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SECTION 01 – General Infractions/Penalties

General Infractions/Penalties:

The following infractions will be assessed as 1 minute minors, 2 minute double minors, 2.5 minute majors,

5 minute misconducts, game misconducts, gross misconducts, and/or expulsion from the league.

- High Sticking: when a ball is hit with a high stick it will immediately result in a whistle blown, and a face-off deep in the team's zone that committed the high stick. If a high stick is in the vicinity of another player (at the discretion of the referees), a 1 minute minor penalty will be assessed. High sticking may also be assessed a 2 minute double minor, or 2.5 minute major and/or a game misconduct if severity is warranted. Any intent to injure with a high stick will result in the offending player being banned from the league. If a high stick draws blood, it will be at the discretion of the referee/league to determine appropriate penalty and or ejection from the game.

- **Delay of Game:** A player will receive a 1 minute minor if the offending player grasps the ball in their hand and attempts to reposition it, and if a player covers ball with his hand in the crease to prevent further play, only a goalie can cover the ball with his hand/glove. A player will receive a 1 minute minor if they intentionally play with a broken stick. A 1 minute minor will be assessed to a player if they intentionally push the net off. Goaltenders will receive a 1 minute minor if they clear the ball clean over the fence without deflection from another player. A player will receive a 1 minute minor if they clear the ball over the bench in the direction of their own goaltender. Double tap, also falls within this category. No player may play the ball with their hand twice in a row. For example, a player may not bat the ball into the air with their hand, and then use their hand immediately afterwards to play the ball again. If the ball touches an opposing player, a teammate, a stick or other body part, it is not considered to be "double tap." Lastly, a 1 minute minor will be assessed if a player steps on top of the ball and/or does not move the ball or make a play when unattended.

- **Holding, Cross-Checking, Roughing, Hooking, Slashing, and Tripping:** will result in a 1 minute minor, 2 minute double minor, or 2.5 minute major and/or game misconduct depending on the severity and the discretion of the referees.

 - o Tripping and/or Roughing will also include when a player slides uncontrollably into another player's legs (without touching the ball).

 - o Checking - will result in a 1 minute minor, 2 minute double minor, or 2.5 minute major and/or a game misconduct depending on severity and the discretion of the referees. A check is defined as when a player does not attempt to play the ball and intentionally uses their body to "push" or separate the opponent from the ball.

- **Interference:** will result in a 1 minute minor if a player intentionally impedes (at discretion of the referees) the progress of an opposing player away from the ball. Goaltender Interference will result in a 1 minute minor if an attacking player intentionally makes contact with the opposing goalie (either inside or outside the goal crease).

- **Too Many Men:** will result in a 1 minute minor when a team interferes with play and/or has more than the required amount of players on the court. Players are permitted to an area of 5ft to come on, and off the rink as long as the ball doesn't touch any of those players.

- **Diving:** Embellishment of acts on the court (diving, excessive complaining, etc.) will also result in a 1 minute minor. If a "3rd man in" occurs, such a penalty may be given at the discretion of the referees.

- **Unsportsmanlike Conduct:** penalties will be assessed for any and all activities that represent a lack of respect for the other team, the referees, the court, and all equipment. Players may be banned from the league at the discretion of the league officials if severity warrants.

 - Unsportsmanlike Conduct will result in a 1 minute minor, 2 minute double minor, 2.5 minute major, 5 minute misconduct, and/or game misconduct depending on severity and the discretion of the referees.

- **Face-offs:** A player may be ejected from the faceoff circle if (A) the center anticipates the drop of the ball by lifting the stick off the ground prior to the ball being dropped, (B) a player does not

remain squared up to the center dot, (C) a teammate is offsides, or (D) the center makes contact with the ball before it hits the ground.

- Icing: An icing call will be made if a player clears the ball from behind the blue line of their defensive zone to crossing the opposition's goal line in which the ball was determined by the officials that it couldn't be played by a defensive player, is not attempted to be played by the goaltender, and did not pass through the goal crease. Icing will be called during the 3rd period only.
- Offsides: A "floating blue line" expansion of the offensive zones occurs once a team crosses the opponent's blue line with the ball. The attacking team will then have half of the entire playing surface within which to control the ball, from behind the opponent's goal to the center line of the area. If the defending team sends the ball past center, the zone is reset to the blue line and their opponent must regain it as explained above.

