for goalkeepers, shall be permitted to be listed on two different team rosters in the same league/division.
- b. If a player plays on two teams in two different divisions, they must designate a home team at the start of the season in the event that the two divisions meet in the playoffs.
- c. There shall be no more than two A/B players on a C/D roster.
- d. The City of Greeley has the right to evaluate any team/player at any competitive level to determine if the team should be reassigned to a higher or lower skill level. Reassignment will be done to establish a competitive balance at both competition levels.
- e. To start the game, each team must have a minimum of 3 players plus a goalie on the playing surface.
- f. If a team is down by a 6 goal differential, they will be allowed to have another player on the surface.
- g. Individual Players must sign the City of Greeley waiver release form/adult roster release.
- h. Players will not be permitted to participate until these forms are completed.
- i. Only registered players may participate. The use of any non-registered player shall result in that team forfeiting the game.
- j. Additions to rosters close BEFORE the start (prior to the drop of the puck starting the game) of the 4th game in any season.
- k. Players must participate in at least two regular season games in order to participate in play-offs.
- l. No one other than players listed on the roster, managers, and coaches are permitted on the bench or in the penalty boxes.

Rule 2.0.2 – Captain of a Team

- a. Teams shall designate a captain at the beginning of the game to discuss with official any matter relating to rule interpretation. Only team captains can question an official's decision during a legal stoppage of play.

Rule 2.0.3 – Change of Players

- a. Players may be changed at any time from the players' bench, provided that the player or players leaving the playing surface are within 5 feet of the players' bench and out of the play before the change is made. If, in the course of making a substitution, either player deliberately plays the puck while the retiring player is still on the playing surface, a bench minor penalty for "Too Many Players" shall be assessed. If, in the course of a substitution, either player is accidentally struck with the puck, the play shall not be stopped and no penalty shall be assessed.
- b. A goalkeeper may be substituted for by a player or goalkeeper at any time during play. The goalkeeper must be within 5 feet of the players' bench before the substitute may enter the playing surface. For a violation of this rule there shall be no time penalty to the team making the premature substitution, but the ensuing face-off shall take place at the

center face-off spot. Where play has been stopped with the puck in the offending team's defending half of the rink, the face-off shall take place at an end zone face-off spot of the offending team.

- c. If there are less than two minutes in either regulation time or anytime during overtime and a minor or bench minor penalty is imposed for deliberate illegal substitution, such as too many players on the surface or leaving the penalty bench too soon, a penalty shot shall be awarded against the offending team in lieu of the minor or bench minor penalty. The intent of this rule is to award a penalty shot only when the extra player(s) are "deliberately" put on the surface. When a substitution error is made and there are too many players on the surface, the normal bench minor penalty shall be assessed regardless of the time remaining in the game.
- d. A player serving a penalty on the penalty bench, who is to be changed after the penalty has been served, must proceed at once by way of the playing surface before any change can be made. For a violation of this rule, a bench minor penalty shall be assessed.
- e. During a stoppage of play a goalkeeper may not go to the players' bench without the permission of the Referee unless there is a substitution by another player or goalkeeper. When a substitution is made under this rule, the replaced goalkeeper shall not return to the playing surface until play resumes, except that immediate re-entry into the game shall be permitted when a penalty is assessed to either team. For a violation of this rule, a bench minor penalty shall be assessed.

Rule 2.0.6 – Injured Players

- a. When a player, other than a goalkeeper, is injured or compelled to leave the playing surface during a game, the player may retire from the game and be replaced immediately by a substitute.
- b. Any goalkeeper who sustains an injury or becomes ill must be ready to resume play immediately or be replaced by a substitute goalkeeper. No additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume the position. The substitute goalkeeper shall enter the game without delay and no warm-up shall be permitted. The substitute goalkeeper shall be subject to the regular rules governing goalkeepers and shall be entitled to the same privileges.
- c. Any penalized player, who has been injured, may proceed to the dressing room without going to the penalty bench. The penalized team shall immediately put a substitute player on the penalty bench to serve the entire penalty. The penalized player who has been injured and has been replaced on the penalty bench is not eligible to play until the penalty time has expired.
- d. When a player is injured and cannot continue play or go to the players' bench, play shall not be stopped until the injured player's team has secured possession of the puck. If the player's team is in possession of the puck at the time of injury, play shall be stopped immediately unless the team has a scoring opportunity. In the case where it is obvious that a player has sustained a serious injury, play shall be stopped immediately.
- e. If a player or goalkeeper is obviously bleeding, play shall be stopped immediately and the injured player shall be ruled off the playing surface. Such player shall not be permitted to return to play until the bleeding has been stopped and the cut or abrasion covered. If a player has visible blood on the body or uniform, they will not be allowed to participate until the wound is cleaned and covered and the uniform is changed. Likewise, any Referee who is bleeding shall not continue until the bleeding has been stopped and the cut or abrasion covered.



Section 3 Equipment

Rule 3.0.1 – Sticks

- a. No stick shall have any projections extending from the stick.
- b. The hollow end of a stick must be fully covered.
- c. A minor penalty shall be assessed to a player or goalkeeper who participates in the play while in possession of more than one stick, except that no penalty shall be assessed to a player who is accidentally struck by the puck while carrying a replacement stick to a teammate.

Rule 3.0.2 – Skates

- a. All players and referees must wear skates which should be designed for inline hockey with a maximum of five wheels.
- b. The use of speed skates or any skate so designed that it may cause injury is prohibited. The use of quad skates is also prohibited.
- c. All axle openings must contain an axle and a wheel. If a player loses a wheel during play, they are able to keep playing as long as only one wheel /axle is missing. If more than one wheel/axle is missing the player shall not be permitted to play until one or less wheels missing.

Rule 3.0.3 – Goalkeepers Equipment

- a. A goalkeeper must wear a goalie glove, goalie blocker, goalie chest protector, goalie leg guards, padded hockey pants and helmet. Throat protection is recommended.
- b. With the exception of skates and stick, all the equipment worn by a goalkeeper must be constructed solely for the protection of the head or body, and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal. Abdominal aprons extending down the thighs or the outside of the pants are prohibited.
- c. It is mandatory for all goalkeepers to wear a helmet designed for hockey with the helmet strap properly fastened and a full face mask designed for hockey with a chin cup.

Rule 3.0.4 – Protective Equipment

- a. Each participant is personally responsible to wear protective equipment for all games, warm-ups and practices.
Required equipment for all players will include:
 - a. Helmet with chin strap (half visors or full face protection is recommended)
 - b. Elbow Pads
 - c. Gloves designed for hockey
 - d. Knee and shin protection designed for hockey
- b. Any player who attempts to begin play without the proper mandatory equipment, other than a mouth guard or helmet start, shall be sent off the playing surface by the Referee and not allowed to return until such equipment has been replaced. For a second violation of this rule by the same player, the Referee shall assess a misconduct penalty to the offending player.

