

ROLLING MEADOWS PARK DISTRICT SENIOR MEN'S HOCKEY LEAGUE RULES AND REGULATIONS

THE FOLLOWING RULES AND REGULATIONS HAVE BEEN DEVELOPED WITH THE PLAYERS SAFETY AND QUALITY OF HOCKEY IN MIND.

THE LEAGUE WILL FUNCTION UNDER THE RULES AND GUIDELINES OF AMATEUR HOCKEY EXCEPT AS STATED HEREIN.

DEFINITION OF DIVISIONS AND ROSTERS

THE FOLLOWING DIVISIONS ARE OFFERED.

B	NO RESTRICTIONS.
C1	TEAMS MAY ONLY ROSTER 5 B DIV PLAYERS.
C2	TEAMS MAY ONLY ROSTER 5 C1 DIV OR HIGHER PLAYERS.
H1	TEAMS MAY ONLY ROSTER 5 C2 DIV OR HIGHER PLAYERS.
H2	TEAMS MAY ONLY ROSTER 5 H1 DIV OR HIGHER PLAYERS.
H3	TEAMS MAY ONLY ROSTER 5 H2 DIV OR HIGHER PLAYERS.

ROSTERS

ALL GAME PARTICIPANTS MUST BE LEGALLY ROSTERED, OR THAT GAME WILL BE FORFEITED AND THE TEAM MANAGER WILL BE SUSPENDED FOR TWO (2) GAMES.

ALL TEAM PLAYERS MUST **BE ENTERED INTO POINTSTREAK AND PROVIDE THEIR TEAM MANAGER WITH A COPY OF A CURRENT USA HOCKEY REGISTRATION CARD** BEFORE THEY PLAY THEIR FIRST LEAGUE GAME.

ANY TEAM NOT FOLLOWING THE LEAGUES PAYMENT POLICIES WILL BE SUSPENDED FROM THE LEAGUE AND FORFEIT ALL PAYMENTS MADE TO THE PARK DISTRICT.

ONLY TWENTY (20) PLAYERS MAY BE ROSTERED. THIS INCLUDES GOALIES. IF A TEAM DOES NOT HAVE A GOALIE AND BOTH ROSTERED GOALIES ARE NOT AVAILABLE, THEY MAY USE A NON-ROSTERED GOALIE FOR 1 GAME WITH PRIOR PERMISSION FROM THE LEAGUE DIRECTOR.

NO PLAYERS MAY BE ROSTERED ON TWO TEAMS IN THE SAME DIVISION; UNLESS THEY ARE GIVEN PERMISSION FROM THE LEAGUE DIRECTOR IN ADVANCE.

GAMES

ALL GAMES WILL CONSIST OF THREE 14 MINUTE STOP TIME PERIODS.

TIED GAMES IN THE SPRING LEAGUE WILL BE DECIDED BY A 3 MINUTE 4 ON 4 SUDDEN DEATH PERIOD. IF THE SCORE IS TIED AFTER 3 MINUTES EACH TEAM GETS 1 POINT AND THE GAME IS CONSIDERED A TIE. WINNER OF OVERTIME GETS 2 POINTS AND LOSER GETS 1 POINT. IF A TEAM HAS A PENALTY AT THE END OF REGULATION THEN YOU PLAY 4-3. IF A TEAM IS SHORTHANDED BY 2 PLAYERS YOU START 5-3 AND AS THE PENALTY(S) EXPIRE, THE PLAYERS IMMEDIATELY RETURN TO THE ICE. AT THE FIRST STOPPAGE AFTER THE

PENALTY(S) HAVE EXPIRED YOU ADJUST BACK TO 4-3 (IF THERE IS STILL ONE PENALTY REMAINING) OR 4-4 (IF BOTH PENALTIES ARE EXPIRED).

THERE IS NO BREAK BETWEEN THE THIRD PERIOD AND OVERTIME. GOALIES SHOULD REMAIN IN THEIR CREASE AND TEAMS SHOULD IMMEDIATELY PLACE 4 SKATERS ON THE ICE TO BEGIN THE SUDDEN DEATH PERIOD. THERE ARE NIGHTS WHERE WE HAVE 3 GAMES IN A ROW AND TO ENSURE THAT THE LAST GAME STARTS ON TIME EVERYONE NEEDS TO BE AWARE OF THIS RULE.

IN THE CASE OF A MISSING SCOREKEEPER THREE 20 MINUTE RUNNING TIME PERIODS WILL BE PLAYED.

