

WEBSTER ADULT HOCKEY LEAGUE RULES

USA HOCKEY SENIOR NO-CHECK RULES APPLY EXCEPT AS NOTED BELOW.

Game Length

Games will consist of three 14 minute periods each.

The time clock will read 17:30 at the beginning of the first period of each game. The clock will begin running as soon as the Zamboni doors to the ice are shut.

The referees will be ready to drop the puck as soon as the clock reads 14:00. If teams are not ready at this point the clock will continue to run.

There will be one five minute overtime period to settle ties. Overtime will be played five on five plus goalie

If after the five minute overtime there is still a tie, the game will end in a tie

Playoff Overtime

One 5 minute overtime period will be played in the playoffs. OT will be played 5 on 5. If there is no winner after overtime, the game will be decided in a shootout. Three players from each team will be picked prior to the shootout. If there still is no winner after this then teams will send up a new player each time until the game is decided. Players are eligible to go only once per shootout round.

Championship Game If after three periods the game is tied the clock will be reset to 14 minutes to play a fourth period or until a winner is decided.

Overtime will be played five on five until one of the two teams score. There will be no shoot-out in a Championship Game Final.

Equipment

Full equipment is required and face masks are highly recommended for all league participants. Any deviation may result in injury.

Penalties

Minor 1.5 minutes Major 4 minutes Misconduct 7.5 minutes

Any player entering the ice arena before the Zamboni doors are closed will receive an automatic bench minor penalty.

Any player receiving any combination of three (3) minor or major penalties will receive a Game Misconduct penalty for that game. The second time that you receive three penalty's in a game you will receive a Game Misconduct plus be suspended for the next game and this will increase 1 game with each Game Misconduct thereafter for the remainder of the season.

Note: Minor penalties that carry an automatic misconduct only count as one penalty towards the 3 penalty rule.

Fast Face-off Rule

After each stoppage of play, the linesman responsible for dropping the puck will promptly proceed to the face-off location. The visiting team will then have five seconds to make a line change after which the home team will have five-seconds to make its line change. When the referee drops his arm to indicate that all line changes are complete, the linesman will blow his whistle to notify both teams that they have no more than five seconds to line-up for the face-off. At the end of that final five-second period (for a total of 15 seconds, or sooner if both centers are ready), the linesman will immediately drop the puck. It will not be the responsibility of the linesman to wait for the center to come to the circle for the face-off if the final five seconds have elapsed.

Fighting

Prohibited, any player receiving a Fighting or Attempt to injure penalty will receive a minimum of three (3) games suspension for the first offense, five (5) game suspensions for the second (2nd) offense, and possible league expulsion for the 3rd offense.

Disputes and Issues

Any disputes will be filed through the team captain within 24 hours of the disputed incident. League officials, including player liaison (John Tuite 787-3530) or webarena.rochester.rr.com) will only speak with team captain regarding any issue.

Referees

USA Hockey sanctioned **Time Outs** One 60 second time out per team per game.

Rosters

Rosters will be filled on a first come first serve basis. Minimum of 12 players and a maximum of 20.

All league participants must be 18 years or older to participate. High School students are not eligible to play even if they are 18 years old.

(NEW) A team must have 13 or less roistered players on bench at start and end of game, in order to use a substitute player. Failure to do so could result in team forfeit of game

4 substitutes may be allowed per team. Substitutes can only be used to replace a player who is on 16 man roster (due to illness, travel, work, conflict.)

Subs must be on the original roster, and this will be strictly enforced. All substitute players must sign score sheet with score keeper before each game played.

Identification must be available from any when asked for it. Failure to do so could result in team forfeit of game.

Subs must play in at least 3 regular season games to be eligible to play in a playoff game. Jerseys

All players and subs must have a jersey with a number. If you do not have jerseys for your team the league can provide for a fee.

Payment

Payment is to be paid in full before the start date. **No applications will be accepted without payment.**

Teams not paid in full will risk not being allowed on to ice playing surface at game time, which will result in forfeit of game.

Cost \$3500 per team. This is a team fee.

Make checks payable to:

The Webster Ice Arena

865 Publishers Pkw. Webster, NY 14580 (www.Websterarena.org)

Revised 8/20/2010

