

The Puck Hut Adult Hockey League

Fall 2023

Rules and Regulations

This league is a recreational league. We're all here to have fun and have jobs, families, and lives outside of hockey. In that spirit we've created these rules to foster a fun and safe environment.

Recreational League Leadership

Nich Pariman Swonder- General Manager; Captain (Wristy Business)

Andrea Lord Swonder- Assistant General Manager

Marc Schiele- Commissioner

Derek Masterson- Captain (Trashers)

Bret Hartman- Captain (Wolf Pack)

Tyson Baker- Captain (Wombats)

Eric Greenwood- Captain (Blue Team)

TBD- Captain (Goldilocks)

Matt Statfield- Captain (Hoses)

General Rules

- 1.0** Be respectful of your teammates, opponents, referees, and arena staff at all times. Violations of this rule can lead to disciplinary action up to and including expulsion.
- 2.0** Games will consist of 3 20 minutes periods with a running clock. The clock can be stopped for injury, goalie equipment issues, or referee discretion.
- 3.0** Game will play under USA hockey rules including no touch red line icing.
- 4.0** Disputes with referees or officials are only to be discussed with Team Captains. Team Captains have the authority to bring concerns to officials' attention. Violations of this rule can be penalized.

- 5.0** In the absence of a Team Captain the team can appoint 1 player to the referee(s) prior to the game to assume this responsibility. Abuse of officials is punishable with additional penalties and/or additional discipline including suspensions.
- 6.0** All players are required to have a single or two digit number unique to them on their team clearly visible on the back of their jersey. If a jersey has no printed number tape may be used to create one. This number must match their official roster number.
- 7.0** If a player changes their number from the official number they must notify the scorekeeper prior to the game. Failure to do so can result in dismissal from the game.
- 8.0** You (the player) are responsible to let your captain know if you cannot make it to a game or games. Generally, Captains will ask prior to the game who can or cannot make it to a game, however even if they do not ask it is your responsibility to volunteer the relative information.
- 9.0** All regular season games that end in a tie will have the winner determined by a 3-person shootout.

Substitute and Drop in Players

- 10.0** Substitute players are defined as players that are registered (With the Puck Hut Adult Hockey League) and assigned members of a team that is playing for the benefit of another team.
- 11.0** Drop in players are defined as players that are not registered players with the Puck Hut Hockey League and have no assigned team.
- 12.0** A team using substitute players must not exceed 12 total skaters per game. If a team exceeds 12 skaters at any point during the game a substitute player must be asked to leave the playing surface. Substitute players must have paid their season dues before they are eligible to sub, no additional fee is charged to substitute players. This rule does not apply to goaltenders.
- 13.0** Drop in players after paying their drop-in fee (\$20) at the front counter must report to the scorekeeper and **show the receipt showing they paid the drop-in fee**. Failure to provide the receipt to the scorekeeper will prevent a drop in player from being permitted to play. They will then be assigned to the team with the fewest

number of skaters in that game. Drop in players do count towards the total number of skaters but unlike substitute players they cannot be asked to leave due to the number of skaters. Drop in players will only be permitted as long as the total number of skaters does not exceed 15. (Note: If a drop-in player is playing more than one game they must pay the drop-in fee for each game they play.)

- 14.0** Goaltenders wishing to drop in can do so by contacting the rink in advance. If goaltenders are needed League leadership will reach out to known parties that are interested. Goalies are exempt from a drop-in fee.
- 15.0** No player is eligible to be used as a substitute player on the same team more than twice in one season. This rule does not apply to goaltenders.
- 16.0** League Leadership are the only authorized individuals to contact substitute players.
- 17.0** Any player wishing to play on multiple teams must pay for both roster positions and can only do so if both teams are in separate divisions (Upper and Lower).

Free Agency and Player Assignment

- 18.0** The recreational league is open to all players of all skill levels. Players are permitted to join existing teams with captain's approval, or to sign up as a free agent.
- 18.1** Free agent players will be assigned to the team with the fewest skaters, in the case of a tie in roster count the lower division will receive the players first.
- 18.2** Players can be traded by team captains with rink management and Commissioner notification during the season prior to the start of the 8th game of the season regardless of division. Trades must not create an imbalance in roster numbers for either team.
- 18.3** New players can register until the trade deadline (prior to the start of the 8th game of the season), however they will be assigned to teams according to rule 18.1 after the initial rosters have been announced prior to the start of the first game.
- 18.4** At the conclusion of the season captains can decide which players they wish to return from their previous roster for the subsequent season, other players are released to free agency. Players reserve the right to declare for free agency at the conclusion of each season if they desire.
- 18.5** Any disputes that may arise between captains and players regarding roster status at any point in the season or offseason will be resolved by the Commissioner and Rink Management.

18.6 No team may exceed 15 rostered skaters and each team is assigned one goaltender.

19.0 Rosters are subject to change at any point during the season in an effort to balance the teams roster count. (Therefore, we do not recommend you purchase customized jerseys.)

20.0 All players are eligible to play up to 2 games of regular season before they have paid the rink, after 2 games they will be ineligible until they have paid. (if you have a special circumstance please see Nich Pariman at the rink and the rink may be able to work with you.)

Playoffs

21.0 Playoff games that end in a tie will have the winner determined by a 5-minute sudden death 3 on 3 overtime. If still tied after 5 minutes, a 3-person shootout shall settle the score.

22.0 No substitute or drop in players will be allowed in playoff games for any reason. Only rostered players will be permitted to play for their assigned team. The only exclusion is for goaltenders if absolutely necessary.

Penalties/Suspensions

23.0 Any player that receives two 5-minute major penalties during the course of 1 season will face review by the League Leadership in conjecture with league referees which could result in suspension or expulsion from the league.

24.0 Any player who engages in fighting (determined by referee calling a penalty for such) will incur an automatic one game suspension and review by league leadership which could result in an additional suspension or expulsion from the league.

25.0 Any penalty that results in another player being injured will face league leadership review which could result in suspension or expulsion from the league.

26.0 Any Match penalty assessed by the referee will be reviewed by league leadership and could result in suspension or expulsion from the league.

27.0 Any penalty called for Abuse of Officials will incur an automatic one game suspension and review by league leadership which could result in an additional suspension or expulsion from the league.

28.0 Players are permitted to appeal suspensions or expulsions in writing by emailing npariman@evansville.in.gov to plead their case within 3 days of notification of their discipline.

Scorekeeping

29.0 Designated scorekeepers will be present at every game to assist on ice officials.

30.0 The following team statistics will be tracked via Hockeyshift online software and/or mobile app: **Games played, Wins, Losses, Overtime Losses, Points, Goals for, Goals Against, Differential, Penalty minutes.** Teams earn 2 points for a win of any kind, 1 point for a loss in overtime/shootout, and 0 points for a regulation loss. In the event of a tie in points the team with the fewest penalty minutes will advance.

30.1 The following individual statistics will be tracked: **Goals, Assists, Points, Penalty Minutes, (Goaltenders only) Games Played, Record, Sv%, GAA, Saves.**

Scorekeepers will record these statistics as reported from the on ice referee(s).

Disputes with reporting need refer to rule 4.0.

31. Individual awards may be given at the conclusion of the season as a result of these statistics.

32. Scorekeepers are considered off ice officials for the purposes of abuse of official penalties.

A special thank you to The Puck Hut LLC for sponsoring the Swonder Adult Hockey Recreational League for this season and allowing us to use this software.

Updated and effective:

August 28, 2023