



Ice Vault House League Guidelines

The Ice Vault will play under the rules and regulations of USA Hockey.

As an affiliate league the following will also be implemented:

Roster Rules

- 1. The preliminary roster is due one week prior to the start of the season.** As of the date of the first league game, if a roster is NOT submitted, any game played will be considered a 1-0 forfeit, regardless of score.
- USA Hockey coverage for all players and bench personnel is required. Players can register on line on their own at www.usahockey.com
- 3. Rosters will remain open for you to add or drop players until the last game before playoffs. ROSTERS will be frozen for all playoffs.**
- Roster Size – Each team will have a minimum of 11 players with a maximum of 25 players. However, no more than 20 can dress for a game.
- Only players on the team roster may play for that team.
- Teams are discouraged from double rostering because NO scheduling changes will be considered to accommodate a player participating on two teams. **NO EXCEPTIONS!** *In the event a team has only one goaltender and that goaltender is injured or unable to participate, an emergency goaltender can be used only after it has been cleared by a member of the hockey department.
- All teams need matching jerseys with numbers. If you have 2 sets of jerseys, please try to use the same number for the player.
- A youth player may play up at the organization's discretion, however, it is strongly suggested that an evaluation be requested for players moving up from Squirt to Pee wee. **NO** player may play down a level.
- 9. Coaches need to obtain their locker room key and check their scoresheet when they arrive.** Scoresheets need to be reviewed before the game by both coaches or team heads-only players on the scoresheet and roster may participate. Players not in attendance need to be crossed off the scoresheet. Please note: If, during the course of a game, a player is on the ice and not on the scoresheet, the offending team receives a minor penalty under USA Hockey rules. **At the conclusion of a game**, a coach or manager for each team will need to sign the scoresheet to indicate they reviewed and approved it. This is the only time you can note a dispute concerning scores and assists or penalties assessed.
- 10. In order to be eligible for league playoffs, a player must have participated in 5 games of the Ice Vault League Games during the regular season, NOT including playoff games.** An exception will be taken into consideration for players who just moved into the area.



Length of Games according to Age:

If a game is running out of ice time, the amount of time remaining in the third period will be reduced to half of the time left (e.g. – 50 minutes used in a 1 hour game for 2 periods, this leaves 10 minutes until the end of the game – game time for the 3rd period will be 5 minutes.)

- Mites – Blue pucks only! Cross-ice games & Half-ice games, Coaches act as referee's
- Squirt games 12 minute periods (15 minute periods for the spring season) (**10 goal mercy rule applies after completion of second period**)
- Pee wee games 15 minute periods (**10 goal mercy rule applies after completion of second period**)
- Bantam/Middle School games 15 minute periods (**10 goal mercy rule applies after completion of second period**)
- JV games 15 minute periods (**10 goal mercy rule applies after completion of second period**)
- Adult games 15 minute periods (**10 goal mercy rule applies after completion of second period**)

Scoreboard

- Adult League – The Ice Vault staff assigns scorekeepers, however, if there is no scorekeeper, then home team provides scorekeeper. (Scorekeepers for Adult games are paid by the rink)
- For youth, the Ice Vault also assigns scorekeepers, however if there is no scorekeeper, then home team is responsible. (Scorekeepers for youth are paid by the rink)

Penalty times according to Age:

- Squirt, Pee wee, Bantam, Midget
2:00 minor, 5:00 major, 10:00 Misconduct
- Adult games 2:00 minor, 5:00 major, 10:00 Misconduct

Penalty Guidelines

Adult & Youth League

Fighting (Automatic Suspension!)

First incident = 2 game suspension
Second incident = 4 game suspension
Third incident = League Expulsion

(All fighting majors will be reviewed with the input from the league as well as the officials)

Major Penalties (Not Fighting)

First incident = 1 game suspension
Second incident = 2 game suspension
Third incident = league expulsion

Minor Penalties

3 minor penalties for a player will result in a game ejection

Game Misconduct for unsportsmanlike conduct – “Abuse of Officials”

First incident = 1 game suspension
Second incident = 3 game suspension
Third incident = league expulsion

- **Any Player that's thrown out of an adult game will not be permitted in the bar after the game!***



Behavior Problem from stands

For all Youth teams, parents will be required to sign a Parental Behavior form.

Penalty may be assessed to team – 2 minutes

Offending person(s) to leave rink before game resumes AND will not be permitted to return for 30 days!

Mercy Rule

ADULT AND YOUTH LEAGUES AT BANTAM, MIDDLE SCHOOL, JV & VARSITY

After the second period, if there is a 10 goal differential or 15 penalties (15 penalty combined total), then the **Game Ends**

* Coaches can use remaining ice time for ½ ice practice – at team’s discretion

Fast face-off Rule (USA HOCKEY) – Ice time is very expensive, don’t waste it making changes, and quarterbacking

Players/Parents are to employ the “24 Hour Rule”. This means that should one have a problem with anything that takes place in a game and wish to voice his/her concerns, he/she is to wait 24 hours after the game has ended before confronting a member of the rink staff, hockey department or referee assignor. This is a proactive measure to ensure that cooler heads prevail.

The Hockey Department has complete and final jurisdiction in all circumstance.

If anyone has any questions or issues, please contact the hockey department.



PLAYOFF FORMAT

Games play to conclusion.

**If tied at the end of regulation, there will be a
5 minute SUDDEN DEATH overtime
(Goalies remain in the net closest their bench).**

**If tied at the end of the overtime, shoot-out.
5 players (goalies do NOT change nets.)**

**If still tied, the shoot-out continues as SUDDEN DEATH
with the next player, etc...
(*Shooters do NOT repeat
UNTIL THE ENTIRE BENCH IS USED!)**