



2014-15 Adult League Rules

Section 1

Team and Player Registration

1. Each team must have matching jerseys (color and logo) with only one number assigned to each player, goalies included.
2. All players must be USA Hockey registered.
3. Individual players are ineligible to compete until they are registered with USA Hockey.
4. No players may be subtracted from the team roster once they are on the official roster form.
5. Teams are allowed to register a maximum of 18 skaters and 2 goalies, **including substitute players.**
6. Any team that has not met league payment requirements will be ineligible to play until payment requirements are met. Ineligible teams will forfeit all games until payment requirements are met.
7. For all 30& Over leagues, each team is allowed roster exceptions as follows:
 - **Wednesday/Thursday**- 3 players under the age of 30 may dress. No additional roster exceptions are available to accommodate teams with more than the allowed number of under 30 players.
 - **Sunday Gold**- 5 players under the age of 30 may dress. No additional roster exceptions are available to accommodate teams with more than the allowed number of under 30 players.
 - **Sunday Silver**- 3 players under the age of 30 may dress. No additional roster exceptions are available to accommodate teams with more than the allowed number of under 30 players.
 - **Sunday Bronze**- 0 players under the age of 30 may dress.

Section 2

Game Format

1. Games will have a curfew of seventy five (75) minutes per game.
2. Games will consist of three fifteen (15) minute stop time periods.
3. There will be a two (2) minute warm-up period prior to each game.
4. Once the remaining curfew ice time reaches 5:00 remaining, the time on the game clock will be adjusted to 3:00. At this point, all games will be played to completion.
5. If at any time after the beginning of the third period there is a 7 or more goal deficit between the participating teams, the clock will switch from stop time to running time, and will remain running time unless the deficit is decreased to 3 goals. Clock will only stop for goals and to access a penalty. A player serving a penalty that expires during a run time situation may not leave the penalty while play is stopped.
6. If a game ends with the score tied, a tie will be awarded to each team. There will be no overtime in regular season play.
7. **There are no timeouts allowed during regular season play.**
8. Each team must start a game with a goaltender in goaltender equipment. The team has until the 55:00 minute mark on the curfew clock to have a goaltender on the ice. The game will be forfeited if no goaltender is available to start the game at the 55:00 minute mark. Once a game legally starts, it is considered to be official, regardless of the amount curfew time used.



Section 3

Game Rules

1. **Team Managers or a qualified team representative are responsible to check and sign the official game scoresheet to insure its accuracy prior to any team stepping on the ice to start a game.** Team Managers are not allowed to write in any additions to the scoresheet. Violation of this rule will result in game forfeiture and additional team discipline.
2. Teams are allowed to dress a maximum of 18 skaters and two goalies for each game from their official team roster.
3. Each score sheet will have all players listed. Players must sign their name before each game.
4. All USA Hockey Game playing Rules will apply with the exceptions listed below.
5. Icing- Blue line Icing will apply to all leagues.
6. Any player that receives a total of three (3) penalties in any one (1) game will receive an automatic game misconduct penalty. This game misconduct carries no additional game suspension.
7. Any player that receives a total of three (3) game misconduct penalties in any one (1) session will receive an automatic 1 game suspension. This suspension will increase by one (1) game for any additional game misconduct incurred by a player during the same session.
8. Any player receiving a major penalty will automatically receive a game misconduct penalty.
9. All minor penalties are 2:00 in length.
10. Major penalties are 5:00 in length.
11. Misconduct penalties are 10:00 in length.

Section 4

Suspensions and Additional Discipline

1. Any player receiving a major penalty will also be assessed a game misconduct penalty which will carry a one (1) game suspension with **no avenue for appeal.**
2. Any player that receives a second (2nd) major penalty during the course of the same session will receive an additional suspension of one (1) game in addition to any other suspensions incurred.
3. If a player receives a third (3rd) major penalty during the course of a session, the offending player will automatically be suspended for the remainder of the session with no refund.
4. At the sole discretion of the League Directors, additional suspensions may be handed out for any on ice or **off ice** incident or penalty regardless whether the incident has been penalized by the on ice officials. Suspensions will be posted on the league website.

Section 5

Standings & Playoffs

1. A copy of each game's completed score sheet will be available, at the front desk, for the Team Manager only at the conclusion of each game.
2. Teams will be awarded two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
3. At the conclusion of the regular season, placement for playoff seeding and division standing will be determined using the following system
 1. Most Points
 2. Head-to-Head Competition
 3. Most Wins
 4. Highest goals for/goals against differential
 5. Fewest major penalties assessed during the regular season.
 6. Coin flip.
4. All teams make playoffs. Depending on amount of teams, will decide how playoffs will break down.



5. To be eligible for the playoffs, a player must have played in 50% of a team's games. Exceptions may be granted for demonstrable medical circumstances at the sole discretion of the league management.

Section 6

Protests & Complaint Procedures

1. Any protest regarding illegal or non-rostered players must be made to the scorekeeper via the referee prior to the end of the first period of the game in question. The protest must be specific in nature (i.e. #92 is not on their roster, or #92 is not Joe Brown as represented on the scoresheet)
2. At that point, the scorekeeper will investigate the protest. If a violation is discovered, the game will be ended immediately and the offending team will forfeit the protested game.
3. All players must provide identification at the request of the scorekeeper or a league representative.
4. If a protest is submitted, and no players are found to be illegally rostered, the team that submitted the protest will be assessed a 2:00 minor penalty for "Delay of Game".
5. If any member of a team has a **specific complaint** about the level of professionalism or aptitude of one of our officials, there is a website available to file a "Game Report". Simply go to www.mihoa.org and complete the form listed under the "CONTACT US" heading. The directors of the review committee for MIHOA will review the complaint and take action, if necessary. **Any reports that contain vulgar language or are not specific in nature will not be reviewed.**

Interpretation and implementation of the above rules is at the sole discretion of the League Director or his authorized representative. League Director decisions are final.