- c. Play shall continue when mandatory equipment becomes accidentally dislodged, except for the helmet/facemask.
- d. A player who intentionally removes or dislodges a piece of mandatory equipment during play shall be assessed a minor penalty.
- e. For the first helmet strap violation by each team, the player shall be ruled off the surface until the completion of the ensuing face-off, and the Referee shall warn the Coach, or in the absence of the Coach, the Captain, that all subsequent violations by any player of that team will result in a minor penalty being assessed to the offending player.
- f. All Referees must wear a helmet designed for hockey with helmet strap properly fastened. It is strongly recommended that all referees wear elbow pads, shin pads, knee protection and a half-shield visor properly attached to their helmet.
- g. It is required that all protective equipment, except gloves, head gear and goalkeeper leg pads, be entirely under the uniform.
- h. If the helmet/facemask of a player or goalkeeper comes off during play, the Referee shall stop play immediately. A minor penalty shall be assessed to a player or goalkeeper who deliberately removes the helmet/face mask during play.
- i. Players on the players' and penalty bench must wear the protective helmet/face mask while in the bench area. For a violation of this rule, a misconduct penalty shall be assessed to the offending player.

Rule 3.0.5 – Dangerous Equipment

- a. The use of pads or protectors made of metal or any other material that may cause injury to a player is prohibited. Elbow pads which do not have a soft protective covering of sponge rubber or a similar material at least ½ inch thick shall be considered dangerous equipment.
- b. A glove from which all or part of the palm has been removed or cut to permit the use of the bare hand shall be considered illegal equipment. A misconduct penalty shall be assessed to a player wearing such a glove in play.
- c. The wearing of jewelry that is visible to the referee is prohibited and any offending player shall be sent off the playing surface until the jewelry is removed.
- d. The wearing of casts or splints made of hard or unyielding materials is prohibited, unless directed in writing by a licensed medical physician. Such casts or splints must be covered on all exterior surfaces with no less than 1/2-inch thick, high density, closed cell polyurethane or alternate material of the same minimum thickness and similar physical properties, to protect opponents from injury.

Rule 3.0.6 – Pucks

- a. Pucks shall be made of plastic. The puck shall be approximately 1 inch thick, and 3 inches in diameter and shall weigh between 3 ½ and 6 ½ ounces.
- b. The puck shall be of a predominant color that contrasts with the color of the playing surface. (Black or Red puck colors are recommended)

Rule 3.0.7 – Uniforms

- a. All players must be uniformly dressed and have matching jerseys with long sleeves. Players must wear a uniform that covers all protective equipment except skates, gloves and helmet/facemasks.
- b. Each player and each goalkeeper listed in the lineup must wear an individual identifying number on either the back of the jersey or back of the helmet. All numbers must be

whole numbers between 0-99. No two members of the same team shall be permitted to wear the same number.

- c. At the discretion of the Referee, the Home Team shall change its jerseys if the colors of the competing teams conflict.

Rule 3.0.8 – Equipment Inspections

- a. A minor plus a misconduct penalty shall be assessed to any player who refuses to surrender the stick or other piece of equipment for inspection when requested to do so by the Referee.
- b. The Referee shall assess a bench minor penalty to a team that requests an inspection of equipment only for the purpose of delaying the game.
- c. No Captain or Team Official may request a protective or dangerous equipment check of an opposing player. After a warning by the Referee, a Captain or Team Official who continues to challenge or request a protective or dangerous equipment check of the opposing team shall be assessed a bench minor penalty for “delay of game.”



Section 4 Penalties

Rule 4.0.1 – Penalties

- a. Penalties shall be actual playing time and shall be divided into the following classes:
 1. Minor Penalties
 2. Bench Minor Penalties
 3. Major Penalties
 4. Misconduct Penalties
 5. Match Penalties
 6. Penalty Shot
- b. When play is not actually in progress and an offense is committed by any player or Team Official, the same penalty shall apply as though play were actually in progress.

Rule 4.0.2 – Minor Penalties

- a. For a “MINOR PENALTY,” any player, other than a goalkeeper, shall be ruled off the playing surface for two minutes, during which time no substitute shall be permitted. When running time is being played, the penalty will start at the moment the ensuing face-off is conducted. If a minor or bench minor penalty terminates during a stoppage of play, allowing the team to have an additional player on the playing surface, the player so penalized shall remain on the penalty bench until the ensuing face-off is conducted.
- b. For a “BENCH MINOR PENALTY” one player of the penalized team shall be ruled off the playing surface for two minutes, during which time no substitute shall be permitted. Any non-penalized player, other than a goalkeeper, may be designated to serve the penalty by the Coach or Manager and such player shall immediately serve the penalty.
- c. A player receiving 4 penalties in one game will be suspended for the rest of that game and will result in a suspension for the following game. Unsportsmanlike conduct penalties do not classify as one of the 4 penalties.

- d. If the opposing team scores a goal while a team is shorthanded by one or more minor or bench minor penalties, the first of such penalties shall automatically terminate.
- e. “Shorthanded” means that the team must be below the numerical strength of its opponents on the playing surface, unless the penalized team is down by 6 or more goals and is eligible for an extra skater, at the time the goal is scored. Thus, if an equal number of players from each team are serving an equal number of minor penalties, neither team is “shorthanded.” This rule shall not apply when a goal is scored on a penalty shot or an awarded goal.
- f. When the minor penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly.
- g. When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player except if the major penalties are coincident, in which case the minor penalty shall be served first.
- h. When coincident minor penalties are assessed to players of both teams, the penalized players shall take their place on the penalty bench and such players shall not leave the penalty bench until the first stoppage of play following the expiration on their respective penalties. Immediate substitutions shall be made for an equal number of minor penalties or coincident minor penalties of equal duration to each team so penalized and the penalties of the players for substitutions have been made shall not be taken into account for the purpose of a delayed penalty.
- i. When a player receives one or more non-coincidental minor penalties and one or more coincidental minor penalties at the same stoppage, the penalized player must serve all of the penalty time assessed that is not terminated early by a goal. A substitute must also be placed on the penalty bench with the penalized player. The substitute player shall return to the surface upon termination of the non-coincidental penalty and the penalized player will remain in the penalty bench to serve the coincidental penalty. A player’s coincidental penalties may not start until all non-coincidental penalties to that player have terminated.
- j. Any captain or player who comes off the players’ bench and makes any protest or intervention with the Referees for any purpose shall be assessed a minor penalty for Abusive Conduct.

Rule 4.0.3 – Major Penalties

- a. For a “MAJOR PENALTY,” the offending player shall be assessed a game misconduct penalty and the offending team shall be short-handed for five minutes, during which time no substitute shall be permitted.
- b. When coincident major penalties or coincident penalties of equal duration including a major penalty are assessed to players of both teams, the offending team(s) shall place a substitute player(s) on the penalty bench and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitutions on the playing surface shall be made for an equal number of major penalties or coincident penalties of equal duration including major penalty to each team so penalized and the penalties of the players for which substitutions have been made shall not be taken into account for the purpose of a delayed penalty. Where it is required to determine which of the penalized players shall be designated to serve the delayed penalty, the penalized team shall have the right to make such designation.

