

Rule Book



TEAM REPRESENTATIVE MEETING

Prior to each season, HNIR League Managers will facilitate one (or more) Team Representative meeting(s) to discuss expectations, review any rule or policy changes, introduce staff members and field questions.

Attendance by the designated Team Rep (or Alternate) is MANDATORY.

Rules will follow USA Hockey Rule Book with the additional local amendments added below.

SECTION ONE - THE ARENA

1.1 ARENA PROPERTY

Any damage to the Arena property will be paid for by the individual(s) responsible, prior to participation in any further League games. Noncompliance constitutes automatic indefinite suspension from the League and possible legal action. If the individual(s) responsible for the damage cannot be identified, the Team will be removed from the schedule until the damages are paid in full.

1.2 ALCOHOL, CONTAINERS & SMOKING POLICIES

Alcoholic beverages and / or glass containers are prohibited.

Failure to comply with this policy will result in disciplinary action against the offending individual(s), including possible suspension from the League. This rule applies to the dressing rooms and playing area.

Smoking and or smokeless tobacco is not permitted in any of our facilities, due to State laws.

Any player or teams in violation of this alcohol and smoking policy will be given a written warning for the first offence; a two (2) game suspension(player) or four (4) points deducted (team) for the second offence and should a third offence occur, the player or team will be immediately expelled from the League (no refunds will be issued). We remind all HNIR members that the consumption of alcohol in unlicensed locations is against the law and that serious liability issues may arise from this action.

Teams are to be out of the dressing rooms after their games in the specified time period as outlined in the facility.

1.3 ILLICIT DRUG USE

Illicit drug use in any facility is strictly prohibited. Teams or Individuals found in violation of this policy will be expelled from the League. ***No refund will be issued.***

1.4 PERSONAL PROPERTY

The League/Facility accepts no responsibility for lost or stolen personal property. We strongly suggest that no valuables be taken into the Arena locker rooms.

1.5 NOTICES

All Players should check the League website (www.HNIR.net) for any postings concerning game changes, standings and League news. Team Representatives are encouraged to check in with the Facility office before each scheduled game and communicate all concerns to the League Manager.

1.6 ACCIDENTS

All accidents and injuries must be reported to the League Manager and to the Arena Management, immediately after an incident has occurred.

SECTION TWO - LEAGUE ADMINISTRATION

2.1 ELIGIBLE PLAYERS

ALL PLAYERS MUST SIGN THEIR OWN NAMES ON EACH OFFICIAL SCORE SHEET.

Only Players registered with the League may participate.

It is the responsibility of the Team Representative/Captain to ensure all Players have initialed their names on the game roster and that all Players are eligible for participation in the game.

Players arriving before the start of the last period of regulation time will be permitted to participate once they have signed the official game roster. Players who enter a game without signing the game roster may be assessed a two-minute minor penalty for Delay of Game. Players must be dressed and ready to play before the start of the last period of regulation time. Any Player arriving after the last period of regulation time has begun will not be permitted to participate.

All Players participating in an HNIR League game must be age of majority (18) or older.

2.2 PLAYER REGISTRATION

All Players participating in the HNIR are required to complete the HNIR online registration process at www.HNIR.net before their first game.

2.3 TEAM DECLARATIONS

All teams must declare to the league management of their intentions to field a team for each season at or prior to the captains meeting.

NO teams will be added past this deadline.

2.4 TEAM ROSTERS

Team rosters will not be carried over from the previous season(s). All team rep's are required to submit a roster with jersey numbers to the league prior to the teams first game. Team rosters must consist of a minimum of 14 skaters and 1 goalie. Any new team wishing to start play in the league must consist of the above minimums and have all players registered prior to their first game.

2.5 SUBSTITUTE GOALTENDERS – REGULAR SEASON AND PLAYOFFS

Teams may use a consenting Goaltender that is currently registered to play as long as the substitute Goaltender is rostered on a team no more than 2 divisions above the team, he/she is going to substitute for. HNIR League Management reserves the right to approve substitute Goaltenders.

