

ICEPLEX ADULT HOCKEY LEAGUE



CAPTAINS PACKETS SUMMER LEAGUE 2011

IAHL

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IAHL Captains Packet

In this packet you will find these categories covered:

- a) Payment**
- b) Rules/Conduct**
- c) Team Rosters**
- c) Game Nights**
- d) MVP, Safety, Misc. info**
- e) Checklist for season/games**

Please feel free to ask any questions if something is unclear. Waiting till the end of the season to ask is not a big help, we want this to be fun for everyone, so as your hockey director I am here to help in any way I can. Just be tactful!!

Good luck this upcoming season and play safe!!

Russ E. Damron
IAHL Hockey Director

PAYMENT

THE PAYMENT FOR THE UPCOMING SEASON WILL BE AS FOLLOWS:

- WE HAVE TEAM FEES OR INDIVIDUAL FEES BASED ON EACH TEAMS NEEDS AND QUALIFICATIONS. THE LEAGUE FEES BREAKDOWN AS FOLLOWS;

<u>LEAGUE</u>	<u>INDIVIDUAL</u>	<u>TEAM</u>	<u>GAMES</u>
B	\$350	\$3700 + \$150	17
BC	\$350	\$3700 + \$150	17
All C	\$350	\$3700 + \$150	17

- EACH TEAM MUST PAY THEIR TEAM FEE BEFORE HIS/HER FIRST GAME. THE INDIVIDUAL RATE IS ALSO DUE AT EACH PLAYERS FIRST GAME. PRO-RATING THE INDIVIDUAL FEE WILL NOT OCCUR TILL AFTER THE 2ND SCHEDULED GAME OF THE SEASON. NO PRO-RATING WILL BE IN EFFECT FOR TEAM FEES.
- ANY PLAYER JOINING THERE AFTER WILL PAY FOR THE REMAINING GAMES LEFT AT \$20 PER GAME PRO-RATE WITH THE AMOUNT OF GAMES LEFT REGARDLESS OF WHAT THE TEAM HAS PAID. THERE ARE NO PAY BY GAME OPTIONS AVAILABLE!!!
- TEAM ROSTERS WILL BE HANDED IN PRIOR TO THE TEAM'S FIRST GAME. PLEASE LIST ALL PLAYERS ON THIS ROSTER, AS THEY WILL BE THE ONES COVERED BY THE TEAM FEE. ANY ADDITIONS AFTER THAT DATE MUST BE CLEARED THROUGH THE LEAGUE OFFICE IN WRITING. ALL ROSTER ADDITIONS MUST BE MADE 24 HOURS PRIOR TO ALL SCHEDULED GAMES, PAYMENT IS DUE PRIOR TO THE GAME. IF PAYMENT IS NOT RECEIVED YOUR TEAM WILL FORFEIT THAT GAME DUE TO PLAYER INELIGIBILITY. PLAYERS MUST BE LISTED AS FULL TIME PLAYERS AND SUBS. SUBS ARE NOT PLAYOFF ELIGIBLE. SUBS COUNT TOWARDS THE TEAM'S 17 ROSTER SPOTS.
- AT THE HALF WAY POINT OF THE REGULAR SEASON, ROSTERS WILL BE FROZEN!! PLAYERS ADDED AFTER THIS WILL NOT BE PLAYOFF ELIGIBLE. PLAYERS MUST PLAY IN HALF OF THE REGULAR SEASON GAMES IN ORDER TO BE PLAYOFF ELIGIBLE. NO EXCEPTIONS WILL BE MADE TO PLAYERS WHO SUSTAIN INJURIES, SUSPENSIONS, OR MISS GAMES DUE TO TRAVEL OR WORK. CHOOSE YR PLAYERS WISELY AS THIS WILL AFFECT YOUR ROSTER COME PLAYOFF TIME.
- A MINIMUM OF 11 PAYING PLAYERS AND A GOALIE MUST MAKE UP A TEAM ROSTER. A MAXIMUM OF 18 PLAYERS WILL BE ALLOWED ON ANY TEAMS ROSTER.
- ANY PLAYER WHO HAS NOT SIGNED UP WITH USA HOCKEY WILL BE REQUIRED TO DO SO AT HIS/HER FIRST GAME. A CREDIT CARD WILL BE REQUIRED TO DO SO. PLAYERS MUST ALSO PROVIDE PROOF OF USA HOCKEY MEMBERSHIP BEFORE THEY CAN PLAY THEIR FIRST GAME IF THEY ARE REGISTERED AT ANOTHER FACILITY OR ANOTHER ORGANIZATION.