- c. When coincident penalties of unequal duration (each including one major penalty) are assessed to one player of each team, the penalized players shall be assessed a game misconduct penalty and a substitute player shall serve any additional penalties other than the coincidental major penalty. The penalties which create the disparity in total penalty time shall be served first in the normal manner by the penalized players. Immediate substitutions on the playing surface shall be permitted for the major penalties of each player.

Rule 4.0.4 – Misconduct Penalties

- a. A “MISCONDUCT PENALTY” involves the removal of a player, other than a goalkeeper, for a period of 10 minutes, but another player is permitted to immediately replace a player so removed. A player whose misconduct penalty has expired shall remain in the penalty bench until the next stoppage of play. Unless immediate substitution is permitted under coincident penalty rules, when a player receives a minor or major penalty and a misconduct or game misconduct penalty at the same time, the penalized team shall immediately place an additional non-penalized player, other than the goalkeeper, on the penalty bench and such player may not be changed. Any violation of his provision shall be treated as illegal substitution.
- b. A “GAME MISCONDUCT” penalty involves the suspension of a player for the balance of the game, but a substitute is permitted to replace the player so removed.
- c. A player or Team Official incurring a game misconduct penalty shall be suspended for the Team’s next regular game (the game already appearing on the schedule of that team at the time of the infraction). The League Authorities shall have full power to impose further penalties. For all game misconduct penalties regardless of when assessed, a total of 10 minutes shall be charged in the records against the offending player.
- d. A Team Official who is assessed a game misconduct may not sit near the team bench, nor in any way attempt to direct the play of the team.
- e. All game misconducts for any reason will carry a MINIMUM 2 week suspension. Players receiving repeated game misconduct penalties will be subject to suspension or expulsion. All penalties will be ruled on a case by case scenario by the supervisor. All decisions are final.

Rule 4.0.5 – Match Penalties

- a. A “MATCH PENALTY” involves the suspension of a player or Team Official for the balance of the game. The offending player shall be ordered to the dressing room immediately. Unless immediate substitution is permitted under the coincident penalty rules, the penalized team shall immediately place a non-penalized player, other than a goalkeeper; on the penalty bench to serve the five-minute time portion of the penalty and such player may not be changed. The player shall also serve any additional minor or major penalties assessed to the offending player or Team Official unless immediate substitution is permitted under the coincident penalty rules. A Team Official who is assessed a match penalty may not sit near the team bench, nor in any way attempt to direct the play of the team. The League Authorities shall have full power to impose further penalties. For all match penalties, regardless of when assessed, a total of 10 minutes shall be charged in the records against the offending player.
- b. When coincident match penalties have been assessed or when any combination of coincident major and match have been assessed to a player or players of both teams, rule 4.0.3 covering major penalties shall be applicable with respect to player substitutions.

Rule 4.0.6 – Penalty Shot

- a. Any infraction of the rules which calls for a “Penalty Shot” shall be taken as follows:
The Referee shall identify the player entitled to take the shot (as appropriate) and shall then place the puck on the center face-off spot. The player taking the shot shall, on the whistle of the Referee, play the puck and shall attempt to score on the goalkeeper. Once the player taking the shot has touched the puck, it must be kept in motion towards the opponent’s goal line and once it is shot, the play shall be considered complete.
No goal can be scored on a rebound of any kind and any time the puck crosses the goal line the shot shall be considered complete.
Only a player designated as a goalkeeper or substitute goalkeeper may defend against a penalty shot.
- b. The goalkeeper must remain in the goal crease until the Referee blows the whistle to start the penalty shot and the player taking the shot touches the puck with their stick. In the event of violation of this rule or any foul committed by a goalkeeper the Referee shall allow the shot to be taken and if the shot fails the Referee shall permit the penalty shot to be taken again. The goalkeeper may attempt to stop the shot in any manner except by throwing the stick or any other object, in which case a goal shall be awarded.
- c. In cases where a penalty shot has been awarded under the rule of deliberately displacing the goal post or removing helmet/facemask during a breakaway and for fouling from behind, the Referee shall designate the player who has been fouled as the player who takes the penalty shot.
In cases where a penalty shot has been awarded due to falling on the puck in the goal crease, picking up the puck from the goal crease area, illegal entry into the game and throwing the stick, the penalty shot shall be taken by a player selected by the Coach or Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers on the team. Such selection shall be reported to the Referee and cannot be changed.
If by reason of injury the player designated by a Referee to take the penalty shot is unable to do so, the shot may be taken by a player selected by the Coach or Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.
- d. Should the player in respect to who a penalty shot has been awarded, commit a foul in connection with the same play or circumstances, either before or after the penalty shot has been awarded, the player shall be first permitted to take the shot before being sent to the penalty bench to serve the penalty, except when such a penalty is for a game misconduct or match penalty in which case the penalty shot shall be taken by a player selected by the Coach or Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team.
If, at the time the penalty shot is awarded, the goalkeeper of the penalized team has been removed from the playing surface for another player, the goalkeeper shall be permitted to return to the playing surface before the penalty shot is taken.
- e. While the penalty shot is being taken, all players of both teams except those involved with the taking of the penalty shot, must withdraw from the playing surface onto their respective players’ bench.
- f. If, while the penalty shot is being taken, any player of the opposing team shall interfere or distract the player taking the shot, a goal shall be awarded.

- g. If the goal is scored during a penalty shot, the puck shall be faced-off at the center spot. If a goal is not scored, the puck shall be faced-off at either of the end face off spots in the zone in which the penalty shot was taken.
- h. Whether or not a goal is scored from a penalty shot, if an infraction for which the penalty shot was awarded was such to incur:
 - a. A major, match or misconduct penalty, the penalty shall be assessed in addition to the penalty shot.
 - b. A minor or bench minor penalty, a further penalty to the offending player shall not be applied.
- i. If the foul upon which the penalty shot is based occurs during actual playing time, the penalty shot shall be awarded and taken immediately following the normal stoppage of play. The time required for the taking of a penalty shot shall not be included in the regular playing time.

Rule 4.0.7 – Goalkeeper Penalties

- a. A goalkeeper shall not be sent to the penalty bench for an infraction which incurs a minor, major or misconduct penalty, but instead the penalty shall be served by a teammate who was on the playing surface at the time the infraction was committed. Such player shall be designated by the Coach or Captain and shall not be changed.
- b. When a goalkeeper incurs a game misconduct penalty, the position shall be taken by a teammate, or by a substitute goalkeeper who is available, and such player shall be allowed the goalkeeper's full equipment.
- c. When a goalkeeper incurs a match penalty, the position shall be taken by a teammate or a substitute goalkeeper who is available, and such a player shall be allowed the goalkeeper's equipment. However, any additional penalties specifically called for by the individual rules covering match penalties shall apply, and the offending team shall be penalized accordingly. Such additional penalty shall be served by another member of the team who was on the playing surface at the time the infraction was committed. Such player is to be designated by the Coach or Captain and shall not be changed.
- d. All penalties assessed to the goalkeeper, regardless of who serves the penalty, or any substitution, shall be charged in the records against the goalkeeper.
- e. A minor penalty shall be assessed to a goalkeeper who participates in the play in any manner beyond the center line.

