

## Appleton Ice Adult Hockey League Information

### **General Information:**

**Cost:\$5,700**

### **Payment due by the first game**

Every team will make playoffs; teams will be seeded according to their regular season point total, with 2 points for a win 1 point for a tie and 0 points for a loss record on the basis of a) head to head competition, b) goals against, c) goals for, and if needed d) coin toss. There will be one referee per game and scorekeeper. A schedule for will be emailed to each teams representative prior to the beginning of the season. (Note: Dates and Times are subject to change.

### **Game Format**

1) Five vs. Five. 2) Two minute warm-ups, Two 25 minute running period), and one minute intermission. 3) Stop time with one minute remaining in game if and only if a team is losing by one goal or the game is tied. 4) If teams are tied at end of regulation, sudden death shootout ensues, meaning one player from each team with will participate in a shootout, visiting team will shoot first if they score the home team will get a rebuttal shot until there is a winner. 5) No time-outs will be provided during the regular season. 6) Playoffs will allow 1 minute time-out per team; 5 minute overtime, followed by shootout.

### **Rules:**

1) Players must be of the appropriate age specified for each league. 2) Players must be registered under USA Hockey; a copy must be mailed to Appleton Ice or emailed to jameson@appletonice.org. Visit [usahockeyregistration.com](http://usahockeyregistration.com) for information. 3) Players must compete in at least 3 regular season games to be eligible to compete in playoffs. 4) No pucks are allowed on-ice until Zamboni doors are closed. 5) This is a no-check league. 6) Bumping along boards is legal. 7) Checking from behind results in league DISQUALIFICATION. 8) **USA Hockey rules apply**, minor penalties are two minutes and major penalties are 5 minutes. 9) Minimum of six players must show for a game otherwise it is a forfeited game, if this number is not reached, teams may distribute available players for a scrimmage. 10) Maximum of 20 players can be registered on any one team. 11) There is a two-week automatic suspension for fighting; Appleton Ice management reserves right to suspend individuals for any other extraneous altercation after hearings are conducted. Any player involved in a 2<sup>nd</sup> occurrence will be suspended for the remainder of the season. No refund will be provided to those suspended for altercations, no exceptions. 12) Appleton Ice management will deal with any problems with the league in a fair manner, however all decisions are at the discretion of Appleton Ice management. 13) Appleton Ice reserves the right to move teams to the proper level if their caliber of play is inappropriate to the standard of the league entered.

Player

Initials:

---