

LIAHL

Logitech Ice Adult Hockey League Beginner and Intermediate Level Winter Season 2001-2002 Rules and Regulations

Each team captain is responsible for conveying information discussed to his or her players. After the captains meeting the league assumes that all players have knowledge of topics discussed at that meeting and holds all players accountable for that information.

ALL USA HOCKEY RULES APPLY UNLESS OTHERWISE NOTED

ADULT BEGINNER LEVEL

(EE, E, DDDD, DDD, DD)

- ? All beginner games are; 4 minutes warm up, 3 periods of 20 minute running time and 1-minute break between each period.
- ? At the end of the 3rd period only there will be 2 minutes of stop time regardless of the score.
- ? Each team is allowed 1 time out per game (30 sec.).
- ? No overtime, except playoff games.
- ? Blue line icing and two line pass is allowed.
- ? All minor penalties are 3 minutes; major penalties are 7 minutes at all times including stop time and overtime. All penalties are subject to the rules of the running clock for starting and ending.

ADULT INTERMEDIATE LEVEL

(D, CCC, CC, C, B)

- ? All intermediate games are 4 minutes warm up, 3 periods of 15 minute stop time. If one team is winning by 6 or more goals in the third period with 6 minutes or less left on the clock, the game will go to running time (Mercy Rule) and will continue even if goals are scored and there is no longer a 6 goal difference. The clock can only then be stopped by a time out. This is necessary to keep games relatively on schedule. Referees may go to running time at any time of the third period if the game will run over more than 5 minutes.
- ? **Referees must make all efforts to stay within the allotted time of 1 hour and 15 minutes regardless of the score or level.** The scorekeeper will inform Referees as to how much time is left for the 3rd period.
- ? Each team is allowed 1 timeout per game (30 sec.).
- ? No overtime, except playoff games.

- ? Red line icing, and players may not two line pass.
- ? All minor penalties are 2 minutes; majors are 5 minutes (even while the mercy rule is in effect or during any running time). However, if due to lack of time the 3rd period is **all** running time, penalties will become 3 minutes for minors and 7 minutes for majors. During any running time, all penalties are subject to the rules of the running clock for starting and ending. Once running time has begun you can't return to stop time regardless of the score.

ALL LEVELS

Logitech Ice at San Jose follows the guidelines of USA Hockey for all age classifications, in addition to those rules are the following in house rules.

- ? Age of player, you must be 18 years or older to play in any adult levels. You must be 35 years or older to play in the over 35 league (25 years of age for goalies)

EQUIPMENT

- ? All players are required to wear all of the equipment suggested by USA Hockey. This includes shoulder pads and chin straps. Any player who does not comply with all equipment rules may not participate in the game until he or she is compliant.
- ? All players in DDDD, E, and EE must wear a full-face mask. No exceptions.
- ? All players in C, CC, CCC, D, DD, DDD must wear a full-face mask or half shield with a mouthpiece.
- ? Players in over 35 are not required to wear a full-face mask, half shield or mouthpiece.
- ? No player may wear a wire mask or goalie mask with any bars removed, missing, or cut.
- ? Any player not required to wear a facemask or half shield but chooses to do so **MUST WEAR IT CORRECTLY** or **REMOVE IT**.
- ? Any player who is not required to wear a mouth piece but chooses to do so, **MUST HAVE IT IN THEIR MOUTH** or **REMOVE IT**. It may not hang from their mask, helmet, neck or any other body parts or equipment.
- ? Jersey sleeves may not be rolled or pulled up to expose elbow pads. Your jersey must cover elbow pads. If the sleeves of your jersey are not long enough to cover the elbow pads you must leave the game and not return until you have a jersey that will cover your elbow pads.
- ? All players are required to wear the same primary color as the rest of their team with the exception of a substitute goalie. Jersey numbers will match with your roster. The league recommends that each team carry a contrasting jersey color at all times in the event that two teams of the same color play each other. Jerseys need not be identical but must have the same dominant color. Every player must wear a readable number on his or her jersey at all times. Only one player per number per team. Any player who does not comply with this rule will not be able to participate in the game until they do.