Rule 4.0.8 – Delayed Penalties

- a. If a third player of any team is penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the two players already penalized has elapsed. Nevertheless, the third player penalized must immediately proceed to the penalty bench and may be replaced by a substitute until such time as the penalty time of the penalized player shall commence.
- b. When any team shall have three players serving penalties at the same time and because of the delayed penalty rule a substitute for the third offender is on the playing surface, none of the three penalized players on the penalty bench may return to the playing surface until play has been stopped. When the play has been stopped, the player(s) whose full penalty expired may return to the playing surface.
The Penalty Timekeeper shall permit the return to the playing surface in the order of expiration of their penalties, of a player or players when by reason of the expiration of

their penalties the penalized team is entitled to have more than three players on the playing surface.

- c. In the case of delayed penalties, the penalized players whose penalties have expired shall only be allowed to return to the playing surface when there is a stoppage of play. When the penalties of two players of the same team shall expire at the same time, the Captain of that team shall designate to the Referee which player shall return to the playing surface first and the Referee shall instruct the Penalty Timekeeper accordingly.

Rule 4.0.9 – Supplementary Discipline

- a. In addition to the suspensions assessed under these rules, the League Authorities may, at the conclusion of the game, at their discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions for any offense committed before, during or after any game by a player or Team Official, whether or not such offense had been penalized by the Referee.



Section 5 Playing Rules

Rule 5.0.1 – Abusive Conduct

- a. Any player who challenges or disputes the ruling of a Referee, attempts to incite an opponent or create a disturbance during the game shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such conduct, a misconduct penalty shall be assessed and any further persistence by the same player shall result in the assessment of a game misconduct penalty.
In the case of a Coach or other Team Official, a bench minor penalty shall be assessed first and if such conduct continues, a game misconduct penalty shall be assessed.
- b. Any player who shoots the puck after the whistle shall be assessed a minor penalty if, in the opinion of the Referee, the player had sufficient time after the whistle to refrain from taking the shot.
- c. If any player does any of the following, the team shall be assessed a bench minor penalty:
 - a. In the vicinity of the players' bench, using obscene, profane or abusive language to any person.
 - b. Throws anything onto the playing surface from the players' bench or penalty bench.
 - c. Interferes with any Game Official, (non-physically) in the performance of their duties.
 - d. Intentionally bangs the boards, playing surface, protective glass or goal with a stick at any time.
- d. If any player does any of the following, a misconduct penalty shall be assessed:
 - a. Uses obscene, profane or abusive language to any person before, during or after the game.
 - b. During a stoppage of play, intentionally shoots or throws the puck out of the reach of a Referee who is retrieving it.

- c. After being penalized, does not proceed directly to the penalty bench or dressing room when ordered to do so by the Referee. (Equipment shall be delivered to the penalty bench or dressing room by a teammate.
- d. Physically or verbally threatens physical abuse to another player, Game Official, or Team Official.
- e. If any player does any of the following , a game misconduct penalty shall be assessed:
 - f. Touches or holds any Game Official with the hand or stick.
 - g. Persists in any course of conduct for which the player has previously been assessed a misconduct penalty.
- e. If any player does any of the following, a match penalty shall be assessed:
 - a. Uses obscene gestures, or racial/ethnic slurs, anywhere in the rink before, during, or after the game.
 - b. Deliberately inflicts or attempts to inflict, physical harm to a Game Official or a Team Official in any manner.
 - c. Behaves in any manner which is critically detrimental to the conduct of the game including spitting at an opponent, Game Official or Team Official.
- f. If any Team Official does any of the following, the team shall be assessed a bench minor penalty:
 - a. Bangs the boards with a stick or other instrument at any time.
 - b. Uses obscene, profane or abusive language to any person.
 - c. Throws anything onto the playing surface from the players' bench.
 - d. Interferes with any Game Official, (non-physically) in the performance of their duties.
 - e. Attempts to incite an opponent into incurring a penalty.
- g. If any Team Official does any of the following, a game misconduct penalty shall be assessed:
 - a. Persists in any course of conduct for which the Team Official has previously been assessed a bench minor penalty.
 - b. Engages in any conduct listed under Rule 5.0.1 (g) after the conclusion of the game.
 - c. Enters the playing surface during play or during an altercation.
- h. If any Team Official does any of the following, a match penalty shall be assessed:
 - a. Uses obscene gestures, or racial/ethnic slurs, anywhere in the rink before, during or after the game.
 - b. Deliberately inflicts or attempts to inflict, physical harm to a Game Official, a Team Official or a player in any manner.
 - c. Behaves in any manner which is critically detrimental to the conduct of the game including spitting at an opponent, Game Official or Team Official.
- i. 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). All fees paid are forfeited.
 - a. Threatening physical harm to an employee or contractor of the City of Greeley before, during or after a game.
 - b. Physically attacking any person connected with the hockey program (this includes employees, spectators, managers, or other players).
 - c. Willful destruction of City of Greeley property (cost of replacing damaged equipment will be paid by the guilty parties).

- d. Violation of a probation previously placed on a player by the City of Greeley.

Rule 5.0.2 – Adjustment to Clothing and Equipment

- a. Play shall not be stopped or delayed by reason of adjustment of clothing, equipment, skates, or sticks. For a violation of this rule a minor penalty shall be assessed.
- b. The onus of maintaining clothing and equipment in the proper condition shall be upon the player. If adjustments are required, the player shall retire from the playing surface and play shall continue uninterrupted with a substitute.
- c. No delay shall be permitted for the repair or adjustment of goalkeeper's equipment. If adjustments are required, the goalkeeper shall retire from the playing surface and be replaced by the substitute goalkeeper or another player immediately and no warm-up shall be permitted.
For a violation of this rule by a goalkeeper, a minor penalty shall be assessed.

Rule 5.0.3 – Attempt to Injure

- a. A match penalty shall be assessed to any player who deliberately attempts to injure an opponent, Referee, Coach, or Trainer in any manner, and the circumstances shall be reported to the League Authorities for further action. A substitute for the penalized player shall be permitted at the end of the fifth minute.

Rule 5.0.4 – Body-Checking and Boarding

- a. A minor penalty or major penalty, at the discretion of the Referee, shall be assessed to any player who intentionally body-checks an opponent, with or without the puck.
- b. A minor penalty or major penalty, at the discretion of the Referee, shall be assessed to any player who makes physical contact with an opponent after the whistle has been blown, if, in the opinion of the Referee, the player had sufficient time to avoid such contact.
- c. A minor penalty or major penalty, at the discretion of the Referee based upon the degree of violence and impact with the boards, shall be assessed to any player who fouls an opponent in such a manner that caused the player to be violently thrown into the boards. "Rolling" an opposing puck carrier along the boards where the player is attempting to go through too small an opening is not boarding.
- d. When a player injures an opponent as the result of "boarding" or "body-checking," the Referee shall have no alternative but to impose a major plus a game misconduct penalty to the offending player.

