

# *Greeley Ice Haus Adult Hockey League Rules*

## **Draft**

- Leagues are draft style (snake draft)- captains will be selected and a draft will occur before the current session begins. Each team will have 14 skaters and 1 goalie max.
- Players must be paid/registered before draft to be draft eligible.
- Some players may be a “carpool” such as spouses or for commuting purposes.
- The goal of all leagues is to create a fun, safe and fair environment, in some cases players may be moved to even out teams.

## **Guidelines**

- All players are required to follow USA Hockey equipment guidelines.
- This is a non-checking league.
- The blue line will be used for icing.
- The tag-up rule will be used for off-sides, blue line icing will be in place as well.
- Fighting WILL NOT be tolerated. Any players involved in a fight as deemed by the game officials will receive a 1 game suspension and could result in expulsion from the league.
- Major penalties, such as spearing or butt-ending, head contact or intent to injure could result in expulsion from the league.
- If a player receives 3 penalties in one game they will be removed from the game, if the player acts unacceptably after receiving their 3<sup>rd</sup> penalty a suspension may be given by the hockey director.
- Each team is allowed one time out per game.
- All teams will provide jerseys and must be numbered.
- Illegal players and teams:
  - **Sub Players**
    - Sub players will be allowed, teams may get to a max of **10** players, no usage of “ringers”, or players from outside the league unless approved by the coordinator and captains due to changing the outcome of the game, any player that subs will have a one goal limit for the game they are subbing in. **No Subs** allowed for playoffs.
    - Exceptions may be made for goaltenders in specific circumstances (Injury or fail to appear)

## **Game Time Rules**

- **C-League/ Over 35 period length**
- 2- 15 min (1<sup>st</sup> and 2<sup>nd</sup>), 1-12 min (3<sup>rd</sup>) all periods are stop clock.
- **D-League period length**
- 3-12 min. stop clock.
- If the score difference is (6) goals or more in the third period of the game, the clock goes to running time. If the goal differential drops to five or less, stop time will then be re-implemented.
- **WARM-UPS:** Four (4) minutes.
- **Regular Season-** If game is tied after 3 periods, game will continue with a three-man shootout, if tied after three shooters, it will go to next team to score.
- **Championship/ Playoff Games:** If the game is tied after three periods of play, the game will go to 4v4 sudden death overtime.

