

# Webster Adult Hockey League Rules

## USA HOCKEY SENIOR NO-CHECK RULES APPLY EXCEPT AS NOTED BELOW.

**Game Length:** Games will consist of three 14 minute periods each.

The time clock will read 17:30 at the beginning of the first period of each game. The clock will begin running as soon as the Zamboni doors to the ice are closed. The referees will be ready to drop the puck as soon as the score clock reads 14:00. If teams are not ready at this point the clock will continue to run. There will be one five minute overtime period to settle ties. If, after the five minute overtime, there is still a tie, the game will end in a tie. Overtime will be played 5 on 5 plus goalie.

Each team receives one 30 second timeout per game, including overtime.

**Playoff Overtime:** One 5 minute overtime period will be played in the playoffs. Overtime will be played 5 on 5. If there is no winner after overtime period then a winner will be decided by shootout. Three players from each team will be picked prior to shootout. If still no winner is decided after the first 3 shooters then new players will be selected until a winner is decided. Players are eligible to go only once.

**Championship Game:** If after three periods the game is still tied the clock will be reset to 14 minutes to play a 4<sup>th</sup> period or until a winner is decided. Overtime will be played 5 on 5. There is no shootout in a championship game.

**Equipment:** Full equipment is required and face shields are highly recommended for all participants. Any deviation may result in injury.

**Penalties:** **Minor** 1.5 minutes, **Major** 4 minutes, **Misconduct** 7.5 minutes

Any player entering the ice surface before the Zamboni doors are closed will receive an automatic bench minor penalty.

Any player receiving any combination of three minor/major penalties will receive a Game Misconduct for that game. The second time in a season that you receive three minor/major penalties in a game you will receive a Game Misconduct plus a game suspension to be served your teams next scheduled game. This will increase an additional game thereafter.

Note, minor penalties that carry an automatic misconduct only count as one penalty towards the three penalty rule.

**Fast Face-Off Rule:** After each stoppage of play, the linesman responsible for dropping the puck will promptly proceed to the face-off location. The visiting team will then have five seconds to make a line change, after which the home team will have five seconds to make its line change. When the referee drops his arm to indicate that all line changes are complete, the linesman will blow his/her whistle to notify both teams that they have no more than five seconds to line-up for the face-off. At the end of the final five seconds (for total of 15 seconds or sooner if both centers are ready), the linesman will immediately drop the puck. It is not the responsibility of the linesman to wait for the center to come to the face-off circle if the final 5 seconds has elapsed.

**Fighting:** Prohibited. Any player receiving a Fighting or Attempt to injure penalty will receive a minimum of three games suspension for the first offence, five game suspension, for the second offence, and possible expulsion for the third offence.

**Disputes and Issues:** Any disputes will be filed through the team captain within 24 hours of the disputed incident. League officials, including player liaison John Tuite @ 585-787-3530 or [webarena@wny.twcbc.com](mailto:webarena@wny.twcbc.com) will only speak with the team's captain regarding any issue.

**Referees:** USA Hockey sanctioned.

**Rosters:** Rosters will be filled on a first come first serve basis, per team Captains/Manager. Minimum of 12 players and maximum of 20 per team. All league participants must be 23 years of age **at the start of season** (no exceptions).

Teams are allowed four subs per team per roster. Substitutes must be rostered at start of season and can only be removed from roster and new sub added with approval from player/league liaison and must be done no less than 24 hours before game time. **This will be strictly enforced.**

A sub can only be used when a regularly rostered player is unable to play due to illness, injury, travel or a work related conflict. Subs must sign in with scorekeeper prior to start of game. Identification must be available from anyone when asked. Failure to comply could result in forfeit of game. Subs must also be registered with the league at [Websterarena.org](http://Websterarena.org).

Substitute players must play a minimum of 3 regular season games to be eligible to play in a playoff game.

**Jerseys:** All players and substitutes must wear a jersey with a number on it. If you do not have jerseys for your team the league can provide jerseys for a fee.

**Payment:** Payment is expected to be paid, before or on the first night of start of each half and must be paid in full, (no Exceptions). No applications will be accepted without full payment.

Teams not paid in full will risk not being allowed on the ice surface at game time, which could result in a forfeit of game.

Team fee is \$3,950. per half and includes 14 games plus playoffs after second half. Individual cost is based on number of regular rostered players and amount is decided by the team's captain.

Checks should be made out to The Webster Ice Arena.