Rule 5.0.5 – Broken Stick

- a. A player or goalkeeper whose stick is broken may participate in the game provided the broken stick is dropped immediately. A minor penalty shall be assessed for an infraction of this rule.
A broken stick is one which, in the opinion of a Referee, is unfit for normal play.
- b. A replacement stick may only be obtained from the players' bench or from a teammate on the playing surface. For a violation of this rule, a bench minor penalty shall be assessed to the team of the offending player, unless a penalty has been assessed for throwing articles onto the playing surface. The intent of this rule is to provide for the assessment of one penalty for one illegal stick replacement.
- c. A goalkeeper may not go to the players' bench for a replacement stick during a stoppage of play, but must receive a replacement stick from a teammate.

For an infraction of this rule, a minor penalty shall be assessed to the offending goalkeeper.

Rule 5.0.6 – Charging and Checking from Behind

- a. A minor penalty or major penalty, at the discretion of the Referee, shall be assessed to a player who runs, jumps into, or charges an opponent.
If more than two steps or strides are taken, it shall be considered “charging.”
- b. A minor penalty or major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to a player who body-checks an opponent from behind. A major plus a game misconduct penalty must be assessed to a player who intentionally body-checks an opponent from behind into the boards or goal frame.
- c. A minor penalty or a major plus a game misconduct penalty shall be assessed to a player who body-checks or charges a goalkeeper while the goalkeeper is within the goal crease or privileged area.
A goalkeeper is not “fair game” just because the goalkeeper is outside the privileged area. A penalty for interference or charging must be assessed in every case where an opposing player makes unnecessary contact with a goalkeeper.
- d. When a player injures an opponent as the result of “charging” or “checking from behind,” the Referee shall have no alternative but to impose a major plus a game misconduct penalty to the offending player.

Rule 5.0.7 – Cross-Checking and Butt-Ending

- a. A minor penalty or major penalty, at the discretion of the Referee, shall be assessed to a player who cross-checks an opponent.
- b. A major plus a game misconduct penalty shall be assessed to a player who butt-ends an opponent.
A minor penalty or major plus a game misconduct penalty, at the discretion of the referee, shall be assessed to a player who attempts to butt-end an opponent but makes no contact. An attempt to butt-end shall include all cases in which a butt-end gesture is made.
- c. When a player injures an opponent as a result of “cross-checking” the Referee shall have no alternative but to impose a major plus a game misconduct penalty to the offending player.
- d. Butt-ending may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 5.0.8 – Deliberate Injury to Opponents and Head-Butting

- a. A match penalty shall be assessed to a player who deliberately injures an opponent, Team Official or Game Official in any manner and the circumstance shall be reported to the League Authorities for further action.
- b. A match penalty shall be assessed to a player who deliberately head-butts an opponent, Team Official or Game Official, and the circumstances shall be reported to the League Authorities for further action.

Rule 5.0.9 – Delaying the Game

- a. A minor penalty shall be imposed on a goalkeeper or player while in their defending zone, who shoots the puck directly (non-deflected) outside of the playing area, except that no penalty shall apply if the puck inadvertently leaves the playing area in a location

that is not protected by glass or screen.

This penalty shall also be assessed when it occurs during a stoppage of play.

- b. A minor penalty shall be assessed to a player or goalkeeper who delays the game by deliberately displacing the goal post from its normal position. Play shall be stopped immediately when the goal post has been displaced, unless in the referee's opinion, the goal post can be replaced without affecting play, in which case play shall be allowed to continue. If at any time it becomes apparent that replacing the goal post would affect play or a potential goal is imminent, play shall then be stopped immediately. If a player or a goalkeeper of the defending team deliberately displaces the goal post or deliberately removes the helmet or face mask during the course of a breakaway by the attacking team, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by the player last in possession of the puck. If the goalkeeper is off the playing surface, thereby preventing an obvious and imminent goal, a goal shall be awarded in lieu of a penalty shot. If a player or a goalkeeper of the defending team deliberately displaces the goal post and, in the opinion of the Referee, the puck would have entered the goal had it not been displaced, thereby preventing an obvious and imminent goal, a goal shall be awarded to the non-offending team.
- c. A bench minor penalty shall be assessed to any team which, after a warning by the Referee, fails to place the correct number of players on the playing surface, thereby causing a delay in any manner.
- d. A minor penalty shall be assessed to a player who, after a warning by a Referee, fails to maintain a proper position during the face-off.
- e. Turning the blade over and using the tip of the blade to hold the puck to the surface and stickhandle is prohibited. Turning the stick over and using the butt-end to hold the puck to the surface and stick handle is prohibited. For a violation of this rule, play should be stopped immediately and the ensuing face-off shall take place at the defending end zone face-off spot of the offending team.
- f. A minor penalty shall be assessed to any player other than the goalkeeper who picks the puck up off the surface with the hand during play.
- g. A minor penalty shall be assessed to any player who delays the game in any other manner not covered under this rule.

Rule 5.0.10 – Elbowing and Kneeing

- a. A minor penalty or major penalty shall be assessed to any player who uses the elbow or knee in such a manner as to foul an opponent, in any way.
- b. When a player injures an opponent as a result of "elbowing" or "kneeing," the Referee shall have no alternative but to impose a major plus a game misconduct penalty to the offending player.

Rule 5.0.11 – Face-Offs

- a. There are five main face-off spots on the rink. The center face-off spot and the four end-zone face-off spots in each corner.
- b. The puck shall be "faced-off" by the Referee dropping the puck onto the playing surface between the sticks of the two players facing-off. Players facing-off shall stand facing their opponents' end of the rink with the blade of their sticks squared up outside of the face-off spot.

No other player shall be allowed to enter the face-off circle or come within 15 feet of the players facing-off the puck, and they must stand on-side on all face-offs.

All players will remain in proper position during the face-off, meaning all players shall remain still while the puck is being dropped.

When a player, other than the player facing-off, fails to maintain the proper position, the offending team will be warned.

For a second violation of any of the provisions of this rule, a minor penalty for delay of game shall be assessed to the player who commits the second violation.

No substitution of players shall be permitted until the face-off has been completed and play has been resumed except when any penalty is assessed during the face-off.

- c. During the conduct of any face-off, no player shall make any physical contact with an opponent except in the course of playing the puck after the face-off has been completed. For a violation of this rule the Referee shall assess a minor penalty to the player whose action caused the physical contact.
“Conduct of any face-off” commences when the Referee designates the spot of the face-off and takes up a position to drop the puck.
- d. When a violation of a rule has been committed, or a stoppage of play has been caused by any player of the attacking team in the Attacking Zone, the ensuing face-off shall take place at the nearest high zone face-off spot. This includes a stoppage of play caused by a player of the attacking team shooting the puck onto the back of the defending team’s goal without any intervening action by the defending team.
- e. When a goal is legally scored, the ensuing face-off shall be conducted at the center face-off spot.
- f. Any face-off after a penalty shall take place in the attack zone of the non-offending team.
- g. If a puck goes out of play, the face-off shall happen on the imaginary line connecting the end-zone face off spots.
- h. If the goal net is unintentionally moved by an attacking player, the play shall be stopped and the face-off will take place at the high zone face-off in the attacking zone. If the attacking player is pushed into the goal net and play needs to be stopped, the face-off shall take place at the end-zone face-off spot in the attacking zone.

