

2011/2012 General Rules – Pettit Center Fall Adult Hockey League

- All players must complete an online registration to be placed on a team.
- Maximum number of players on roster is 25.
- Players may only be rostered on 1 team in 1 division. Preliminary roster must be submitted by September 2, 2011.
- Goalie substitutions will be allowed as long as they play up a level or at their respective level. Goalies may be rostered on multiple teams following this rule.
- **No goalie substitutions will be allowed during playoffs. Goalies will have played in at least 5 games for that team to be eligible.**
- Rosters will be frozen on October 26, 2011 or upon completion of the 3rd regular season game. Cost per team is \$5500.00. \$2750.00 due September 9, 2011, \$1375.00 due November 15, 2011, \$1375.00 due January 15, 2012. If any team has an outstanding balance after January 15, 2011, a 10% service charge will be applied to the remaining balance. No team with an outstanding balance will be eligible to participate in the playoffs.
- Jerseys must be of same color and numbered.
- All players will be issued a helmet decal stating the player's name, team name, and division. The decal must be placed on the player's helmet for that player to be eligible to play. All decals must be in place before the start of the 4th regular season game. Rosters freeze upon completion of the third regular season game. Referees are instructed to enforce this rule. "NO DECAL, NO PLAY" Exception will be decal not issued but player's name appears typed on sign in sheet and photo ID is confirmed.
- All players must provide a photo I.D. upon request by a captain or official.
- USA hockey rules apply to all games.
- Fighting and intent to injure penalties will be reviewed and will carry a 1 game minimum suspension up to removal from the league.
- A player must play in at least 11 regular season games to be eligible for playoffs.
- All games will be 3 -15 minute stop clock periods.
- There will be a 5 minute warm-up prior to each game.
 - Scorekeeper will run the clock for warm-up.
 - Warm up will begin at normal start time unless we are running late in which case warm-up will begin once Zamboni is off of the rink and the doors are closed.
- Running clock will be instituted in the third period when the goal differential is equal to or more than 5 goals. Normal clock will resume if goal differential falls back below 5 goals.
- Regular season overtime: If a game is tie upon completion of regulation we will play one 5 minute running clock 4 on 4 sudden death overtime period. The game clock will be stopped in the event of a minor penalty that requires the removal of a player to the penalty box or an injury should occur. If a player is in the penalty box and a team penalty occurs such as offside or icing the game clock will continue to run but the penalty time will not. The penalty run off will begin when the puck is back in play. If score remains tie at the end of overtime the game will officially be recorded as a tie and each team will be awarded one point.
- Playoff overtime: If a game is tie at the end of regulation we will play a 5 minute running clock 5 on 5 sudden death overtime period. If game remains tie we will institute additional 5 minute running clock 4 on 4 sudden death periods until a winner is declared. All other rules are the same as in regular season overtime.
- No alcoholic beverages are allowed inside of the Pettit Center.
- Abusive or threatening language and actions toward anyone will not be tolerated and will be punishable by possibility of being removed from the league.
 - Abusive or threatening language and actions will be deemed so at the discretion of Pettit Center staff and employees (includes referees).
- Referee decisions are final.
- Locker rooms, team benches, and all Pettit Center property and equipment must be respected at all times. Individuals and teams will be held accountable for any damage to any part of the facility.