CAPTAINS INITIALS _____

TEAM REP INITIALS _____

LEAGUE RULES AND CONDUCT

- WE WILL FOLLOW ALL USA HOCKEY RULES
- ALL GAMES WILL BE 3 X 20 MINUTE, RUN TIME PERIODS.
- WE WILL USE STOP TIME FOR THE LAST MINUTE OF THE 1ST AND 2ND PERIODS, AND LAST 2 MINUTES OF THE 3RD, PROVIDED THE SCORE IS A 2 GOAL OR LESS ADVANTAGE FOR ANY ONE TEAM(3rd period only).
- A 5 MAN SHOOTOUT WILL BREAK ANY REGULATION TIE GAME
- 2 POINTS ARE AWARDED FOR A TEAM WIN, ONE POINT FOR A SHOOTOUT LOSS. TOURNAMENT POINT SCORING WILL BE USED FOR ALL SEASONS, 1 POINT PER PERIOD WON, ½ POINT FOR TIED PERIODS, AND 2 POINTS FOR REGULATION WINS. ALL TIED GAMES WILL BE DECIDED BY A 5 PLAYER SHOOTOUT. LOSING TEAM IN THE SHOOTOUT WILL RECEIVE AN EXTRA POINT FOR A SHOOTOUT LOSS.
- A TEAM MUST HAVE AT LEAST 6 PLAYERS TO OFFICIALLY START THE GAME, 5 PLAYERS AND A GOALIE OR 6 PLAYERS AND NO GOALIE.

• TEAM, GOALIE, AND INDIVIDUAL PLAYER STATISTICS WILL BE KEPT FOR ALL LEAGUES THROUGH POINTSTREAK. PLAYERS NOT SIGING IN WILL NOT GET CREDIT FOR ATTENDANCE, OR THEIR POINTS FOR THAT GAME. **PLAYERS MUST PLAY IN HALF OF THE REGULAR SEASON GAMES IN ORDER TO BE PLAYOFF ELIGIBLE. SUBS ARE NOT PLAYOFF ELIGIBLE.** SIGN-IN SHEETS WILL BE USED TO VERIFY ATTENDANCE FOR GAMES. PLAYERS COMING IN LATE MUST SIGN IN WITH THE SCOREKEEPER TO RECIVE CREDIT FOR A GAME PLAYED. **CAPTAINS MAKE SURE YOUR GUYS SIGN IN.**

• **IN ORDER TO KEEP ACCURATE RECORDS, PLAYERS MUST UPDATE ALL NUMBER CHANGES BEFORE EACH GAME. IF A PLAYER COMES IN LATE HE MUST CHECK IN WITH THE SCOREKEEPER PRIOR TO ENTERING THE GAME!!**