Rule 5.0.12 – Falling on Puck

- a. A minor penalty shall be assessed to a player, other than a goalkeeper, who deliberately falls on or gathers the puck into the body or who holds the puck against any part of the goal or the boards.
Any player who drops to block a shot shall not be penalized if the puck is shot under the player or becomes lodged in any clothing or equipment. A minor penalty shall be assessed to any player who uses the hands to obtain such stoppage.
- b. A minor penalty shall be assessed to a goalkeeper who falls on or gathers the puck into the body, when the body is entirely outside the boundaries of the privileged area or who falls on or gathers the puck into the body, when the body is entirely outside the goal crease and the puck is behind the goal line.
- c. No defending player, except the goalkeeper, shall be permitted to fall on the puck, hold the puck, or gather a puck into the body or hands when the puck is within the goal crease.

For a violation of this rule, play shall be immediately stopped and a penalty shot shall be awarded to the non-offending team. However, if the goalkeeper has been removed from the playing surface when the infraction occurs, a goal shall be awarded to the non-offending team in lieu of the penalty shot.

This rule shall be interpreted so that a penalty shot shall be awarded only when the puck is in the goal crease at the instant the infraction occurs.

Rule 5.0.13 – Fighting

- a. Fighting is any attempt to strike an opposing player regardless of whether contact is made or not. The dropping of a player's gloves constitutes an attempt to fight.
- b. All fighting penalties carry an automatic minimum two week suspension and up to a five year suspension.
 - a. After the initial suspension period, a person may participate in any recreational activity sponsored by the City if he/she pays a fee of \$40.00. The fee can be paid to the City of Greeley and can be received by either the Downtown Rec. Center (651 10th Ave) or the Family FunPlex (1501 65th Ave). The fee must be paid in full and the receipt must be brought to the scorekeeper before the participant can play again.
- c. A major plus a game misconduct penalty shall be assessed to any player who is involved in a fight on or off the playing surface before, during or after the game.
- d. A minor or a double minor penalty shall be assessed to a player who, having been struck retaliates with a punch or attempted punch. However, at the discretion of the Referee, a major plus a game misconduct penalty shall be assessed if the player continues the altercation.

The Referee is provided with very wide latitude in regard to the penalties which may be assessed under this rule. This is done to enable the Referee to differentiate between the obvious degrees of responsibility of the participants either for, starting the fight, or persisting in continuing a fight.

Referees are directed to employ every means provided by these rules to prevent "brawling."

- e. Any player receiving a major plus game misconduct penalty for fisticuffs shall automatically be suspended for 2 weeks.
- f. A game misconduct penalty shall be assessed to any player or goalkeeper who intervenes in a fighting altercation already in progress. This penalty is in addition to any other penalty incurred in the same incident
- g. A game misconduct penalty shall be assessed to any player who resists the Game Officials in the discharge of their duties during an altercation.
- h. A minor penalty shall be assessed to a goalkeeper who leaves the immediate vicinity of the goal crease to participate in an altercation. This penalty shall be in addition to any penalty incurred during the altercation.

Rule 5.0.14 – Gross Misconduct

- a. A Referee may suspend from the game any Player or Team Official guilty of gross misconduct of any kind by assessing a Match Penalty and must report the incident to the League Authorities. Such gross misconduct includes, but is not limited to, using racial or ethnic slurs or obscene gestures, biting or spitting on another person, deliberately inflicting physical harm to a Game or Team Official, or behaving in any manner which is critically detrimental to the conduct of the game.

Rule 5.0.15 – Handling Puck with Hands

- a. If a player, other than a goalkeeper, closes the hand on the puck, play shall be stopped and a face-off shall follow; however, if the puck is dropped immediately, play shall be allowed to continue. If a goalkeeper holds the puck with the hand for more than three

seconds, play shall be stopped and a face-off shall follow; however, after an initial warning by the Referee, a goalkeeper who holds the puck unnecessarily shall be assessed a minor penalty for delaying the game.

- b. A goalkeeper shall not intentionally drop the puck into the pads or onto the goal net or deliberately pile obstacles at the goal that, in the opinion of the Referee, would tend to prevent the scoring of a goal.

The object of this rule is to keep the puck in play continuously and any action taken by the goalkeeper which causes an unnecessary stoppage shall be penalized.

For a violation of this rule, a minor penalty shall be assessed to the offending player.

- c. The goalkeeper may not leave a stick, part thereof or any other piece of equipment in front of his goal. If he does and if the puck hits the obstruction, thereby preventing an obvious and imminent goal while the goalkeeper is on the surface, but in the act of leaving the surface, or off the surface, the Referee shall stop play and award a goal to the non-offending team.
- d. If a goalkeeper throws the puck forward toward the opponent's goal and it is first played by a teammate, play shall be stopped and the ensuing face-off shall be conducted at the nearest end zone face-off spot of the offending team.
- e. If a defending player, other than the goalkeeper, picks up the puck in the goal crease from the playing surface with the hands, or holds the puck while it is in the goal crease, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team.

If the above situation occurs while the goalkeeper is off the playing surface, a goal shall be awarded to the non-offending team.

- f. A player shall be permitted to stop or "bat" the puck in the air with the hand, or push it along the playing surface with the hand, and play shall not be stopped unless the puck has been directed to or from a teammate in the attacking zone, in which case the play shall be stopped and the puck faced off at the nearest high zone face-off spot to where the "hand pass" originated from.

No territorial advantage can be gained from a team illegally batting the puck with the hand.

- g. A goal that is scored as the result of the puck being propelled by the hand of an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed.

Rule 5.0.16 – High Sticks

- a. The carrying of the stick above the normal height of the shoulders is prohibited. The Referee shall assess a minor or major penalty to any player who strikes an opponent with a stick so carried.
- b. A double minor penalty shall be imposed on any player who injures (draws blood) an opponent by the use of a high stick.
- c. A goal scored by an attacking player who strikes the puck with the stick which is carried above the height of the goal frame cross bar, shall not be allowed.
- d. Batting the puck above the normal height of the shoulders with the stick is prohibited and when it occurs play shall be stopped and the ensuing face-off shall take place at an end zone face-off spot of the offending players' team unless:
 - a. The puck is batted to an opponent, in which case the play shall continue.
 - b. A player of the defending team shall bat the puck into the player's own goal, in which case the goal shall be allowed.

Rule 5.0.17 – Holding

- a. A minor penalty shall be assessed to a player who holds an opponent with the hands, legs, feet, stick or any other way.
- b. A minor or major penalty shall be assessed to any player who grabs or holds the face mask of an opponent with the hand.
- c. When a player injures an opponent as the result of “holding the face mask,” the Referee shall assess a major plus a game misconduct to the offending player.

Rule 5.0.18 – Hooking

- a. A minor or major penalty at the discretion of the referee shall be assessed to a player who impedes or seeks to impede the progress of an opponent by hooking with the stick.
- b. When a player injures an opponent as the result of “hooking,” the Referee shall have no alternative but to impose a major plus a game misconduct.

