

Center Ice Draft Rec League Rules

All USA Hockey rules will be enforced.

All players are required to show a form of identification (driver's license, state ID, or student ID) to the person at the front desk when signing in. You must sign in with your correct jersey number. Any player that arrives late must sign in with the scorekeeper by providing a form of identification (driver's license, state ID, or student ID). The league must be able to properly track goals, assists, games played (for playoff eligibility) and penalties.

Former/current AAA player, former/current college player, former/current junior player, or former/current profession player will be allowed to play in the Draft Rec league at the discretion of the League Director. Any attempt to falsify registration or to sign in using another name will result in a 3-game suspension to the captain of that team and forfeit of that game.

All rostered players must play in at least ½ of the regular season games in order to be eligible for playoff games.

If no goaltender is available, the shooter tutor will be used. The goaltender and shooter tutor will trade teams ½ way through the 2nd period.

Subs can be used only if they are registered Draft Rec League players in the current session. Captains must notify league director of sub to ensure eligibility. Subs can only be used to get a team to 10 total players. If it is determined that an illegal player is playing, the game will be forfeited by the offending team, and the captain will be assessed a 3-game suspension.

All scheduled games are to be played on the assigned dates. No changes to the schedule will be allowed.

Forfeited games will not be rescheduled.

All scheduled games will be played unless the rink suffers a mechanical breakdown or closes due to extreme weather conditions. If either of these occur, the league will make their best efforts to contact the team captains and officials.

Game format: (3) 15-minute stop time periods. Running clock in the 3rd period if the goal differential is 5 or more. Stop time will resume once the goal differential is reduced to 3 goals. If both teams agree, running clock can be granted at any time before the 3rd period if the goal differential is 5 or more. Each team has (1) 1:00 minute time out that can be used in regulation or overtime.

Blue line icing.

Hat Trick Rule: Any player who scores 3 goals is ineligible to score any additional goals for the remainder of that game (this includes any overtime or shootouts).

Overtime format: 3 on 3 for 5 minutes (running clock for 4 minutes then stop time last minute).

Shootout format: Home team decides which team shoots first. 3-man shootout and then single shooter until winner is determined. Any player that is serving a penalty (minor, major, or a misconduct) is NOT eligible to participate in the shootout. No player may shoot again until all players on his team have shot once.

Any player that is assessed 3 penalties in one game will receive a game ejection, but will be eligible to play the next game.

Any player that is assessed a major and a game misconduct for fighting will receive a 3-game suspension.

Any player that is assessed a match penalty will receive a minimum 30-day suspension.

Repeat offenders of game ejections, game misconducts, major, and match penalties may be removed from the league. Subject to review by the Referee in Chief.

Clock will remain running during a fight until the officials decide to stop it.

Once 15 penalties have been assessed during a game, the clock will go to running time for the remainder of that game. No exceptions.

Abuse of officials will not be tolerated.

The Referee in Chief's and the League Director's suspension decisions are final. If a suspended player plays while suspended, that team will forfeit their game and the team's captain will be suspended for 1 game.

All teams must have matching jerseys with numbers by the 3rd game of the season. Any team or player that does not comply with this will not be allowed to play. The league must be able to properly track goals, assists, and penalties.

In the event of a tie heading into the playoffs, the tie breakers will be:

- 1) Most overall wins
- 2) Head to head, wins vs losses
- 3) Least penalty minutes
- 4) Least goals against
- 5) Coin Flip

Referee in Chief may update rules throughout the season and will notify the teams accordingly.

Revised 8/26/2019