SCORESHEETS AND ROSTERS

- ? Each team is required to submit a completed roster before the start of the season. This roster will list all players, regulars and subs with a corresponding jersey number. It will be legible or it won't be accepted.
- ? Each team is required to submit a readable sign in sheet (signed roster) before each game with **name, number and signature of** each player present. Sign in sheets with squiggles or x's in place of signatures will not be accepted. All players must sign their own name. Everyone must be accounted for. **Do not sign in for your teammates under any circumstance.** If they are running late they can sign in at the scorekeepers box.
- ? Officials will assist the scorekeeper in collecting a sign in sheet from each team. The game will not start until both teams have turned in a sign in sheet. If the captain is not present then it is the job of an alternate to make sure the scorekeeper gets a sign in sheet for his/her team.
- ? The official roster is the one printed on the score sheet by the League Director, not the one turned in by the teams each game. Each roster lists up to 25 players including subs and their primary goalie. Players not on the official roster can't play. Subbing goalie must also sign in to be added to the score sheet.
- ? All names on the signed roster with a signature must also have a number listed. Two or more players on the same team may not wear the same number. Players who forget their jersey and must wear a borrowed or different one must have the number changed on the sign in sheet so it can be noted on the roster. That number will only be valid for that game.
- ? During the game the scorekeeper will count the number of players signed and on the bench. He or she will also look to see if more than 1 player is wearing the same number and if any numbers on the sign in sheet doesn't match numbers on the ice. All players must be accounted for.
- ? Incomplete or incorrect rosters will be returned and must be resubmitted no later than the end of the 2nd period. If a correct roster is not turned in, a team will risk forfeiting their game.
- ? At the end of the game each team will receive a copy of the score sheet. It is the responsibility of the team representative to get it. It will have all your penalties on it so you know if a player is suspended or not. It will also have the names of your referees for you to make your evaluations. Team captains or representatives only are asked to make evaluations for every game. Please evaluate the good as well as the bad.

SUBSTITUTE PLAYERS

- ? Adult teams are allowed to use substitutes who are listed on the official roster only or they can't sub. The official roster is the one printed on the score sheet not the one handed in by teams.
- ? Players will provide PHOTO I.D. when asked to do so by the league director or any league official (scorekeeper). Punishment for players that refuse to show photo I.D. or do not have photo I.D. may include but is not limited to one of the following; Suspension of the player, removal of any goals scored or assisted goals

- by the player, forfeit of the game (this is a definite in playoff games), Suspension of the Captain.
- ? Over 35 are only allowed the use of subs with prior approval from the league director.
 - ? The subbing division must be higher than the regular team. You cannot sub for a team in a lower division than you are playing.
 - ? **Absolutely no one is allowed to sub while on suspension from another team.**
 - ? Players are allowed to play on more than one team only if they have paid for more than one team. Players may not play full time on teams more than two divisions apart.
 - ? Punishment for illegal players may include but is not limited to one of the following; Suspension of the captain, removal of any goals scored and assisted goals, Forfeit of the game (this is in definite in playoff game).

PENALTIES

- ? Any player, including goalies, who receive too many penalties in the same game, will be receive a Game Misconduct and be ejected for the remainder of the game with no additional suspension.
- ? Beginner and Intermediate, the limit is 4 penalties per game.
- ? Over 35 the limit is 2 penalties in a game.
- ? All Major Penalties will result in a Game Misconduct. **NO EXCEPTIONS**
- ? Players who serve a bench minor for “too many men” or a penalty for another player will not be charged for that penalty.
- ? Officials note; A delayed penalty which is canceled by a goal scored, must be reported to the scorekeeper and recorded and does count toward a players penalty count.
- ? Fighting on or off the ice is not tolerable. Logitech Ice has a zero tolerance policy for fighting of any kind. The purpose of the league is to enhance the playing skill of each individual player in a safe playing environment. Any persons engaging in rough play will serve a minimum of a 1 game suspension. **THIS IS A NON-CHECKING LEAGUE.** Checking of any kind is a form of violence and the league will exercise discretion in assessing these matters. Violence concerning officials is unacceptable. If violence with an official occurs a minimum of a two game suspension will be served, as a maximum of lifetime ejection from the league will be considered. Any violence occurring between spectators and players or players and members of another team occur; those involved will be automatically ejected from Logitech Ice. Alcohol and/or drugs in the locker rooms or anywhere in the building, even parking lots is strictly prohibited. Any behavior that endangers the players or its spectators is intolerable and the league such as suspensions, or ejections will take actions immediately from Logitech Ice.
- ? Players who come off the bench during an altercation will receive a major penalty and a game misconduct in addition to any penalties they receive if they join in the altercation. If you come out of the box or off the bench and then return you will

still receive the penalties. “ Making a line change” is not an excuse for coming onto the ice during an altercation.

- ? For running time, **the clock remains running** during an altercation. When players choose to fight they are wasting their time.