- EVERY PLAYER ON THE ROSTER MUST HAVE A SIMILAR COLORED JERSEY WITH A UNIQUE NUMBER.
- IN THE CASE OF TWO TEAMS WITH SIMILAR COLORS, THE TEAM WITH THE FULL TEAM JERSEYS WILL HAVE PRIORITY, MEANING, THE TEAM WITHOUT FULL TEAM JERSEYS WILL HAVE TO WEAR PENNIES. IN CASES WHERE BOTH TEAMS DON'T HAVE FULL JERSEYS, THEN THE TEAM WITH THE LEAST AMOUNT OF PLAYERS WILL WEAR THE PENNIES. IF THAT'S ALSO A TIE, THEN THE VISITING TEAM WILL WEAR THE PENNIES.
- ALL PLAYER CHANGES, INCLUDING GOALIES MUST NOTIFY THE LEAGUE OFFICE OF ANY ADDITIONS AND REPLACEMENT *GOALIES NO LATER THAN 24 HOURS PRIOR TO THE TEAMS RESPECTIVE GAME. IF THIS IS NOT FOLLOWED ACCORDINGLY THE OFFICE WILL NOT LET THOSE PLAYERS PLAY OR FORFEIT THAT TEAMS GAME. **IT IS NOT THE LEAGUE OFFICE'S RESPONSIBILITY TO FIND TEAMS GOALIES. CALLING THE OFFICE THE DAY OF YOUR GAME WILL NOT GUARANTEE YOUR TEAM HAVING A GOALIE THE NIGHT OF YOUR GAME.**
- GOALIES: IF YOU ARE USING A LEAGUE MEMBER GOALIE THE OFFICE STILL MUST BE NOTIFIED OF THE GOALIE CHANGE FOR THAT GAME. **A TEAM CANNOT USE A GOALIE AS A SUB THAT DOES NOT PLAY AT THIS RINK OR NOT IN HIS/HER LEAGUE.**
- **PLAYOFFS:** IF FOR WHATEVER REASON YOUR GOALIE CANNOT MAKE HIS/HER PLAYOFF GAME, YOU MUST USE A GOALIE THAT PLAYS IN YOUR LEAGUE OR LOWER. FOR EXAMPLE, A 'B' LEAGUE TEAM CANNOT HAVE AN 'A' LEAGUE GOALIE SUBSTITUTING DURING THE PLAYOFFS, IT IS NOT FAIR TO THE OTHER TEAMS, BUT, YOU MAY USE ANY GOALIE THAT PLAYS IN **OUR LEAGUE** THAT IS FROM 'B' LEAGUE AND DOWN. **ONLY** DURING PLAYOFFS WILL THE LEAGUE OFFICE HELP OUT IN SEARCHING FOR A SUBSTITUTE GOALIE. **ALL** SUBSTITUTE GOALIES MUST BE CLEARED THROUGH THE LEAGUE OFFICE.

CAPTAINS INITIALS _____

TEAM REP INITIALS _____

ALL IAHL GAMES WILL BE AUTOMATICALLY FORFEITED FOR THE FOLLOWING REASONS

- A NON-REGISTERED GOALIE OR PLAYER THAT IS NOT ON THE TEAM ROSTER PARTICIPATES IN ANY LEAGUE GAME.
- A SUSPENDED PLAYER PARTICIPATES IN A LEAGUE GAME
- A TEAM HAS LESS THAN 6 ROSTER PLAYERS TO START THE GAME.
- ANY TEAM PURPOSELY FORFEITING ANY GAME SO ANOTHER TEAM GAINS ENTRY TO THE PLAYOFFS WILL BE AUTOMATICALLY ELIMINATED.
- IN THE EVENT OF A FORFEIT, THE GAME OFFICIALS WILL NOT OFFICIATE OR SCORE ANY GAMES.

PENALTIES

- FIGHTING WILL NOT BE TOLERATED IN ANY LEAGUE GAMES AND WILL RESULT IN AN AUTOMATIC DISMISSAL FROM THE GAME.
- ANY FIGHTING INCIDENT BEFORE OR AFTER A GAME MAY RESULT IN POSSIBLE DISMISSAL FROM THE LEAGUE OR THOSE PLAYERS NEXT GAME(S). PLAYERS ARE NOT ALLOWED TO ENTER ANOTHER TEAMS LOCKER ROOM BEFORE, DURING, OR AFTER A GAME UNLESS PERMISSION IS GRANTED BY THE LEAGUE DIRECTOR OR RINK STAFF.
- THE FOLLOWING IS A GENERAL GUIDELINE WE WILL USE FOR FIGHTING PENALTIES:
1ST FIGHT - *REMAINDER OF GAME AND 1 GAME SUSP*
2ND FIGHT - *REMAINDER OF GAME AND 2 GAME SUSP*
3RD FIGHT - *REMAINDER OF SEASON*
- ALL MATCH PENALTIES WILL BE REVIEWED BY A COMMITTEE SET UP BY THE LEAGUE OFFICE. THE LEAGUE MUST REVIEW THE INCIDENT WITHIN 30 DAYS OR THE PLAYER WILL BE AUTOMATICALLY REINSTATED. THE PLAYER(S) INVOLVED IN THE INCIDENT WILL BE AUTOMATICALLY SUSPENDED UNTIL THE REVIEW COMMITTEE INFORMS THE CAPTAIN OR THE PLAYER SUSPENDED OF THE DECISION.

- ALL PLAYERS THAT EARN 5 PENALTIES IN ONE GAME WILL BE SUSPENDED FOR THE REMAINDER OF THE GAME AND THE NEXT GAME AS WELL.