2.6 GOALTENDER INJURY

If a Goaltender goes to the Players' bench due to an injury, he shall retire from the ice and his place shall be taken by an alternate Goaltender and no warm-up will be permitted. Team may continue with six skaters, or forfeit the game. During playoff games, time allotted for Goaltender replacement is at the discretion of the Referees or League Management.

If a Player starts a game as a substitute / alternate Goaltender or injury replacement, he may be substituted and return as a skater.

2.7 GOALTENDER EJECTION

If a Goaltender is ejected from a game for incurring a Game Misconduct, Major (except accidental high sticking) or Match penalty, the game will be forfeited if there is no backup Goaltender

Note: under this scenario a substitute Goaltender is permitted to join the game after the conclusion of the second period of play (see Rule 2.1 above).

2.8 TEAM JERSEYS

All Players must wear matching (color) jerseys, which must be uniquely numbered. Jerseys without numbers are not permitted. In the event of a conflict of Team colors (the Visiting Team Representative and / or Referees will determine if there is a conflict), the VISITING TEAM will wear their alternate jerseys or the League jerseys (cover-ups), provided they are available and requested.

Each Team is strongly encouraged to assign one Captain and up to two (2) Alternate Captains. The Captain's "C" and Alternate "A" must be clearly identified on the sweater.

2.9 ROSTER LIMIT

Each Team is permitted to dress a maximum of 20 Players (including Goaltenders) for an HNIR regular season and playoff games. The number of persons on the bench for any HNIR game shall not exceed 21 (including coaches and / or trainers).

SUSPENDED PLAYERS ARE NOT PERMITTED ON / OR BEHIND THE BENCH WHILE UNDER SUSPENSION.

2.10 SIGNING OF GAME ROSTERS

Due to insurance and eligibility requirements, official game rosters must be initialed by each Player prior to every game. **ALL PLAYERS MUST INITIAL THEIR OWN NAMES ON EACH OFFICIAL GAME ROSTER.**

Any persons behind the bench must also sign the official Game Roster for insurance purposes.

2.11 ROSTER CHANGES

No player who is currently rostered to a HNIR team may be added to a second HNIR team once the team reaches 5 games remaining in the regular season. New players not currently rostered to an HNIR team may be added with approval by the League.

2.12(A) SUSPENSIONS

All infractions occurring before, during and after any scheduled game are subject to review by League Management. HNIR Management has the authority to levy suspensions in accordance with the minimum standards and, at their discretion, increase or decrease suspensions due to extenuating circumstances.

A PLAYER RECEIVING A SUSPENSION IS SUSPENDED FROM ALL TEAMS

UNTIL THEIR SUSPENSION IS COMPLETED (i.e. their return date is achieved). For example, a Player is playing for Team 'A' and Team 'B.' The Player receives a 3 game suspension for Fighting while playing for Team 'A.' The Player must sit out three of Team 'A's' games before he / she is eligible to play again for Team 'A' or Team 'B.' Therefore, if Team 'B' has 2 games in that period of time, the Player will sit out a total of 5 games for the original penalty infraction.

Players are not permitted on the bench (or near the bench) area during games while under suspension.

OFFENSE MINIMUM RECOMMENDED HNIR SUSPENSION:

Game Misconduct	1 Game and Review by League
Major Penalty (First Offense)	1 Game and Review by League
Major Penalty (Second Offense)	2 Games and Review by League
Major Penalty (Third Offense)	3 Games and Review by League
Fighting (First Offense)	2 Game and Review by League
Fighting (Second Offense)	3 Games and Review by League
Fighting (Third Offense)	Balance of current season or minimum 10 games
Match Penalty	Automatic indefinite suspension pending review by League

2.13 MANAGEMENT RIGHTS

HNIR Management reserves the right to suspend or remove Players or Teams that are not displaying the appropriate behavior and / or sportsmanship that reflects the image of the HNIR League.

The HNIR League Manager or League Official (Convener or Designate) makes the final decision on whether a game is defaulted due to one of the Teams not having enough Players to play. Referees are to consult the League Official for a determination at the time of the instance.

2.14 REFEREE QUALIFICATIONS

Every HNIR Referee will be required to be USA Hockey Level II or its equivalent.