SUSPENSIONS AND UNRULY PLAYERS

- ? **All suspensions are automatic**, this means if you receive a Game Misconduct **you are suspended** unless told otherwise by the league director. You are not suspended for a “too many penalties” Game Misconduct, you are just removed for the remainder of the game. **All other Game Misconducts are suspensions.**
- ? **Any player who receives a Game Misconduct will be suspended for a minimum of one game. A players 2nd Game misconduct will result in a three game suspension. The 3rd Game Misconduct will result in a six game suspension.**
- ? All teams receive a copy of the official score sheet after the game and it is the captain or team representatives responsibility to get it from the scorekeeper. Score sheets will not be delivered to your locker room unless there is an altercation at the end of the game. Then you will be told whether or not to wait for it or if it will be brought to your locker room. **All Game Misconducts are listed on the score sheet. There is no excuse not to know if you are suspended.**
- ? Players who receive a Match Penalty or Gross Misconduct will be suspended for a minimum of 30 days. The player will be notified by the League Director about reinstatement. Players are not allowed to play as subs for any team while on suspension.
- ? Players who continually bang their sticks on the glass, throw “tantrums”, or continue to “mouth off” on their way to or after being put in the box will be subject to more penalties. Unsportsmanlike conduct will not be tolerated.
- ? Scorekeepers are Off Ice Officials and deserve the respect due that position. If officials see or hear “mouthing off” or disrespecting a scorekeeper they will take appropriate action (this will include additional penalties if necessary).
- ? League Officials will be informed (by phone or email) about any players who are continually giving Referees or Scorekeepers a hard time and they will take appropriate measures to remedy the problem.
- ? **PLAYERS NOTE**; the league reserves the right to suspend for additional games or expel from the league players who get numerous or violent Game Misconducts, Match Penalties or Gross Misconducts, with out notice, as the situation arises. **The decision of the League Director is final and there is no appeal.** This is a non-checking, recreational league and violent overly aggressive players are not welcome.

ICE TIME

- ? Each Adult game is allotted only 1 hour and 15 minutes of ice time.

- ? Ice time begins when players begin their warm up. That is when the ice is ready and it is the scheduled time. Games must stay within their allotted time. Players are asked not to go on the ice until their scheduled time. This will give the ice time to set if it is still wet and it is not yet game time.
- ? Scorekeepers will assist with game time management for stop time by watching the time and asking the referees to speed up the face offs if the previous period took more than 25 minutes.
- ? When the warm up is over Referees are to please check the nets and start the game as quickly as possible. Players need to quickly line up for the opening face off. Any delay is a waste of your ice time.

PLAYOFFS

- ? If the game ends in a tie there will be overtime. Over 35 have no playoffs.
- ? Overtime is 5 minutes (4 minutes running time, 1 minute stop time) and if the game is still tied after overtime, you will go to 3-man shootout. If the game is still tied, the players will shoot 1 to 1 until one team scores and the other doesn't. The teams must go through their entire roster before any player can shoot a 2nd time regardless of the number of players on each team. The players who shot in the 3-man shootout may not shoot again until all of the others on their team have.
- ? A team that has a designated goalie must use the last player designated as the goalie in regulation as their designated goalie for overtime and any shootout. That player is not eligible to shoot in the shootout, nor is any player still in the penalty box when overtime expires. However a player serving a penalty for a bench minor or another player may participate in the shootout.
- ? Only players that have substituted for a team at least 5 times in the regular season may be used as a sub during the playoffs for that season. Subbing players may only play on the team for which they have subbed the minimum number of games and not for any team, which has them listed as a sub. The League Director must approve any substitute goalies in the playoffs.

SHOTS AND GOALIES

- ? Shot counts may be counted on the score sheet instead of the scoreboard if that is easier for the scorekeeper.
- ? A shot on goal is a shot that was between the posts and below the crossbar that would have been a legal goal had the goalie or designated goalie not stopped, caught, deflected, or covered it. A goal is scored.
- ? A shot on goal is not;
 1. Any shot deflected by a player other than the goalie or designated goalie.
 2. Any shot which the goalie or designated goalie has to reach out beyond the pipes to get.
 3. Any shot through the crease that would not have gone in. Touching it does not make it a shot.
 4. A disallowed goal.
 5. Any shot which causes the face off to be outside the zone. Off sides, man in the crease.

6. A shot in the direction of the net that misses the net.
7. Any shot that hits the pipes unless it is deflected to the pipes by the goalie or designated goalie
- ? Scorekeepers are instructed to give the benefit of the doubt on shots their view was obstructed or the angle is poor. Please don't complain about your shot count. Absolutely no one has the authority to ask the scorekeeper to change his or her count. Don't ask them to.
- ? Occasionally goalies don't show up for their games or a team just doesn't have a back up. The team will then put in a sixth player. The scorekeeper must be notified if the player is a 6th skater or a designated goalie. A 6th skater will not get a shot count. In all levels a designated goalie must have a full wire cage, no plastic masks. No half shields of any kind.
- ? Any player who chooses to be a designated goalie is given the all of the privileges of a regular goalie whether or not they are wearing all, part or none of goalies specialized equipment. Designated goalie must wear all of the minimum required equipment that is worn by a regular skater.
- ? A designated goalie can only be changed during a stoppage in play and the referees must be notified before play resumes, otherwise a player risks a delay of game penalty for covering the puck or even a goal if it is in the crease. A designated goalie may not pass the red line to become an extra attacker; he/she must be exchanged with a player from the bench as though they were a regular goalie.
- ? WARNING; any player not wearing full goalie equipment, who chooses to be a designated goalie, does so at his or her own risk. The referees are not allowed to prevent or punish the opposing team for using full slap shots if their level or division normally allows them.

**CAPTAINS ARE RESPONSIBLE FOR PASSING ALONG
INFORMATION FROM THE LEAGUE TO THEIR TEAMMATES!**