- **THE ICEPLEX RESERVES THE RIGHT AT ITS SOLE DISCRETION TO ASK ANY PLAYER/PLAYERS TO LEAVE WHOSE CONDUCT IS DETEREMENTAL AND IS AN ATROCITY TO THE CONDUCTING OF THE GAME. WE WILL NOT TOLERATE THIS KIND OF BEHAVIOR!!!!**

- ANY PLAYER RECEIVING A GAME MISCONDUCT (THIS INCLUDES ANY 3RD MAN PENALTY CALLED) MUST SIT HIS NEXT USA HOCKEY GAME AT THE ICEPLEX. THE ONLY PROVISION OF THIS RULE IS IF THE PLAYER PLAYS ON MORE THAN ONE TEAM, THEN HE MUST SIT HIS NEXT GAME WHICH EVER LEAGUE HE PLAYS IN FIRST. IF THE PLAYER RECIEVES A MATCH PENALTY OR SIMILAR THEN ALL THE OTHER RINKS WILL BE NOTIFIED ABOUT SAID PLAYERS CONDUCT. A PLAYER CANNOT SERVE HIS SUSPENSION AT ANOTHER FACILITY. ANY PLAYER PLAYING A GAME THAT HE IS SUSPENDED FOR WILL BE ASKED TO LEAVE, THE CAPTAIN MUST SIT A GAME AND THE TEAM FORFEITS THAT GAME AS WELL. NO EXCEPTIONS!!!!!! ANY PLAYER RECEIVING A SECOND GAME MISCONDUCT DURING THE SEASON WILL BE AUTOMATICALLY SUSPENDED FOR THE REMAINDER OF THE SEASON UNTIL THE LEAGUE COMMITTEE CAN CONVENE TO DISCUSS SAID MATTER.

- THE REFEREES WILL HAVE THE DISCRETION THAT ANY INTENTIONAL CHECK CAN RESULT IN A 5 MINUTE MAJOR AND/OR A GAME MISCONDUCT PENALTY. MOST INTENTIONAL CHECKS ARE RETALITORY AND THE LEAGUE WILL NOT CONDONE THIS TYPE OF PLAY.
- LAST MINUTE OF PLAY: TEAMS HAVE A HABIT OF TAKING PROLONGED CHANGES OR JUST ICING THE PUCK TO BLEED THE CLOCK IN THE FINAL MINUTE OF A PERIOD, SO IN THE FINAL MINUTE OF THE FIRST AND SECOND PERIOD, WE WILL USE STOP TIME. THIS WILL SETTLE THE ISSUE OF TEAMS MAKING A CHANGE THAT TAKES THE REST OF TIME OF THE PERIOD AND LET THE CLOCK RUN OUT. THIS ALSO APPLIES TO THE 3RD PERIOD BUT AT THE 2 MINUTE MARK AND ONLY IF IT'S A 2 GOAL LEAD OR LESS. ANYTHING ELSE ABOVE THAT, THE CLOCK WILL RUN REGARDLESS OF THE SITUATION EXCEPT AN INJURY. FIGHTING WILL NOT STOP THE CLOCK. IF YOU GUYS WANT TO FIGHT, THEN IT'S YOUR TIME THAT YOU ARE WASTING. THE REFEREES MAY STOP THE CLOCK FOR THEIR OWN WISHES. IF THERE ARE A LOT OF PENALTIES TO HAND OUT AND THE REFEREES NEED TIME TO CONSULT, THE SCOREKEEPER WILL THEN STOP THE CLOCK. AS SOON AS THEY HAVE ASSESSED ALL PENALTIES THE CLOCK WILL START ON THE ENSUING FACE-OFF.

- ALL TEAM CAPTAINS MUST ENSURE THAT ALL PLAYERS USE THE SIGN IN SHEET PRIOR TO EACH GAME, WITH EACH PLAYERS RESPECTIVE JERSEY NUMBER FOR THAT GAME. FAILURE TO DO SO, WILL RESULT IN THOSE PLAYERS NOT GETTING CREDIT OR STATS FOR THAT GAME. IF YOUTH KIDS CAN DO THIS SO CAN YOU!! IF A PLAYER RECIEVES A STAT DURING THE GAME AND HE HAS NOT SIGNED IN, HE WILL RECEIVE A BENCH MINOR FOR DELAYING THE GAME. EACH PLAYER AND OCCURANCE WILL CARRY SAID CONSEQUENCE. IF A CAPTAIN HAS NOTICED THIS DURING THE GAME AND STATS HAVE NOT BEEN CALLED IN, THE CAPTAIN OR PLAYERS NOT SIGNED CAN LEAVE THE GAME TO SIGN IN WITHOUT ANY PENALTIES JUST AS LONG AS IT DOES NOT DELAY THE GAME OR THE CONDUCTING OF THE GAME.