THERE WILL BE A 5 MINUTE WARM-UP. IF AFTER THE 5 MINUTES A TEAM DOES NOT HAVE 5 PLAYERS AND A GOALIE ON THE ICE THEY WILL BE ISSUED A DELAY OF GAME PENALTY AND AN ADDITIONAL 5 MINUTE WARM-UP WILL BEGIN. IF AFTER THE SECOND 5 MINUTE WARM-UP A TEAM STILL DOES NOT HAVE 5 PLAYERS PLUS A GOALIE THEY WILL FORFEIT THE GAME.

IF AFTER THE SECOND 5 MINUTES A TEAM STILL DOES NOT HAVE 5 PLAYERS AND A GOALIE ON THE ICE BUT THE PLAYERS ARE SIGNED IN AND IN THE DRESSING ROOM OFFICIALS ARE ADVISED TO HAVE THE SCOREKEEPER START THE GAME CLOCK AND RUN IT UNTIL THEY HAVE 5 ON THE ICE. IF POSSIBLE WE WANT TO ALLOW THE TEAMS TO PLAY HOWEVER WE CANNOT RUN BEHIND DUE TO TEAMS NOT BEING ON TIME. IF THIS OCCURS THE OFFICIALS SHOULD NOTE THE TEAM WHO WAS LATE ON THE SCORE SHEET FOR REVIEW BY THE LEAGUE DIRECTOR. IF ANY TEAM IS IN VIOLATION OF THIS RULE MORE THAN ONCE THE LEAGUE DIRECTOR RESERVES THE RIGHT TO FORCE THEM TO FORFEIT.

IF A TEAM DOES NOT HAVE A GOALIE THEY MUST FORFEIT. NO EXCEPTIONS! IF DURING THE GAME A GOALIE IS INJURED THE TEAM MAY PLAY WITH 6 SKATERS WHILE ANOTHER PLAYER IS DRESSED TO REPLACE HIM. IF A GOALIE IS EJECTED FROM THE GAME BY A REFEREE THAT TEAM WILL HAVE TO FORFEIT.

IF AFTER THE SECOND PERIOD A TEAM IS WINNING BY 5 GOALS OR MORE THE CLOCK WILL BE RUNNING TIME.

AN ELECTRONIC SCORESHEET WILL BE USED ON POINTSTREAK.COM. MANAGERS SHOULD CHECK THE SCORESHEET FOR ACCURACY VIA THE INTERNET.

ALL PLAYERS MUST PRESENT THEIR LEAGUE ISSUED PHOTO ID CARD TO THE SCOREKEEPER PRIOR TO THE START OF THE GAME OR BEFORE THEY PLAY SHOULD THEY ARRIVE AFTER THE START OF THE GAME. THIS REPLACES OUR OLD SIGN IN PROCEDURE.

EQUIPMENT

FULL EQUIPMENT IS REQUIRED PER USA HOCKEY RULES. SHOULDER PADS ARE STRONGLY RECOMMENDED.

ALL PLAYERS ARE REQUIRED TO HAVE IDENTICAL COLORED JERSEYS WITH NUMBERS ON THE BACK.

IN THE EVENT THAT BOTH TEAMS HAVE THE SAME COLOR JERSEYS PULLOVERS WILL BE WORN BY THE VISITING TEAM. THE TEAM MANAGER WILL BE CHARGED \$15 PER PULLOVER THAT IS NOT RETURNED AFTER THE GAME.

FIGHTING

FIGHTING IS CLASSIFIED AS THROWING ONE PUNCH AT AN OPPONENT. THE REFEREE'S HOWEVER DO HAVE LATITUDE UNDER THE USA HOCKEY RULEBOOK WHEN CALLING FIGHTING PENALTIES. ANY PLAYER WHO GETS A FIGHTING PENALTY WILL BE SUSPENDED FOR THE NEXT 3 GAMES OF THAT TEAM. THEY WILL ALSO BE ON PROBATION FOR THE REMAINDER OF THE SEASON. THE SECOND OFFENSE WILL RESULT IN TERMINATION FROM THE LEAGUE WITH NO REFUND OF FEES PAID.

ADDITIONAL DISCIPLINE

ANY PLAYER RECEIVING 4 PENALTIES IN ONE GAME WILL BE EJECTED FROM THAT GAME AND WILL RECEIVE AN ADDITIONAL ONE GAME SUSPENSION.

