

Kettler Capitals Iceplex Adult League Rules

ROSTERS

- Each team is required to email an updated roster to the Hockey Director.
- Each team can have a maximum of 23 players on the roster and 20 players dressed for a single game.
- All rosters changes need to be emailed to the Hockey Director before that player can participate.
- The HD has the right to move any player he deems too strong for the level.
- A forfeit will be declared if the player plays in the game and is found not to be on the team.
- Every player must have his/her number on the back of their jersey or they will not be allowed to play.
- Players on the same team can not have duplicate numbers.
- All players must be registered with USA Hockey.
- No changes to the roster can be made after the team's 10th game.
- In the case that two teams have the same color jersey's, the home team for that game has the option of picking which color to wear.

SUSPENSIONS

- Major Penalties carry an automatic Game Misconduct.
- Any player receiving a game misconduct will be ejected from that game and must serve one additional game. That player is ineligible in all leagues until his suspension is served in the league he received it. Game misconducts can be issued for on or off ice infractions.
- Players receiving 4 or more penalties in a single game will be ejected, but not suspended.
- A Match penalty is an automatic 30 day suspension + # of games decided by the HD on top of the 30 days.
- Fighting Standard:
 - Any player in an altercation will receive a 5 minute major and a game misconduct. Second offense is an automatic 3 game suspension. Third offense in a season will result in expulsion for one year.
- If a player has a history of receiving numerous penalties or becoming an issue the Hockey Director has the right to review the players behavior and issue a suspension or expulsion from the league.
- Any team that uses a suspended player will have that ineligible player suspended for two additional games. The team captain will also be suspended for the length of time the player is suspended.

PLAYOFFS

The regular season standings will determine playoff seeding. Each team receives 2 points for a win, 1 point for a tie, and 0 points for a loss or forfeit. Teams tied in the standing will be seeded by the following tie-breaker procedure:

1. League wins
2. Head to Head vs. tied team (2 teams only)
3. Goals for minus goals against the tie teams (2 teams only)
4. Goals for minus goals against for entire season
5. Goals against
6. Least PIMS
7. Coin flip

OVERTIME

There is no overtime for a regular season game. Games can end in a tie, and both teams will receive one point.

- **PLAYOFF OVERTIME POLICY:**
If tied after regulation play, there will be a 5 minute sudden death period. Both teams will play with 5 players and a goalie unless a team is shorthanded.

If still tied, we will proceed with a NHL style shootout. Both teams pick 3 shooters. If it is tied after the 3 shooters, it becomes sudden death shootout. Every player must shoot before you reuse a player. As soon as one team uses all their players, both teams are able to reuse shooters. A player that is serving a penalty at the end of the 5 minute overtime is not allowed to shoot in the shootout.

EQUIPMENT

All players in C1 must wear full face protection (full cage or full clear view shields). Wearing a half shield or cage will not be accepted. All players in C2 must wear at least a half shield. All players in C3 or higher are not required to wear face protection. Kettler Capitals Iceplex highly recommends all players wear full face protection. The half shield must protect the player's eyes.

GAME RE-SCHEDULING

If a team needs a game rescheduled, both teams involved must agree to the change. If Kettler Capitals Iceplex needs to reschedule a game both teams will be emails. The rescheduling of games may require each team to play more than once in a week in order to finish the season in a timely manner. The league will attempt to avoid such circumstances, but reserves the right to do so. Thank you for your understanding.