Rule 5.0.19 – Interference

- a. A minor penalty shall be assessed to any player who interferes with or impedes the progress of any opponent who is not in possession of the puck, deliberately knocks a stick out of an opponent’s hand, prevents a player who has dropped the stick or any other piece of equipment from regaining possession of it, or shoots a stick or other object toward an opponent.
The last player to touch the puck shall be considered to be the player in possession.
- b. A minor penalty shall be assessed to any player on the player’s or the penalty bench who, by means of the stick or body, interferes with the movements of the puck or an opponent on the playing surface during the progress of play.
- c. A minor penalty shall be assessed to any player who, by means of the stick or body, interferes with or impedes the movements of the goalkeeper while the goalkeeper is in the goal crease area.
- d. Unless the puck is in the goal crease area, a player of the attacking team may not stand on the goal crease line or in the goal crease or hold the stick in the goal crease. If the puck should enter the goal while such a condition prevails, a goal shall not be allowed. For a violation of this rule, while the attacking team has possession of the puck and in the opinion of the referee has a scoring opportunity, play shall be stopped and the ensuing face-off shall take place at the nearest high zone face-off spot. This rule shall not apply when the goalkeeper is out of the goal crease.
- e. If a player of the attacking team has been pushed or otherwise physically forced into the goal crease by an opposing player, and the puck should enter the goal while the player so interfered with is still in the goal crease, the goal shall be allowed.
- f. When the goalkeeper has been removed from the playing surface and any member of the same team not legally on the playing surface interferes by means of the body, stick, or any other object with the movements of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.
 - a. When the defending team secures possession of the puck in its own zone and the other members of the same team run interference for the puck carrier by forming a protective screen against forecheckers.
 - b. When a player facing-off obstructs an opponent after the face-off when the opponent is not in possession of the puck.
 - c. When the puck carrier makes a drop pass and follows through so as to make body contact with an opposing player.

Rule 5.0.20 – Kicking Player

- a. A minor penalty or a major plus a game misconduct penalty, at the discretion of the Referee, shall be assessed to any player who kicks an opponent. If, however, at the discretion of the Referee, in the attempt to free the puck, a player unintentionally kicks or appears to kick another player, no penalty shall be assessed.
- b. When a player injures an opponent as a result of the “kick” the Referee shall assess a major plus game misconduct penalty.
- c. Kicking may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 5.0.21 – Kicking Puck

- a. Kicking the puck shall be permitted in all zones; however, a goal that is scored as the result of the puck being kicked by an attacking player and entered the goal either directly or after deflecting off any player including the goalkeeper, shall not be allowed. In order for the goal to be disallowed under this rule, intent to redirect the puck must be present.

Rule 5.0.22 – Leaving Player or Penalty Benches

- a. No player may leave the players’ bench or penalty bench at any time during an altercation or for the purpose of starting an altercation. Substitutions made prior to the altercation shall not be penalized under this rule provided the players so substituting do not enter the altercation.
For violation of this rule, a major plus a game misconduct penalty shall be imposed on any player who leaves the players’ bench or penalty bench during an altercation.
- b. Except at the end of each period, or on expiration of a penalty, no player may at any time leave the penalty bench.
- c. A penalized player who leaves the penalty bench before his penalty has expired; weather play is in progress or not, shall incur an additional minor penalty after serving his unexpired penalty.
- d. If a player leaves the penalty bench before his penalty is fully served, the Penalty Timekeeper shall note the time and verbally alert the Referee who will stop play when the offending player’s team has or gains possession and control of the puck
- e. In the case of a player returning to the playing surface before his time has expired through an error of the Penalty Timekeeper, he is not to serve an additionally penalty, but must serve his unexpired time.
- f. If a player of an attacking team in possession of the puck shall be in such a position as to have no opposition between him and the goalkeeper, and while in such a position he shall be interfered with by a player of the opposing team who shall have illegally entered the game, the Referee shall impose a penalty shot against the offending player’s team.
The penalty shot shall be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.
- g. If a Team Official steps onto the playing surface after the start of a half and before that half is completed without the permission of the Referee, the Referee shall assess a bench minor penalty to the team of the offending Coach.

- h. If a penalized player returns to the playing surface from the penalty bench before his penalty has expired by his own error or the error of the Penalty Timekeeper, any goal scored by his own team while he is illegally on the playing surface shall be disallowed, but all penalties imposed on either team shall be served as regular penalties.
- i. If a player shall illegally enter the game from his own players' bench or from the penalty bench, including through an error of the Penalty Timekeeper, any goal scored by his own team while he or his replacement is illegally on the playing surface shall be disallowed, but all penalties imposed against either team shall be served as regular penalties.
- j. During any face-off, if a team starts with fewer players than entitled to, any player subsequently entering the game shall not be eligible to play any puck coming from the Defending Zone while the player is in the Attacking Zone unless the puck is first played by another player in the Attacking Zone.
For a violation of this rule play shall be stopped and a face-off shall be conducted at the point where the puck was last legally played.

Rule 5.0.23 – Puck Must be Kept in Motion

- a. The puck must be kept in motion at all times. Play shall not be stopped because the puck is frozen along the boards by two or more opposing players, unless one of the players falls onto the puck. If one player freezes the puck along the boards or if a player deliberately falls on the puck a minor penalty shall be assessed for delaying the game. However, the Referee may stop the play along the boards if allowing play to continue shall lead to unnecessary contact surrounding the puck.

Rule 5.0.24 – Puck or Player Out of Bounds or Unplayable

- a. When the puck goes outside the playing area or strikes any obstacle above the playing surface other than the boards, glass or wire, it shall be faced-off at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played.
When the puck becomes unplayable due to a defect in the rink, it shall be faced-off at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played. However, if the puck is shot out of the rink by the attacking team, the face-off shall be at the nearest high zone face-off spot.
- b. When the puck becomes lodged in the netting on the outside of the goal or if it is frozen between opposing players, the Referee shall stop play and face-off the puck at the nearest face-off spot to where it was last played unless, in the opinion of the Referee the stoppage was caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high zone face-off spot.
The defending team and/or the attacking team may play the puck of the net at any time. However, should the puck remain on the net for longer than three seconds, play shall be stopped and the face-off shall take place at the nearest end zone face-off spot, except when the stoppage is caused by a player of the attacking team, in which case the ensuing face-off shall be conducted at the nearest high zone face-off spot.
If the puck comes to rest on top of the goal frame, the play shall be stopped immediately.
- c. A minor penalty shall be assessed to a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.

- d. If the puck comes to rest on top of the boards surrounding the playing area, it shall be considered to be in play and may be played legally by the hand or stick.

Rule 5.0.25 – Puck Out of Sight and Illegal Puck

- a. Should a scramble take place, or a player accidentally falls on the puck and it is out of the sight of the Referee, play shall be stopped immediately. The ensuing face-off shall take place at the nearest point along the imaginary lines on each side connecting the end zone face-off spots to where the puck was last played, unless otherwise provided for in the rules.
- b. If, at any time during play, a puck other than the one officially in play shall appear on the playing surface, which interferes with the progress of the game, the play shall be stopped immediately.