A REFEREE MAY ASSES ANY PLAYER A "GFO" MISCONDUCT FOR THEIR BEHAVIOR AT ANY TIME. THAT PLAYER WILL BE EJECTED FROM THE GAME WITH NO FURTHER SUSPENSION.

THE LEAGUE DIRECTOR RESERVES THE RIGHT TO REMOVE ANY PLAYER FROM THE LEAGUE FOR BEHAVIOR THAT IS DETRIMENTAL TO THE INTEGRITY OF THE LEAGUE AND THE ROLLING MEADOWS PARK DISTRICT. THIS WILL BE AT THE DISCRETION OF ONLY THE LEAGUE DIRECTOR. NO REFUND WILL BE GIVEN.

PROTESTS

ANY TEAM WISHING TO PROTEST A GAME MUST PROVIDE IN WRITING THE BASIS FOR THE PROTEST AND A \$50 PRETEST FEE WHICH WILL BE FORFEITED IN THE EVENT THE PROTEST IS NOT UPHELD.

A REFEREE'S CALL IS NOT A MEANS FOR PROTEST!! YOU CANNOT PROTEST A JUDGMENT CALL.

ROSTER CHECKS

IF YOU WISH TO CHECK TO SEE IF A PLAYER IS LISTED ON THE ROSTER YOU MUST DO SO EITHER BEFORE THE GAME OR BETWEEN THE FIRST AND SECOND PERIODS. INFORM THE REFEREE'S THAT YOU WISH TO DO A ROSTER CHECK. **THE TEAM MANAGER MUST GO TO THE RINK SUPERVISOR WHO WILL CHECK THE PLAYERS GOVERNMENT ISSUED ID.** IF A PLAYER DOES NOT HAVE A GOVERNMENT ISSUED PICTURE ID WITH THEM **THEY CANNOT PLAY.** THE SUPERVISOR WILL CHECK THE ID AGAINST THE TEAMS ROSTER AND SEND A REPORT TO THE LEAGUE DIRECTOR.

AFTER THE START OF THE SECOND PERIOD YOU CANNOT CHECK THE ROSTER.

IF THE PLAYER IS FOUND TO BE ON THE ROSTER, THE TEAM REQUESTING THE ROSTER CHECK WILL BE ASSESSED A MINOR FOR DELAY OF GAME.

ANY TEAM PLAYING WITH AN ILLEGAL PLAYER ONCE THE FIRST PERIOD BEGINS WILL FORFEIT THE GAME.

RINK FACILITIES

LOCKER ROOMS WILL BE CHECKED AFTER EACH GAME BY THE RINK SUPERVISOR. IF YOU NOTICE ANY DAMAGE YOU MUST INFORM THE RINK SUPERVISOR IMMEDIATELY. ALCOHOL AND TOBACCO ARE PROHIBITED IN OUR FACILITIES.

NO PLAYERS MAY ENTER THE ICE SURFACE UNTIL THE RESURFACER DOORS TO THE RINK ARE CLOSED.

ANY DAMAGE TO THE SPORTS COMPLEX, WEST MEADOWS, OR HOFFMAN ESTATES ICE ARENA WILL BE ASSESSED TO THE TEAM MANAGER.

AWARDS

FIRST AND SECOND PLACE FINISHERS WILL HAVE THEIR TEAM NAME ADDED TO OUR LEAGUE TROPHY. THE FIRST AND SECOND PLACE TEAMS WILL **GET FREE ICE RENTALS.**

REGULAR SEASON

FIRST PLACE- (2) 1.5 Hr. Ice Rentals
SECOND PLACE (1) 1.5 Hr. Ice Rental

PLAYOFFS

FIRST PLACE- (2) 1 Hr. Ice Rentals
SECOND PLACE- (1) 1 Hr. Ice Rental

ALL LEAGUE FEES MUST BE PAID TO THE PARK DISTRICT OR YOU WILL NOT RECEIVE ANY FREE ICE RENTALS.

THE LEAGUE DIRECTOR RESERVES THE RIGHT TO CHANGE ANY OF THE POLICIES STATED HEREIN WITHOUT NOTICE.

THE LEAGUE DIRECTOR HAS THE FINAL DECISION ON PROTESTS, ROSTER CHECKS, AND HAS THE ABILITY TO REMOVE A TEAM OR PLAYER(S) FROM THE LEAGUE WITHOUT REFUND SHOULD A TEAM OR PLAYER(S) NOT FOLLOW THE LEAGUE RULES OR POLICIES.

REVISED APRIL 28, 2009.