



## Troy Adult Hockey League Fall 18-19 Rules

RE: 8/29/18

1. **USA HOCKEY:** We abide by USA Hockey rules. Every player who participates in our leagues must have a current waiver/registration on file at the Troy Sports Center. You may register online at [www.usahockeyregistration.com](http://www.usahockeyregistration.com). All players must turn in a hard copy of the confirmation page including number and barcode OR they may forward their confirmation page to ([TSCAdult@troysports.com](mailto:TSCAdult@troysports.com)). Hand written registration numbers will not be accepted.
2. **CLOCK:** Warm ups will be (3) minutes long and will start as soon as the Zamboni doors close. All games are (3) run time periods. The first period will start at 15 minutes and the clock will not start until the puck is dropped. Periods 2 and 3 will be 15:45 and the time will start automatically at the end of the previous period. If the score of the game is within 2 goals with (2) or less minutes remaining in the 3<sup>rd</sup> period, then the clock will be stopped at each whistle.
  - a. Any altercation that occurs in the last four minutes of a game, regardless of the score, may force the clock to automatically run. Please understand that an altercation DOES NOT IMPLY fighting. This can be arguing with the referee, refusing to leave the ice, etc.
3. **PENALTIES:** All penalties will be stop time. The game clock will not stop, but this will make each player who receives a penalty serve its entirety during game play.
4. **TIMEOUTS:** Referees will be allowed a (1) minute and thirty second time out per game. This time out is to be only used at the referees' discretion and can be used for an injured player or if the referees need to sort something out at the scorer's box. The referees are NOT required to use this.
5. **SHOOTOUTS:** All games (aside from consolations) must have a winner. If the game is tied, then the game will be decided by a single man shootout. Teams may submit any shooter they want as many times as they want after (3) separate shooters have taken their attempt. This will be sudden death until someone wins. Home decides who shoots first. Anyone serving a penalty is not eligible for the shootout-unless the player is serving someone else's penalty.
6. **DELAY OF GAME PENALTIES:** Any player who does not make an attempt at closing the penalty box door before joining the play or returning to their bench, will receive an automatic delay of game penalty. There are to be no pucks or players on the ice surface while the Zamboni is resurfacing. If this occurs, a (2) minute delay of game penalty may be issued. Pucks are allowed on the ice only after the Zamboni doors have been closed.
7. **ICING:** Icings will be initialized from the defensive zone blue line and not the center ice red line.
8. **ALCOHOL POLICY:** Any player who has alcohol on the bench will be asked to leave the game and will not be allowed to return to that game. No penalty will be assessed. Any player caught chewing tobacco on the bench or ice, will be given an automatic game misconduct and will be removed from the remainder of that game plus the next one.
9. **EJECTIONS:** A player who receives (4) penalties in one game will be automatically ejected. An ejection penalty only requires the player to be removed from the current game and that person is eligible to participate in the next game.

10. **GAME MISCONDUCTS:** a player who receives a game misconduct penalty (g.m.c.) will be removed from the current game plus a minimum of (fighting rules supersede the below listing):

- a. 1<sup>st</sup> time – suspended for the next game
- b. 2<sup>nd</sup> time – suspended for next (2) games
- c. 3<sup>rd</sup> time – suspended for the next (5) games
- d. 4<sup>th</sup> game – **ejected from the league**

*\*\*A player who receives multiple game misconduct penalties will still follow the above mentioned suspensions. For example, a player who gets 2 game misconducts in one game must serve the next game for the 1<sup>st</sup> g.m.c and 2 more for the 2<sup>nd</sup> game; therefore, that player will be suspended for 3 games.*

- a. A player who receives (3) major fighting penalties in one season will be ejected from the league.

11. **MATCH PENALTY:** A player who receives a match penalty will be suspended for 30 days and must attend a hearing in front of the MAHA Board to determine future status. The Troy Sports Center also reserves the right to suspend any player for further duration. Any player who receives a Match Penalty must contact Joe Barone, the District 3 Chair, within 24 hrs. of the penalty.

12. **ROSTERS:** Rosters are to be turned in via EMAIL ([TSCAdult@troysports.com](mailto:TSCAdult@troysports.com)) 1 week prior to the first game and the roster freeze is the 10th game, so please list all the players you might be using throughout the year (*this includes any “subs” – see below in red*). Captains are responsible for making sure players are properly listed on score sheet with proper Jersey numbers. Any adjustments need to be **e- mailed in within 72 hours of the game**. No adjustments will be made to score sheets after that time.

- a. **Roster Freeze:** Any player who participates after the roster freeze must be on the roster. **The league does not recognize “subs”. An individual is either on the roster or they are not.**
- b. If, during the game, you or your team feels there is an illegal player skating, let the score keeper know and he or she will notify the Supervisor who is available. Any I.D. checks will occur after the game and if the player is found to be illegal that team will be subject to not having goals counted and possibly forfeiting the game.
- c. All players are only allowed to skate for (1) team per night. A player may sub on another team on the same night IF that team cannot field enough players to participate in the game.

13. **STANDINGS:** Teams will receive (3) points for a regulation win, (2) points for a shootout win, (1) point for a shootout loss, and (0) points for a regulation loss.

- Standings will be determined by:
  - a. Points
  - b. Head to Head Wins
  - c. Goal Differential (GF/GA)
  - d. Least Penalty Minutes

*\*\*In the case of ties among three or more teams, the criteria will be used in order until a team, or teams, is separated from the pack. At that point, the process will begin anew to break the “new” tie. In other words, when a four-way tie becomes a three-way tie, the three-way tie is treated as a “new” tie and the process begins with the first criterion*

14. **PLAYOFF ELIGIBILITY:** For a player to be eligible for playoffs he or she must participate in at least 1/3 of the regular season games.

15. **SUSPENSIONS:** The active list of suspensions is posted on the adult league page at [www.troysports.com](http://www.troysports.com). Suspensions are usually uploaded to the website within 48 hours. It is the captain’s responsibility to let the player(s) know who is suspended.

16. **24 HOUR RULE:** The Troy Sports Center will try to have an adult league supervisor at the rink during the games; therefore, no player will need to approach the main office regarding an incident that occurred on the ice. **Any player with a complaint regarding the game must wait until the next day to file it by emailing it to ([TSCAdult@troysports.com](mailto:TSCAdult@troysports.com))**

17. **DIVISIONS:** Troy Sports Center reserves the right to move teams to different divisions.

18. All schedules, standings, statistics, and suspensions will be posted on [www.troysports.com](http://www.troysports.com). Any questions or concerns please feel free to contact us at 248-689-6600 or e-mail at ([TSCAdult@troysports.com](mailto:TSCAdult@troysports.com))