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University of Denver 2009/2010 Adult Ice Hockey Rules

General

1. Players may play for only 1 team.
2. Players must play in at least 10 games to be eligible for playoffs. This is to prevent bringing "ringers" into the league. Captains may write a formal letter of support for any player not meeting the 10 game rule. The letter must be received before the 10th week of competition. The letter will be reviewed by the Adult Hockey Coordinator and the Director of Member Services and Competitive Sport Programs. Approval will be given on a case by case basis. Approval will be sent to the Captain the Tuesday prior to the 21st week of games.
3. Forfeits will be declared at 10 minutes after the scheduled start time. It is imperative that players are on time and prepared to play due to limited ice time. The game clock will start 10 minutes after the scheduled start time if teams are present but not ready to play. Team must have at least 6 total players - 5 players and 1 goalie. At least 5 players (4 players plus 1 goalie) must be present to start the game.
Goalies must have approved equipment, see below.
4. Team can start game without a designated goalie; however, if designated goalie (with approved equipment) does not show up with at least 10 minutes left in the 1st period, the game will not be declared a forfeit only if the team with a goalie agrees to play.
 - a. Pulling goalie in appropriate situations, i.e. delayed penalties or end of game, is still allowable.
5. Games are three 20-minute periods running clock. If the score is within 3 goals in the 3rd period, the clock will stop on every whistle after 3:00 minutes remaining to play. There will be 2 minute intermission between periods.
6. If a regular season game ends in a tie, it will move directly to a best of five shootout (i.e.-alternating penalty shots on goal) to decide the game. If the score is still tied after 5 shooters per team, teams will continue alternating penalty shots on goal until one team scores and the other misses. If a PLAYOFF game ends in a tie, a 10 minute "Sudden Death" period will be played with the first team scoring the winner. If neither team scores then they will move directly to a shootout as described above.
7. If a team reaches the playoffs and their regular goalie is unable to play, the captain of the playoff team is allowed to email all other captains and for the use of their goalie. Additionally, the playoff team captain may ask the Adult Hockey Coordinator or Director if there are designated goalies allowed to play. Goalies that have not been playing in league and have not been cleared by Adult Hockey Coordinator or Director will not be permitted to play in playoff games.
8. Locker rooms will be assigned on the large dry-erase board in the Joy Burns Ice Arena lobby.

Check-in/Rosters/Payments

1. All players must check-in at the front desk before heading to locker rooms. Staff will check name off roster and ensure players have signed Assumption of Risk Forms.
2. Each player on a team's roster must sign an Assumption of Risk Form before stepping on the ice.
3. Rosters must be finalized by the 1st week of play and can have a maximum of 20 players plus 2 goalies.
4. Remaining balances on account must be paid by the end of the 1st week of play.

Entering the Benches

1. Players must enter through the benches for all games. This is to reduce risk of damage to our facilities and injury to other patrons of our facility.
2. If a player enters through the doors next to the locker rooms, he can be subject to disciplinary action up to and including suspension from our league.



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3. If a player is seen shooting pucks out of the doors into the walkways, that player will face disciplinary actions including payment for damages and up to expulsion from our league.

Bracket System

This season we are implementing a new bracket system for scheduling games to help ensure that the playing level is more even. There will be 3 tiers or brackets into which the teams have been placed: Lower, Mid, and Upper.

This is how it works:

1. Placement of teams is based upon skill level, previous record in past seasons, and desired level.
2. Play will include playing against opponents that are at your same level, and some cross-bracket play between the upper and mid teams.
3. There are 8 teams in the lower C level, and they will play against each other in a round robin format, with a normal, bracket style tournament at the end for playoffs.
4. For the upper and mid C teams, the play will also consist of a round robin style play where each week one Upper team and one Mid team will play against one another. For more details on the out of bracket play, look under "Points System".
 - a. The playoffs for the Upper and Mid teams will consist of a normal bracket tournament with the seeding based on the adjusted points system.

Points System

The Points system awards points to teams based on their record for the purpose of seeding the tournament brackets for playoffs. The following is the Traditional points system:

1. 1 Win = 2 Points
2. 1 Tie = 1 Point
3. 1 Loss = 0 Points

This system will be used for all of the in-bracket games, meaning this is the system for the lower C tier and the Upper C Tier. For the Mid C Tier we will be using an enhanced points system, working as follows:

1. 1 Win = 2 Points
2. 1 Tie = 1 Point
3. 1 Loss = 0 Points
4. **1 Win Against Upper C Tier Team = 3 Points**

This enhanced system is used to raise the level of competition in the Mid Tier league and to reward good play.

Playing Rules

1. Physical or verbal abuse of officials or players will not be tolerated under any circumstances. Any player involved in the abuse of officials or other players may be immediately ejected from the game and may face further disciplinary action.
2. No checking is allowed.
3. Fighting is prohibited and will result in an immediate ejection. Players involved in a fight will at a minimum be suspended from their next scheduled game and depending on the severity of the incident may be suspended indefinitely from Adult Ice Hockey at the University of Denver.
4. Any player receiving four minor or two major penalties during the same game will not be allowed on the ice for the remainder of that game. Upon receiving a 4th minor or 2nd major penalty player must head to their locker room & the team captain will serve the penalty.
5. A goal shall be scored when the entire puck is put across the goal line by means of stick or deflection. Stick must be lower than the cross bar to count as deflected goal.
6. The puck may not be handled by a player's hand outside of their defensive zone, except the goalies, unless to guide it to himself/herself.
7. Blue line icing will be enforced.



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Equipment

1. Players must have the following approved equipment to play:

- Hockey skates
- Shin pads
- Cup
- USA Hockey Approved Helmet
- Protective gloves
- Elbow pads (must be covered by jersey)
- Hockey pants
- Hockey stick

***** No one will be permitted to play without these items. Full equipment is encouraged including face masks. Protective pads such as shoulder pads, braces, etc... must be worn beneath the uniform.**

2. No stick may have a curve of more than 1/2 inch on the blade.

3. **Goalies must have the following approved equipment to play:**

Goalie skates
Regulation goalie leg pads
Chest protector covering entire chest and arms
Cup
USA hockey approved helmet with facemask
Hockey Pants
Regulation goalie stick
Glove and Blocker

No one will be allowed to play as a goaltender without the proper equipment. Teams with no goalie (after 10 minute grace period) will declare an immediate forfeit. Teams can scrimmage after forfeit is declared.

Officials

Two referees will be provided for each game. Their judgment must be respected. Only the captain may discuss a matter pertaining to the interpretation of the rules. Judgment calls may not be questioned. Any problems or concerns may be brought to the Adult Hockey Coordinator or Director of Member Services and Competitive Programs

Supervisors have the authority to enforce DU's Zero Tolerance Policy.

Minor and Major Penalties and Game Misconduct

2 minute and 5 minute penalties – depending on their severity:

Boarding	Handling the Puck in the Crease
Delay of Game	High Sticking
Playing with a broken stick	Holding
Cross-Checking	Hooking
Elbowing	Interference
Kneeing	Slashing
Spearing	Tripping
Roughing	Intentionally moving the goal
Throwing the stick	Unsportsmanlike Conduct



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the Adult Ice Hockey League. It becomes the responsibility of the University of Denver and its staff to ensure a safe and fun environment. It is the right of the University of Denver and its employees to discontinue any program or behavior contrary to our goals.

We hope you enjoy your season and wish your team the best of luck!

Contact Information:

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