- TEAMS ARE WELCOMED TO CHECK OUT THE USA HOCKEY WEBSITE FOR NEW RULES AND RULE CHANGES.
- ROSTERS ARE FROZEN AT THE HALF WAY MARK OF THE REGULAR SEASON. PLAYERS CAN BE ADDED TO THE ROSTER AFTER THAT BUT ARE INELIGIBLE FOR THE PLAYOFFS.
- PLAYERS CANNOT PLAY MORE THAN ONE LEAGUE DOWN UNLESS THEY ARE ROSTERED WITH THE LEAGUE ONE STEP ABOVE THE ONE THEY ARE PLAYING ON OR THEY RECEIVE PERMISSION FROM THE LEAGUE DIRECTOR. AN 'A/B' PLAYER CAN PLAY 'B/C' ONLY IF HE IS ON AN ACTIVE 'B' LEAGUE ROSTER. THE ONLY EXCEPTION IS FOR 'C' LEAGUE. A 'B' PLAYER IS NOT ALLOWED ON A C LEAGUE ROSTER, ONLY IF THEY GET SPECIFIC PERMISSION FROM THE LEAGUE OFFICE AND IT HAS TO BE ON A TEAM THAT IS BELOW A .500 WINNING PERCENTAGE. THE LEAGUE OFFICE RESERVES THE RIGHT TO REMOVE PLAYERS FROM ANY ROSTER THAT THEY DEEM DOES NOT BELONG IN THAT LEAGUE FOR THE PURPOSE OF MAKING THE LEAGUE COMPETITIVE. THE LEAGUE RESERVES THE RIGHT TO REMOVE A PLAYER WHO IS NOT IN THEIR RESPECTIVE LEAGUE. ALL PLAYERS PLAYING MULTIPLE LEAGUES ARE SUBJECT TO LEAGUE OFFICE APPROVAL.

- TEAMS MUST SUBMIT THEIR TEAM ROSTERS TO THE LEAGUE OFFICE BY THE TEAMS FIRST GAME. SUBS MUST BE DESIGNATED ON EACH TEAMS ROSTER. **SUBS WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE PLAYOFFS.** TEAMS PAYING A TEAM FEE MUST DESIGNATE FULL TIME PLAYERS AND SUBS. ALL SUBS MUST PAY THE DROP IN RATE OF \$20 IF THE TEAM HAS NOT PAID A TEAM FEE. THIS WILL KEEP TEAMS FROM CHANGING THE FACE OF THEIR TEAM FOR PLAYOFFS AND KEEP THINGS FAIR. A MAXIMUM OF 18 PLAYERS OR ROSTER SPOTS WILL BE ALLOWED PER TEAM. IF A TEAM HAS USED ALL 18 ROSTER SPACES AND LOSES A PLAYER FOR WHATEVER REASON, NO ADDITONS CAN BE MADE AS THEY HAVE REACHED THE MAXIMUM AMOUNT OF ROSTER SPACES ALLOWED. **CHOOSE YOUR PLAYERS WISELY!** A FULL TIME PLAYER MUST PLAY IN AT LEAST HALF OF THE GAMES DURING THE SEASON(5 IN SUMMER) IN ORDER TO BE PLAYOFF ELIGIBLE. JUST BECAUSE YOU ARE ON A TEAMS ROSTER DOES NOT MAKE YOU ELIGIBLE. SUBS COUNT TOWARDS A TEAMS ROSTER SPACES.

- ANY PLAYER WHO CHANGES TEAMS MIDWAY THRU THE SEASON WILL NOT BE ELIGIBLE TO PARTICIPATE DURING PLAYOFFS. ONCE AGAIN, THIS KEEPS THINGS FAIR FOR ALL TEAMS INVOLVED IN THE PLAYOFFS.
- PLAYOFF BRACKETS ARE POSTED IN THE ADULT LEAGUE CABINET IN THE ICEPLEX LOBBY.
- PLEASE REFER ALL QUESTIONS TO THE LEAGUE OFFICE. IF A RULE OR QUESTION OF A RULE OR CLARIFICATION HAS BEEN OMITTED BY THE LEAGUE OFFICE, AT THE TIME OF THE INCIDENT, THE LEAGUE OFFICE WILL BE ALLOWED TO MAKE SUCH DECISION.

