

ICE BOX ADULT HOCKEY LEAGUE RULES

(March 2007)

I. PURPOSE

The Kettering Ice Box's Adult Hockey Leagues has been established to provide an enjoyable recreational experience with emphasis on friendly competition, camaraderie, and sportsmanship. Based on these guidelines, our leagues are non-checking and non-fighting. **Both infractions will be strictly enforced and non-compliance will result in game or league suspensions.**

II. ELIGIBILITY

1. All players, either male or female, must be at least eighteen (18) years of age to participate in the league
2. With the exception of substitute goalies, players may only participate on one team.
3. Eligible teams are those with fees paid and appropriate forms completed and filed with the League Management.

III. GENERAL RULES

1. The maximum number of registered players for each team is twenty (20).
2. Teams are required to have numbered, identically colored hockey jerseys. Managers should have a jersey available for use by substitute goalies. No duplicate numbers are allowed.
3. If an occasion arises that a player needs a substitute jersey or number, it is the responsibility of the team manager to notify the referees and the scorekeeper prior to the start of the game.

IV. EQUIPMENT

1. All players must wear approved protective ice hockey equipment for all games and warm-ups. This means full equipment, shoulder pads, shin guards, hockey pants, etc.
2. All players must wear an unaltered hockey helmet, securely fastened at all times with snapping or permanently attached straps. String or tape is not acceptable.
 - A. Facial protection and mouth guards are strongly recommended.
 - B. Players who choose to wear a mask may wear one that is a legal hockey mask. Altered masks are prohibited by League rules.

V. FORFEITS

1. Games times are to be no later than five (5) minutes, including warm-ups, after posted ice times, or five (5) minutes after the ice

is ready in cases when the arena is behind schedule. Any team not fielding the minimal number of players (five and a goalie, or six players) at that time will be assessed a delay of game penalty.

2. Any team not fielding at least six (6) players by ten (10) minutes after posted game time or ten (10) minutes after the ice is ready, whichever is later, will lose by forfeit.
3. Any team not fielding a uniformed goalie will immediately lose by forfeit if the opposing team leads the game by five (5) goals at any time after the end of the first period.
4. Any team using an illegal player will forfeit that game along with the team manager to be subject to further penalty.
5. If a challenged player does not immediately provide proof of identity, he or she will not be allowed to participate at all until proof is provided.
6. It is required that all players carry identification to all games, and provide proof of identity when asked by the referee or League Management. Random roster checks are subject at any time during the season.
7. Illegal players will be immediately suspended from the League play for at least the remainder of the season. Managers knowingly using illegal players will be suspended from the League for at least the remainder of the season.
8. Teams that win by forfeit have the right to use the balance of the ice time.

VI. PROTESTS

1. Protests will be accepted only for: Violation of player eligibility or misinterpretation of the rules by officials. **Judgment calls by referees may not be protested.**
2. Official protests of illegal players may be made by any team manager or player within the League, regardless of the protester's participation in the game in question.
 - A. If League management later discovers the illegal use of a player, a decision to forfeit such games and suspend involved parties may be made unilaterally.
3. To protest, the following procedures must occur:
 - A. A verbal intent to protest must be made to one of the referees before the game is complete, and noted on the score sheet.
 - B. The scorekeeper and opposing manager are also notified immediately at the time of the protest.
 - C. A written protest must be submitted to the League Management within forty-eight (48) hours of the game.

VII. PENALTIES AND SUSPENSIONS

1. Any player incurring three (3) penalties during the same game shall be assessed a Game Misconduct.

2. For any player receiving a Major Penalty or Game Misconduct, the following will apply:
 - A. First offense – Results in expulsion from the game, plus a suspension from the next game.
 - B. Second offense – Results in expulsion from the game, plus a two (2) game suspension.
 - C. Third offense – Results in expulsion from the game, plus three (3) games suspension.
 - D. Fourth offense – Results in immediate expulsion from the league.
 - E. Any serious violation, or Match Penalty, may result in long-term suspension of expulsion from the programs, regardless of how many previous penalties.
3. Fighting – For any player in a fight, the following will apply:
 - A. First offense – Results in expulsion from the game, plus a three (3) game suspension. This will count as two (2) Game Misconducts towards the four (4) allowed per player, per season.
 - B. Second offense – Results in immediate expulsion from the League.
4. Substance Abuse Policy – Any player determined by the referees to be under the influence of alcohol or drugs will have the following actions taken against them.
 - A. First offense – The player involved will be required to schedule meeting with the League Management to discuss the incident and a one (1) game suspension will be given. Failure to show for the meeting will result in an indefinite suspension until a meeting has occurred.
 - B. Second offense – Results in a two (2) game suspension.
 - C. Third offense – Results in expulsion from the league.
5. Any player or team that is suspended or expelled from the League will not be given any refund of fees.

VIII. GAME TIMES

1. Teams will be given three (3) minutes for warm-up
2. Games will consist of three (3) periods. Each period shall be twenty-five (25) minutes in length, running clock.
3. All penalties are running clock, Length of penalties are as follows:
 - A. Three (3) minutes for Minor penalties
 - B. Seven (7) minutes for Major penalties
 - C. Ten (10) minutes for Misconduct penalties

RULE CHANGES AND AMENDMENTS ARE THE SOLE DISCRETION OF LEAGUE MANAGEMENT, AND ARE SUBJECT TO CHANGE AT ANY TIME.