2.15(A) GAME PROTESTS – REGULAR SEASON

A Team Representative may protest a regular season game by filing a written submission with the HNIR League Manager within 24 hours of the conclusion of the scheduled regular season game.

The letter must outline the basis for the protest (e.g. ineligible Player, rule interpretation, etc.) Game calls such as a missed penalty, offside, icing or a disallowed goal are not eligible grounds for a protest.

The League Manager will convene a hearing with the Team Representative, another League Official (if the League Manager

deems their participation necessary), a neutral party, and at least one of the Referees involved in the game. Attendance by the opposing Team Rep is optional.

2.15(B) GAME PROTESTS – PLAYOFFS

Protests during the playoffs must be made IMMEDIATELY after the conclusion of the scheduled playoff game. It is the responsibility of the Team Representative to verbally notify the HNIR League Manager of a protest immediately following the playoff game.

The letter must outline the basis for the protest (e.g. ineligible Player, rule interpretation, etc.) Game calls such as a missed penalty, offside, icing or a disallowed goal are not eligible grounds for a protest.

The HNIR League Manager will convene a hearing with the Team Representative, another League Official (if the League Manager deems their participation necessary), a neutral party, and at least one of the Referees involved in the game. Attendance by the opposing Team Rep is optional.

SECTION THREE - PROTECTIVE EQUIPMENT

3.1 GOALIE MASKS

Goaltenders may not wear homemade masks. HNIR strongly recommend the use of HECC approved helmets and masks. If a Goaltender chooses to use non-HECC approved equipment, a waiver will have to be signed by that Player prior to the first scheduled game, absolving the HNIR League and Frozen Pond Investments, LLC of any responsibility for any injury incurred.

3.2 HELMETS

Helmets are mandatory and must be worn by all Players and Referees. Helmets must be HECC approved (no Gretzky / Jofa shell helmets) with properly fastened chinstraps. A Minor penalty will be called should any Player not have his / her helmet chin strap fastened properly. This rule will be enforced by the Referees and League Officials for all games.

3.3 FACIAL EQUIPMENT

Face shields or visors are strongly recommended for all Divisions within HNIR. If a Player has removed the visor from his helmet, the visor hooks on the sides and front of the helmet must also be removed as a safety measure. Offending Players will be ordered off the ice and may not return until the hooks have been removed.

3.5 GOALTENDER SKATES

An Official or Player, other than a Goaltender, shall not be permitted to use Goaltender skates.

3.6 MOUTH GUARDS

Mouth guards are strongly recommended for all Players in all Divisions

SECTION FOUR - PLAYING RULES

4.1 ICING

Icing the puck is completed the instant the puck crosses the goal line of the non-offending Team. All icing calls will be initiated by any Team, equal or superior in numerical strength, shooting, batting or deflecting the puck into the defending zone from behind the center red line.

4.3 STICK & EQUIPMENT MEASUREMENTS

Stick and equipment measurements will NOT be permitted. However, if in the opinion of an Official, any stick or equipment poses a threat to the safety of other Players, the Player will be asked to remove it from the game.

4.4 DEFAULTED GAMES

The following situations will result in a defaulted game:

- a) If either Team does not have a minimum of 6 players on the ice by ten (10) minutes after the scheduled start of the game.
- b) If a Player who has been ejected from the game for any reason does not leave the ice in a timely manner (discretion of Referee or off-ice Official). It is the Team's responsibility to ensure an ejected Player leaves the ice surface and returns to their assigned dressing room (see Rule 5.22).
- c) If a Goaltender is ejected from the game and is not replaced within the ten (10) minutes allotted.
- d) If a Team chooses not to continue the game after an injury to their Goaltender (see Rule 2.6).
- e) If either Team cannot field the minimum number of Players at any point during the game due to Players being ejected.
- f) If either Team refuses to continue the game for any reason other than safety concerns agreed to by the Referees and League Official.
- g) If either Team fails to meet the financial payment terms of the League.

The Team that the default was committed against will get the game ice slot for their use for a scrimmage or practice. Referees and Timekeepers will not stay on the ice once the game has been declared a default. The game result will be listed as a 5-0 win for the non-offending Team. The game will not be rescheduled.