- THERE ARE NO REFUNDS GIVEN TO ANY PLAYER WHO IS DISMISSED, SUSPENDED, OR VOLUNTARILY WITHDRAWS FROM LEAGUE PLAY. IF A TEAM FEE HAS BEEN PAID AND A PLAYER QUILTS THAT TEAM OR RELOCATES OR IS LOST DUE TO INJURY, AND THE TEAM HAS REACHED THE MAXIMUM 17 ROSTER SPACES THEN THAT PLAYER CANNOT BE REPLACED. TEAM CAPTAINS, CHOOSE YOUR PLAYERS WISELY!! IF A TEAM IS UNDER THE ROSTER MAX AND THEY LOSE A PLAYER FOR WHATEVER REASON THEN THAT TEAM MAY ADD THE PLAYER AT A PRO-RATED COST. ALL NEW PLAYERS MUST PLAY IN HALF THE REGULAR SEASON GAMES. TEAM ROSTERS WILL BE FROZEN ONE GAME AFTER THE HALFWAY POINT OF THE REGULAR SEASON.

CAPTAINS INITIALS _____

TEAM REP INITIALS _____

TEAM ROSTERS

- OFFICIAL TEAM ROSTERS WILL BE HELD BY THE LEAGUE OFFICE.
- ONLY PLAYERS ON YOUR OFFICIAL TEAM ROSTER MAY PLAY IN LEAGUE SANCTIONED GAMES OR WITH SPECIAL PERMISSION FROM THE LEAGUE OFFICE.
- ALL TEAM ADDITIONS OR CHANGES MUST BE MADE THROUGH THE LEAGUE DIRECTOR. THE LEAGUE OFFICE REQUIRES 24 HOUR NOTICE OF NEW PLAYERS BEING ADDED TO TEAMS.
- ONE GAME AFTER THE HALF WAY POINT OF THE REGULAR SEASON, ALL ROSTERS IN ALL LEAGUES WILL BE FROZEN.
- PLAYERS CANNOT BE ON MORE THAN ONE ROSTER IN THE SAME LEAGUE.
- ANY TEAM PLAYING WITH AN ILLEGAL PLAYER WILL AUTOMATICALLY FORFEIT THAT GAME! THIS INCLUDES PLAYERS AND SUBS NOT CLEARED THROUGH THE LEAGUE OFFICE AS MANDATED.
- EACH TEAM WILL BE ALLOWED TO USE 18 ROSTER SPOTS DURING THE SEASON. REPLACING A PLAYER DUE TO INJURY, RE-LOCATING, OR ANY OTHER REASON WILL COUNT TOWARDS YOUR 18 ROSTER SPOTS. CHOOSE YOUR PLAYERS CAREFULLY!!!! A PLAYER LEAVING THEN COMING BACK WILL COUNT AS 2 ROSTER SPOTS HELD.
- ATTENTION ALL CAPTAINS!!! IF AT ANY POINT IN THE SEASON A TEAM HAS OBTAINED PLAYERS THAT ARE NOT PLAYING IN THEIR RESPECTIVE LEAGUE, THE LEAGUE OFFICE WILL MOVE THOSE PLAYERS UP. WE WANT TO PROVIDE A COMPETITIVE AND FUN ATMOSPHERE. ALL ROSTERS MUST BE APPROVED BY THE LEAGUE OFFICE PRIOR TO THE BEGINNING OF THE SEASON.
- TEAM ROSTERS CAN BE MADE UP OF ANY AMOUNT OF PLAYERS NOT TOTALING MORE THAN 18. AN ORIGINAL ROSTER WILL BE REQUIRED UPON THE TEAMS FIRST GAME OF THE SEASON. ANY ADDITIONS REQUIRE 24 HOUR NOTICE AND A PRO-RATED PAYMENT. PLEASE REMEMBER THAT A 24 HOUR NOTICE TO THE LEAGUE OFFICE IS IN EFFECT, IF THE OFFICE RECIEVES NO CALL ON A NEW PLAYER JOINING, THEY WILL NOT BE ELIGIBLE TO PLAY UNTIL THE NEXT SCHEDULED GAME UNLESS THEY HAVE BEEN PLACED ON THAT TEAM BY THE LEAGUE OFFICE.
- TEAMS MUST DESIGNATE ON THEIR ROSTER WHO FULL TIME PLAYERS ARE AND WHO IS A SUB. FULL TIME PLAYERS MUST PLAY IN AT LEAST HALF OF THE GAMES DURING THE REGUALR SEASON IN ORDER TO BE ELIGIBLE FOR THE PLAYOFFS. SUBS MAY PLAY IN ANY GAME BUT ARE NOT ELIGIBLE FOR THE PLAYOFFS.

