



Troy Adult Hockey League Fall 2023-24 Rules

08/27/2023

CLOCK: Warm ups will be three minutes long and will start as soon as the Zamboni doors close. All games have run time periods. The first period will start at 15 minutes and the clock will not start until the puck is dropped. Second and third period will start with 15:45 and the time will automatically start at the end of the previous period. If the game is within two goals with two minutes or less remaining in the 3rd period, then the clock will be stopped at each whistle.

- a. Any altercation that occurs in the last four minutes of a game, regardless of the score, may force the clock to automatically run. Please understand that an altercation DOES NOT IMPLY fighting. This can be arguing with the referee, refusing to leave the ice, etc.

PENALTIES: All penalties will be stop-time. The game clock will not stop, but this will make each player who receives a penalty serve its entirety during game play.

TIMEOUTS: Referees will be allowed a (1) minute and thirty second timeout per game. This timeout is to be only used at the referees' discretion and can be used for an injured player or if the referees need to sort something out at the scorer's box. The referees are NOT required to use a timeout.

OVERTIME: In the event that a game is tied after regulation we will proceed to a (3) minute 3 on 3 sudden death overtime period. There will be a running clock for the entire overtime period. If both teams fail to score in overtime the game ends in a TIE.

DELAY OF GAME PENALTIES: Any player who does not make an attempt at closing the penalty box door before joining the play or returning to their bench will receive an automatic delay of game penalty. **No pucks on the ice surface while the zamboni is resurfacing.** If this occurs, a two- minute delay of game penalty may be issued. Pucks are allowed on the ice **only after the zamboni doors have been closed.** Any player found shooting pucks with Zamboni doors still open will be subject to a game misconduct.

ICING: Icings will be initialized from the defensive zone blue line and not the center ice red line.

ALCOHOL POLICY: Any player who has alcohol on the bench will be asked to leave the game and will not be allowed to return. No penalty will be assessed. Alcohol is not permitted within the rinks or locker rooms. Any player caught chewing tobacco on the bench or ice will be given an automatic game misconduct and will be removed for the remainder of the game.

EJECTIONS: A player who receives **THREE** penalties in one game will automatically be ejected. An ejection penalty only requires the player to be removed from the current game and they will be eligible to participate in the next game providing they leave the ice without confrontation.

FORFEITS: If your team has to forfeit a game, the team captain must email the league manager at TSCAdult@troysports.com within **THREE HOURS** of your game time and. The game will be scored as 5-0 with the non-forfeit team winning. **A \$50 fee will be added to the forfeiting team's account** if the captain fails to notify the league manager of the forfeit **prior to three hours before the game is scheduled to begin.**

GAME MISCONDUCTS: a player who receives a game misconduct penalty will be removed from the current game plus a minimum of (fighting rules supersede the below listing):

- a. 1st offense – suspended for the next game
- b. 2nd offense – suspended for next TWO games
- c. 3rd offense – suspended for the next FIVE games
- d. 4th offense – **ejected from the league**

***A player who receives multiple GMC penalties will still follow the above mentioned suspensions. For example, a player who receives two game misconducts in a single game must serve the next game for the 1st GMC penalty and two more for the 2nd GMC penalty; therefore, that player will be suspended for a total of three games.*

- a. A player who receives (2) major fighting penalties in one season will be ejected from the league.

MATCH PENALTY: Any player who receives a match penalty will automatically be suspended for their next game. The Buffalo Wild Wings Arena will assess the situation and make an official ruling within one week after the match penalty was given.

ROSTERS: Rosters are to be turned in via EMAIL one week prior to the first game. **Rosters will be frozen after the 10th game. Please include ALL players you might be use throughout the year** (this includes any “subs” – see below in red). After the 10th game, you will not be able to add new players to your roster. No exceptions. Captains are responsible for making sure players are properly listed on the official score sheet with accurate jersey numbers and checked in on the score sheet prior to every game.

- a. **Roster Freeze:** Any player who participates after the roster freeze must be on the roster. **The league does not recognize “subs”. An individual is either on the roster or they are not.**
- b. If during the game you or a teammate feels there is an illegal player skating on the opposing team, let the score keeper know and he or she will notify the Supervisor right away. Any I.D. checks will occur during the game and if the player is found to be illegal that team will be subject to forfeiting the game.
- c. All players are only allowed to skate for one team per division. A player may sub on another team on the same night IF that team cannot field enough players to participate in their game.

STANDINGS: **Teams will receive (2) points for a win, (1) point for an overtime loss, and (1) points for a tie.**

- Standings will be determined by:
 - a. Points
 - b. Wins
 - c. Losses

***In the case of ties among three or more teams, the criteria will be used in order until a team, or teams, is separated from the pack. At that point, the process will begin anew to break the “new” tie. In other words, when a four-way tie becomes a three-way tie, the three-way tie is treated as a “new” tie and the process begins with the first criterion*

PLAYOFF ELIGIBILITY: For a player to be eligible for playoffs he or she must participate in at least **one third** of the regular season games.

SUSPENSIONS: The active list of suspensions is posted on the adult league page at www.troysports.com. Suspensions are usually uploaded to the website within 48 hours. It is the captain’s responsibility to let the player(s) know they are suspended. **Players are not allowed to play or sub in any other leagues until they have served the full WEEK LONG suspension.**

24 HOUR RULE: **The Troy Sports Center will try to have an adult league supervisor at the rink during the games; therefore, no player will need to approach the main office regarding an incident that occurred on the ice. Any player with a complaint regarding the game must wait until the next day to file it by emailing it to** (TSCAdult@troysports.com)

DIVISIONS: Troy Sports Center reserves the right to move teams to different divisions.

All schedules, standings, statistics, and suspensions will be posted on www.troysports.com. Any questions or concerns please feel free to contact us at 248-689-6600 or e-mail at (TSCAdult@troysports.com)