SECTION 02 – Operating Rules

- Operating Rules Delayed Penalties: Penalties will be assessed and "delayed" if opposing team maintains possession of the ball. As soon as the penalized team gains control of the ball, play will stop and the penalty will be assessed.
- Game Length: Three 10 minute periods will constitute each game. All 3 periods are stop-clock situations during regular season and playoff league games.
- Playoffs: The championship will be a best of 3 series; all other playoff games will be single game elimination.
- Overtime/Shootouts: Regular season games will go directly to a shootout, no OT. The shootout will be a best of 3 and continue 1 round at a time if it remains tied after 3 rounds. In postseason play, there will be a 10 minute sudden death overtime period and continue with successive 10 minute sudden death overtime periods until a winner is determined.
- Penalty Shots: A penalty shot will be awarded if a defensive player other than the goaltender covers up the ball while in the crease. It may also be awarded (at the referee(s) discretion) should a defensive player hook or tackle an attacking player from behind who has only the opposition's goaltender in front of him. A penalty shot will also be awarded should a goaltender intentionally dislodge the net. All players other than the selected shooter and the selected goaltender must move to either side of the ice surface in front of their respective benches. The goaltender must remain in the crease until the attacking player has gained possession of the puck. After this point he may move out of the crease to gain a better defending position. If the goaltender exits the crease prior to the attacker touching the ball, the official allows the play to continue, and any goal scored stands. If the penalty shot is unsuccessful, however, the ball is returned to center and the shot is re-taken, thus penalizing the goaltender by giving another penalty shot. The player taking the penalty shot will start at the center dot and move towards the opposition's net in one continuous motion. A player may move side to side laterally as long as there is not pause or stopping. Any pause or second shot is not permitted and will end the penalty shot with no goal.

- **Coincidental Penalties:** Coincidental minors will not affect manpower; coincidental majors will not affect manpower and will remain at even strength (5-on-5) during the duration of the penalties.

- Coincidental penalties during a power play will also not affect the current manpower of said power play.

- **Multiple Penalties/Suspensions:** If a player receives a 4th minor penalty during a game, the player will automatically be given a game misconduct and possibly a multiple game suspension decided at the discretion of the referee(s). If a player receives a second major throughout the regular season and/or playoffs, they will be given an automatic 1 game suspension (but not necessarily removed from the current game at the referee(s) discretion). If a third major penalty is received during the regular season and/or playoffs, an automatic 3 game suspension will be given to that player. Any more majors could result in expulsion at discretion of league officials. Major penalty totals will carry from regular season into playoffs.

- **Mercy Rule:** A game will end in a "Mercy Rule" should one team lead by 10 goals at any point during the game. This rule applies to both league games and tournament games.

- **Other Stoppages:** If the ball is hit out of the court under the netting, or roof, the faceoff is located where the ball was last touched or in the defensive zone of the player who hit the ball out. If the ball goes out, a faceoff will occur in the nearest faceoff circle where the ball went out. If the ball gets stuck on the back of the net, a faceoff will occur in the zone of the team with the player who last touched the ball. If the defenseman covers the ball on the back of his net, even though the other team may have hit it there, the faceoff will occur in defenseman's own zone. If the ball goes off the netting, and back in play it is considered a live ball.

SECTION 03 – League Officials

- **Officials:** Each game will consist of 2 officials and a scorekeeper.

- **Conferences with Officials:** Conferences with officials and team captains and/or assistant captains will be held **ONLY** after all games have concluded for the day.

SECTION 04 – League Eligibility

- **League Eligibility:** To be eligible to participate in the league, players 18 years of age or older must have completed and signed a waiver form. 16 and 17 year olds may participate in the adult league if they have a parent and/or guardian sign their waiver form. After those players turn 18, they must sign their own waiver form to continue playing in the adult league. Anyone under 18 is required to wear a helmet, and cage.

- **Attendance/Playoff Eligibility:** Attendance will be taken during league play (according to jersey number) at each game for eligibility for league playoffs. Players are required to sign in before each game at the scorer's table. To be eligible to participate in the league playoffs, a player must be present for at least 3 of his regular season games. Suspensions will not count towards attendance even if the player is present at the court during his team's game.

o For weekend tournaments, players will have to be present for 50% of the preliminary round games before they will be eligible to play in the elimination games for a tournament.

SECTION 05 – Equipment

- Required Equipment/Dress Code: Goaltenders are required to have their own helmet, glove, blocker, leg pads, and stick. In league play, all players on a team are required to have the same color jerseys with their numbers easily visible on the back of their jersey.