CAPTAINS INITIALS _____

TEAM REP INITIALS _____

GAME NIGHTS

- TEAMS WILL BE REQUIRED TO SIGN IN ON GAME NIGHTS IN FRONT OF THE SCORE TABLE. EACH PLAYER MUST CIRCLE HIS/HER FULL NAME AND JERSEY # PRIOR TO EACH GAME. FAILURE TO DO SO WILL BE AN AUTOMATIC ABSENCE OF THEIR TEAMS RESPECTIVE GAMES WHICH COUNTS TOWARDS THAT PLAYER'S GAMES PLAYED FOR PLAYOFF ELIGIBILITY. IF A PLAYER COMES IN LATE, THEY MUST CHECK IN WITH THE SCOREKEEPER IN ORDER TO BE PROPERLY SIGNED IN. WE WILL KEEP TRACK OF STATS AND GAMES PLAYED THIS WAY THROUGH POINTSTREAK. **IT IS YOUR TEAMS RESPONSIBILITY TO MAKE SURE YOUR NAME IS ON THE GAME SHEET, NOT THE LEAGUE OFFICE OR SCOREKEEPER. DELAY OF GAME PENALTIES CAN BE HANDED OUT FOR EACH OCCURANCE OF PLAYERS NOT SIGNED IN. IF A TEAM FAILS TO HAND IN THEIR ROSTER PRIOR TO THE SEASON THEN THE LEAGUE OFFICE WILL NOT HAVE PROPER MEANS TO PUT PLAYERS INTO THE SYSTEM FOR THEIR STATS, THIS WILL DELAY THE PROCESS UNTIL TEAMS DO SO.**
- CAPTAINS WILL BE REQUIRED TO DOUBLE CHECK AND SIGN THE ROSTER SHEET OR PROVIDE THEIR OWN WITH PLAYERS PLAYING IN THAT GAME INCLUDING THEIR DESIGNATED NUMBER AND TURNED INTO THE SCOREKEEPER IF THE TEAM REPEATEDLY VIOLATES THIS RULE.
- ALL PLAYERS MUST HAVE A UNIQUE NUMBER ON THEIR JERSEY.
- AN OFFICIAL HAS THE RIGHT TO ASSESS THE TEAM A PENALTY FOR DELAYING THE GAME IF A PLAYERS NUMBER IS CALLED IN FOR A GOAL, ASSIST OR PENALTY AND THE SCOREKEEPER HAS NO RECORD OF THAT PLAYER MARKING HIMSELF PRESENT.
- ALL TEAMS MUST HAVE THEIR TEAM FEE PAID PRIOR TO THEIR FIRST GAME.
- NEW PLAYERS SIGNING UP AFTER THE ORIGINAL ROSTER SHEET AND TEAM FEE HAS BEEN PAID MUST PAY THE ENTIRE PRO-RATED AMOUNT LEFT IN THE SEASON. NO PAY BY GAMES WILL BE ACCEPTED.

CAPTAINS INITIALS _____

TEAM REP INITIALS _____

MISC.

- NO REFUNDS WILL BE GIVEN TO PARTICIPANTS WHO JOIN ANOTHER ORGANIZATION, RELOCATE, ARE DISMISSED DURING ANY PART OF THE SEASON, OR VOLUNTARILY WITHDRAW FROM THE LEAGUE FOR ANY REASON.