Rule 5.0.26 – Slashing

- a. A minor or major penalty, at the discretion of the Referee, shall be assessed to any player who slashes or attempts to slash an opponent with the stick.
Referees should penalize as “slashing” any player who swings the stick at an opponent (whether in or out of range) without actually making contact, or when a player on the pretext of playing the puck makes a wild swing at the puck with the intent to intimidate an opponent.
- b. When a player injures an opponent as the result of “slashing” the Referee shall have no alternative but to impose a major plus a game misconduct penalty to the offending player.
- c. Any player who swings the stick at another player during the course of any altercation shall be subject to a match penalty, and the circumstances shall be reported to the League Authorities for further action.
- d. A minor penalty shall be assessed to any player who makes stick contact with the opposing goalkeeper, in the goal crease, who has covered or caught the puck, regardless of whether or not the Referee has stopped the play.

Rule 5.0.27 – Spearing

- a. A major plus a game misconduct penalty shall be assessed to a player who spears an opponent.
A minor penalty or a major plus a game misconduct penalty, at the discretion of the referee, may be assessed to a player who attempts to spear an opponent but makes no contact. An attempt to spear shall include all cases in which a spearing gesture is made.
- b. Spearing may also be treated as a match penalty under attempt to injure or deliberate injury to an opponent.

Rule 5.0.28 – Throwing Stick

- a. When any player or Team Official of the defending team deliberately throws or shoots a stick or any other object at the puck in the Defending Zone, the Referee shall allow the play to be completed and if a goal is not scored, a penalty shot shall be awarded to the non-offending team. The penalty shot shall be taken by a player selected by the Coach, or in the absence of the Coach, the Captain of the non-offending team from all non-penalized, non-injured players, excluding goalkeepers, on the team. Such selection shall be reported to the Referee and cannot be changed.
If, however, the goal is unattended and the attacking player has no defending player to

pass and has a chance to score on an “open goal,” and a stick or any other object is thrown or shot at the puck by a member of the defending team, thereby preventing an obvious and imminent goal, a goal shall be awarded to the non-offending team.

For the purpose of this rule, an open goal is defined as one from which a goalkeeper has been removed for an additional attacking player.

- b. A minor penalty shall be assessed to any player on the playing surface who throws or shoots a stick or any other object in the direction of the puck in any zone except when such act has been penalized by a penalty shot or awarded goal.

When a player discards a broken stick by tossing it to the side of the rink (and not over the boards) in such a way that shall not interfere with play or an opposing player, no penalty shall be assessed for doing so.

- c. A misconduct penalty shall be assessed to any player who throws a stick or any part thereof outside the playing area. A game misconduct penalty shall be assessed to any player who throws a stick or any part thereof outside the playing area at or in the direction of any spectators.

Rule 5.0.29 – Time of Match and Time-Outs

- a. A game shall consist of three 15 minute periods of running time. If the score is within one goal, or tied, stop time shall be played during the last two minutes of play. If play is stopped prior to the two minute mark, the clock shall continue to run until the two minute mark arrives, at which time the clock shall be stopped until play has resumed. A one minute rest period shall be permitted between periods, after which the teams shall change ends.

- b. The team scoring the greater number of goals during the three periods shall be declared the winner, and shall be credited with two points in the standings.

- c. The Referee may order the game to be suspended anytime the playing area is deemed to be in an unsafe condition. The game shall remain suspended until such condition is corrected. Referees are particularly cautioned about wet playing surfaces and should take the overly-cautious approach when determining whether or not playing conditions are safe.

- d. Each team shall be permitted to take one time-out of a one minute duration which must be taken during stoppage of play. If running time is played, the clock shall be stopped during a time out. The clock shall be restarted upon the conducting of the ensuing face-off.

During the time-out, all players on the playing surface may proceed to their respective players’ bench. Any penalized player must remain in the penalty bench during a time-out.

- e. When a forfeit occurs, the team that did not forfeit the game will have a 4-0 win which will also count in a tie breaker situation. In a forfeit, teams still have use of the arena surface for their designated hour if so desired. Forfeits are unpredictable, teams are encouraged to plan in advance and reschedule if they know they won’t be able to field a full team. It is asked that the opponent in a requested reschedule try to accommodate a reschedule if given plenty of notice (i.e. 2 weeks). Times available for reschedule might not be very favorable due to normal scheduled events having first priority.

- f. Games may be rescheduled with the consent of both coaches and City of Greeley management at least 48 hours in advance.

- g. Teams must leave the playing surface after their game has ended.

- h. The Referee has the authority to decide if the clock will be stopped for injury or lost puck.
- i. The Referees may be evaluated by players, coaches, and spectators simply by requesting a referee assessment form from management.
- j. Games may be protested by submitting a \$35 fee and filling a Game Protest Form at The FunPlex within 24 hours of the incident. Responses will be available one week after submitting the information.

Rule 5.0.30 – Tied Games

- a. If, at the end of three periods, the score is tied, the game shall go to a three person shootout. If at the end of that shootout the score is still tied, the game shall be declared a tie.
- b. During playoff games, the following shall take place:
 - a. A one minute rest period shall follow the game.
 - b. The teams shall not change ends.
 - c. A five minute overtime period shall be played.
 - d. If after the overtime period the game is still tied a three person shootout will occur.
 - e. The home team captain will decide on which team will shoot first.
 - f. If after the three person shootout the score is still tied. The shootout will continue in a sudden death format until a team is declared a winner.
 - g. No player can participate in the shootout a second time until all players on their respective team have been used.
- c. Any overtime period (including shootout) shall be considered to be a part of the game and all unexpired penalties shall remain in force.

Rule 5.0.31 – Tripping

- a. A minor or major penalty shall be assessed to any player who places the stick, leg, knee, foot, arm, hand, or elbow in such a manner that it causes an opponent to trip or fall. Any player who deliberately dives onto the playing surface, except to block a shot, contacts an opponent and causes the player to trip or fall, shall be assessed a minor penalty.
- b. A major plus a game misconduct penalty shall be imposed on any player who injures an opponent as a result of a foul committed by tripping.
- c. When a player, in possession and control of the puck in the Attacking Zone and having no opponent to pass other than the goalkeeper, is tripped or otherwise fouled directly or diagonally from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending team. The Referee shall not stop play until the attacking team has lost possession and control of the puck to the defending team. The intent of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed on the opponent's side of the center red line.

“Possession and control” of the puck means the act of propelling the puck with a stick. If, while it is being propelled, the puck is touched by another player, hits the goal or goes free, the player shall no longer be considered to be “in possession and control” of the puck.
- d. If, when the opposing goalkeeper has been removed from the playing surface, a player in possession and control of the puck is tripped or otherwise fouled with no opposing

player to pass, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop play and award a goal to the non-offending team.

Rule 5.0.32 – Unnecessary Roughness (Roughing)

- a. At the discretion of the Referee, a minor or double minor penalty may be assessed to any player who uses unnecessary roughness against an opponent.
- b. A minor or double minor penalty for unnecessary roughness must be assessed every time an opposing player makes unnecessary physical contact with the player in possession of the puck.

It is not the intent to penalize incidental contact between two opposing players who are actively in pursuit of the puck. The act of riding an opponent off the puck shall not be considered to be roughing. However, this does not allow the player without the puck to throw their body into the opponent to achieve possession.