

2016 GCPRT Adult Hockey League Official House & League Rules

Updated 3/30/2016

1. All rules are in addition to those in the USA Hockey handbook.
2. All games are “NO-CHECK”. Checking may be a minor or major penalty. If a player receives three (3) checking majors in one (1) season, they will be expelled from play for the remainder of the current season.
3. **The USA Hockey Zero Tolerance Policy is in effect for players, coaches, fans and officials.**
4. Penalties
 - a. Fighting rule is an automatic five (5) game suspension. Third man in shall not apply as long as that individual grabs his/her own player in order to break up the fight. A second fight is an automatic expulsion from the league.
 - b. Any player receiving three (3) penalties in one game will be given a game misconduct. This game misconduct does not carry a suspension.
 - c. Any player who receives a game misconduct penalty will receive an automatic one (1) game suspension. Exception: Rule 4b.
 - d. All major penalties carry an automatic game misconduct penalty. See Rule 4c.
 - e. Minor penalties are two and one half (2 ½) minutes, major penalties are six (6) minutes and misconduct penalties are ten (10) minutes. The penalty clock does not begin until the puck is dropped to restart play.
 - f. Players may not enter the ice surface prior to the Zamboni door being closed. Any team who has a player enter the ice surface early will be issued a two and one half (2 ½) minute minor penalty to start the game.
 - g. When assessing penalties, officials must follow USA Hockey rule 601(a). If a player verbally abuses an official using vulgarity, the official may go straight to a misconduct penalty.
 - h. Physical abuse of an official will result in permanent expulsion from league play. Physical or verbal abuse of a rink employee will result in a permanent expulsion of league play.
 - i. **League Officials reserve the right to issue a suspension for behavior ‘Deemed Detrimental to the League’.**
5. Suspension Committee
 - a. A Pavilion Suspension Committee will consist of a Pavilion representative, Referee in Chief, team captain(s) and player(s) involved.
 - b. Any player receiving a match or gross penalty is suspended from further play until his/her hearing before the Pavilion Suspension Committee.

- c. If a player does not receive a hearing within thirty (30) days, he/she is eligible to return to play on the thirty-first (31st) day. (Day one of the suspension begins the day the player is given the match or gross penalty). However, the suspension committee may call the players in for a hearing at a later date and extend his/her suspension at that time.

6. Jerseys

- a. Teams are required to have the SAME COLORED JERSEYS, with numbers.
- b. In the event both teams have the same color uniforms, the away team must wear pullovers.

7. Playoffs/Overtime/Shoot Out

- a. The number of teams in the league will determine playoff format.
- b. There shall be no overtime during regular season games.
- c. In regular season games, if the score is tied after regulation, teams will enter into a 3-man shootout. **If the shootout ends in a tie after the three players, then the shootout will continue in a sudden death format with each team having an equal number of shooters.** The number of players each team is required to use is determined by the team with the lowest number of players (ex. If Team A has 8 players, and Team B has 10 players, each team would be required to use 8 different players prior to going to a previously used shooter).
- d. Overtime for playoff games shall be sudden death and played four (4) on four (4). The clock will be set at 17 minutes.

8. Score Clocks

- a. Three (3) seventeen (17) minute running time periods shall be played with a stop clock used the final two (2) minutes when the score is within (2) goals.
- b. At the scheduled start time the game clock will be set to a five (5) minute warm-up. There will be a one (1) minute intermission between periods.
- c. Teams will receive one 30-second timeout per game.

9. Offside

- a. The delay offside rule is used where the players may all tag up by making skate contact with the blue line and wipe out the delaying offside.

10. Icing

- a. Icing is from the far blue line.

11. Delay of Game:

- a. If the puck comes in contact with the netting (above the Ice), a Face off will follow, with no penalty being assessed.
- b. The penalty will not count towards rule 4B

12. Rosters

- a. Rosters will be required to carry a minimum of twelve (12) players (including goalie).
- b. Only rostered players may participate in league play. If a player's identity is questioned in any game, he/she may need to produce a photo I.D. to the league.
- c. Any game played with an illegal player shall be forfeited and the score registered as 1-0. A protest may occur before, during or forty-eight (48) hours after the game.
- d. Teams must have a rostered goaltender at the beginning of the season or one will be assigned to the team by League Officials.
- e. If your rostered goaltender is not available, you may obtain a substitute goalie that is not rostered on your team. The goalie may be from another team in any league or another person who is available to fill in during the regular season. During playoffs substitute goalies may not play down a league and they must be registered in a league for that season. The scorekeeper must be notified of a substitute goalie.
- f. If unsuccessful at finding a substitute goalie, you may play with six (6) players [five (5) position players and one (1) position player as goalie]. The player acting as the goalie must follow goalie rules with the exception of freezing the puck; **they may not freeze the puck.**
- g. Players may play in two leagues with permission from the League.
- h. A team's rostered goaltender can only play as the goaltender. He/She may not play another position, and find a substitute goaltender.
- i. Rosters are frozen at the beginning of the season. Roster moves will be at the Commissioner's discretion.