MVP PACKAGE

- ◆ EACH TEAMS CAPTAIN AT THE END OF THE GAME WILL DESIGNATE AN MVP FROM THE OTHER TEAM. THE REFEREES WILL ALSO NOMINATE AN MVP, ALONG WITH THE SCOREKEEPER. AT THE END OF THE SEASON THE PLAYER WITH THE MOST NOMINATIONS WILL WIN THEIR LEAGUE'S MVP. MVP'S WILL RECEIVE A \$50 GIFT CERTIFICATE IN THEIR NAME TO BE USED FOR ANY PROGRAM, EVENT, OR PURCHASE HERE AT RALEIGH ICEPLEX.

SAFETY

- ◆ THE ICEPLEX RECOMMENDS THAT ALL PLAYERS WEAR FULL CAGES OR VISORS, A MOUTH GUARD, AND NECK PROTECTION. ALL PLAYERS ARE REQUIRED TO SIGN THE ICEPLEX WAIVER THEREFORE IT IS TOTALLY UP TO YOU HOW YOU PLAY AND DRESS AS LONG AS YOU ABIDE BY USA GAME PLAYING REQUIREMENTS. ICEPLEX RECOMMENDS FULL GEAR AND PROTECTION FOR ANY HOCKEY GAME!!

CAP RULE

- ◆ ALL PLAYERS IN C LEAGUE, REGARDLESS OF DIVISION, WILL HAVE A 3 GOAL CAP. NO PLAYER MAY SCORE MORE THAN 3 GOALS IN ONE GAME. IF A PLAYER SCORES A 4TH GOAL, THAT GOAL WILL BE DISALLOWED AND A FACE OFF WILL TAKE PLACE IN THE OPPOSING ZONE WHERE SAID GOAL WAS SCORED. NO EXEPTIONS TO THIS RULE WILL BE ALLOWED PLAYERS WITH 3 GOALS WILL BE INELIGIBLE TO SHOOT IN THE SHOOTOUT OR COUNT FOR OVERTIME IN THE PLAYOFFS.

RULES OF EMPHASIS

- ANY PLAYER WHO INITIATES, ENGAGES, RETALIATES, OR PARTICIPATES IN A FIGHT OR ALTERCATION WITH 5 MINUTES OR LESS REMAINING IN A GAME WILL BE SUSPENDED FOR THE NEXT GAME. THE REFEREE HAS THE LATITUDE IN DETERMINING WHAT IS CONSIDERED TO BE AN ALTERCATION.
- WHEN A TEAM IS 'SHORT HANDED' FROM THE BEGINNING TO THE END OF THE PENALTY THEY WILL NOT BE PERMITTED TO LINE CHANGE AT ALL DURING STOPPAGES. IF A TEAM TRIES TO CHANGE DURING A STOPPAGE, THE REFEREE WILL STOP THE CLOCK AND MAKE SURE THE PLAYERS GET BACK ON THE ICE. SHORT HANDED TEAMS CAN ONLY CHANGE ON THE FLY. SHORT HANDED TEAMS MAY CHANGE DURING A STOP CLOCK EITHER DURING A TIMEOUT OR THE LAST MINUTE OF PLAY IN THE FIRST, SECOND, OR LAST 2 MINUTES OF THE 3RD. ONCE A TEAM HAS BEEN WARNED ABOUT AN ILLEGAL CHANGE DURING A STOPPAGE, ANY TEAM CONTINUING TO DO SO CAN INCURE A DELAY OF GAME PENALTY. THIS WILL BE LEFT UP TO THE DISCRETION OF THE REFEREE. TEAMS CAN CHANGE LINES PRIOR TO THE PENALTY STARTING AND A FACE OFF TAKING PLACE.
- ICEPLEX USES TOUCH ICING, REMEMBER IT IS THE RESPONSIBILITY OF THE PLAYERS TO TOUCH THE PUCK TO HAVE OR NEGATE ICING. A GOALIE WHO ENGAGES ON THE PUCK OR LEAVES HIS CREASE NEGATES ICING.

NEW RULES

- PLAYERS LEAVING THE PENALTY BENCH AFTER SERVING PENALTIES WILL BE REQUIRED TO CLOSE THE DOOR BEHIND THEM. IF THEY DO NOT A BENCH MINOR PENALTY WILL BE ASSESSED AS THIS IS A SAFETY ISSUE AND A REFEREE THEN MUST CLOSE IT LEAVING ONE SET OF EYES TO WATCH WHATS GOING ON IN THE GAME.

CAPTAINS INITIALS _____

TEAM REP INITIALS _____