HNIR Management will outline the facility's defaulted game policy at the Team Representative meeting. In a situation where both Teams default, the game will be cancelled and both Teams will receive a loss.

4.5 PROCEDURE FOR START OF GAMES

The following procedure will be in place for the start of all HNIR games:

At the start of the scheduled ice time or once the ice resurfacer doors close (whichever comes last), the warm-up time (3:00) will start running down.

In situations where one or both Teams are unable to field the minimum 6 Players at the end of the warm-up or are not ready for the face-off, the following procedure will apply:

- a) The game will start as long as the offending team(s) have a minimum of four (4) players.
- b) After ten (10) minutes if the offending team(s) do not have six (6) players the game will be declared a forfeit.
- c) If the offending team(s) have less than four (4) players at the start of the game the game clock will run but the game will not commence. If after ten (10) minutes have elapsed and the team(s) do not have six (6) players the game will be declared a forfeit.

4.6 TIME OUTS

Each Team is permitted one thirty (30) second time out per game.

Both Teams are not permitted to take their time out during the same stoppage in play.

Note: Teams may use their time out during the overtime period of playoff game (provided it was not used during regulation time)

4.7 GOAL CREASE

Players in the offensive zone are not permitted to enter the crease area under any circumstance before the puck enters the crease area.

If a Player's skate(s) enters the crease voluntarily in any manner, the Referee has the discretion to blow down the play, and a face-off will take place at the nearest spot in the neutral zone.

Only if, in the opinion of the Referee, the defending Team has clear possession and control of the puck, with a clear path to moving out of the zone, the Referee shall allow play to continue.

4.8(A) OVERTIME – REGULAR SEASON

Should the game remain tied following the conclusion of the game, a five (5) minute running time sudden death period will be played.

- a) Goalies do not change ends
- b) Teams will play 5 on 5
- c) If the game is tied at the remainder of overtime it will be recorded as a tie.

4.8(B) OVERTIME – PLAYOFFS

Will follow regular season overtime rules for all playoff rounds.

For Championship games the following format will be used:

The format for overtime will be a 5 on 5, sudden victory, five (5) minute running time period (last minute stop time). Any players ejected from a game will not be permitted to return for any overtime period(s) under any circumstances. If the game is tied at the end of overtime a three man shoot out format will be used in accordance with USA Hockey shoot out guidelines in **4.8(c)**

4.8(C) OVERTIME - SHOOTOUT

Should the game remain tied following the conclusion of the overtime period in a playoff game (regular season excluded) a shootout will be conducted to determine a winner. For the shootout the following will occur:

- a) Goalies do not change ends
- b) 3 Shooters per Team

- c) Any penalty in the overtime period, that has not expired, will eliminate the penalized Player from shootout participation
- d) The Home Team will choose which Team shoots first
- e) Once a player has attempted his shot, they shall move to the side of the rink opposite the players' bench.
- f) Referees use USA Hockey procedures for penalty shot.

If the game remains tied following the first three shooters, sudden victory will decide the game winner (i.e. one Team scores, the other does not). All Players must shoot before any Player takes a second shot. The deciding factor will be the smaller bench strength, before a Player takes a second shot.

4.9 15-SECOND FACE-OFF RULE

After each stoppage in play, the 15-second face-off rule will be used. The Referee will use the following procedure: ten (10) seconds following any stoppage in play, the Referee administering the face-off will blow his / her whistle to indicate that in five (5) seconds the puck will be dropped. Teams should line up at the face-off location accordingly.

4.10 PLAYER INJURY – BLOOD DRAWN

If a Player is cut during a game and blood is drawn, the Player must leave the ice to clean and bandage the wound prior to being allowed to return.

4.11 FACEOFFS

All face-offs will take place one of the nine faceoff locations on the ice nearest the last legal stoppage of play. Teams receiving a penalty will result in a defensive zone faceoff.

4.12 DIVISION 5 INDIVIDUAL GOAL SCORING

For Division 5A and 5B, no player can score more than three goals. If a player scores a fourth goal or subsequent goal it does not count on the scoreboard but faceoff comes to center ice.

4.12 STANDINGS & PLAYOFFS

Standings will be set using the Sports Engine preset of “Current NHL Standings” settings.