



Troy Adult Hockey League Fall 20-21 Rules

RE: 3/3/21

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.

SHOOTOUTS: All games (aside from consolations) must have a winner. If a game is tied after regulation, then that game will be decided by a single man shootout. Teams may submit any shooter as many times as they want after three (3) separate shooters have taken their attempt. This will be sudden death until someone wins. Home decides who shoots first. Any player serving a penalty is not eligible for the shootout unless that player is serving another teammate's penalty.

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 or players 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.

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. 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 four 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.

FORFEITS: If your team has to forfeit a game, the team captain must email the league manager at TSCAdult@troysports.com within **TWO HOURS** of your game time.

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 (3) major fighting penalties in one season will be ejected from the league.

MATCH PENALTY: Any player that receives a Match Penalty must contact the league manager at TSCAdult@troysports.com within 24 hours of the penalty. Any player who receives a match penalty will automatically be suspended for their next game. The Troy Sports Center 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 9th game. Please include ALL players you might be use throughout the year** (this includes any “subs” – see below in red). After the 9th 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. Any adjustments need to be **e- mailed in within 72 hours after the game is over**. No adjustments will be made to score sheets after that time.

- 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 after 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 night. 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 (3) points for a regulation win, (2) points for a shootout win, (1) point for a shootout loss, and (0) points for a regulation loss.

- Standings will be determined by:
 - a. Points
 - b. Head to Head Wins
 - c. Goal Differential (GF/GA)
 - d. Least Penalty Minutes

***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.

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.

INSURANCE: All players are required to register for Beacon Sports Insurance in order to be eligible to play. Proof of registration is required for all players, no exceptions.

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)