

# 2021-2022 TELLURIDE COED HOCKEY

## LEAGUE RULES

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### GENERAL GUIDELINES:

The Telluride Coed Recreational Hockey League shall follow the rules & code of conduct described in the USA Hockey Rule Book with the following exceptions or clarifications listed below. This is a friendly, non-check, non-slap shot, recreational program for adult men & women. The primary goal of this League is having FUN. Bad attitudes & aggressive play are PROHIBITED. Players not able to control their temper or aggressive style of play will be removed from the league. The Parks & Recreation Department reserves the right to change or add rules necessary for safety or enjoyment of the game.

**Grey sections indicate new rules or rule changes.**

### ROSTER RULES

- Team Formation: Players will be **DRAFTED** onto teams. The **DRAFT** is final & players may not change teams during the course of the season. The addition of non-registered players or players from other teams is not allowed.
- Substitute Players: A substitute player's skill level may not exceed that of the player they are playing for. All substitutes must be approved by Parks & Rec Staff at least 2 days prior to game day. All substitutes must be acquired from the substitute list. Teams may only utilize as many subs as necessary to bring their male or female roster numbers to the minimum necessary per the substitution policy (see below). Medical exceptions may be made at the time they are communicated with League Commissioners.
  - **Goalies** who have been committed to the Adult Coed Hockey League for 3 or more years are eligible to participate as a substitute skater as many times as available during the season without vacating scheduled goaltender assignments.
  - **Female** substitutes may be used if less than 4 rostered female players are available for a given game.
  - **Male** substitutes may be used if less than 6 rostered male players are available for a given game.
  - **Eligibility**:
    - Only male and female players who are registered for the Adult Coed Hockey League and available to all teams are eligible to play as subs.
    - Substitute players may only participate in 1 game per day unless no other subs are available.
    - Substitute players may participate in 4 games before they are required to pay  $\frac{1}{2}$  of the season's full-time player rate (\$87.50 in 2021-22) and gain eligibility for 6 more games in the current season. In the event a permanent roster spot opens, both the sub and permanent roster spot fees will be adjusted according to remaining game slots.

- If a roster spot becomes available during the season due to injury, illness or other unforeseen circumstance, then a player from the sub list of similar skill will be contacted in the order in which they registered to fill the roster spot for the remainder of the season. If the player from the wait list declines the roster opening, then they will remain on the sub list for the remainder of the season and not be offered a full-time roster spot for the rest of the season. The price of participation will be prorated based on the number of games remaining in the season.

## REFEREES

Each coed team is required to provide a USA Hockey or Town of Telluride certified referee for their team's mandatory referee assignments which will be indicated on the League schedule.

Referees must have some experience, understand the rules of ice hockey, and have the ability to physically keep up with play.

- In order to become a Town of Telluride certified referee one must attend a referee clinic & pass an exam with a score of 80% or higher. Referees must have their test turned into the Recreation office by 4:30pm on the Thursday of the weekend they wish to officiate. Referee exams received after 4:30pm may not be graded until the next week.
- Previous year, non-USA Hockey Town of Telluride certified referees are required to take a referee exam prior to officiating any games. They are also required to attend a referee clinic every other year in order to maintain current knowledge of rules, positioning, and procedures.
- Current USA Hockey Certified Officials are exempt from attending the clinic & taking the exam.
- Upon the conclusion of a game, referees are required to verify all penalties & the score listed if requested by League Commissioners.
- Non USA Hockey certified Officials may not work more than one game per evening without Parks & Rec approval.
- If a team fails to provide a referee for an assignment, that team will be subject to pay a \$50 administrative fee & will be ineligible for League play until said fee is paid. A 2<sup>nd</sup> missed referee assignment will result in an additional \$50 fee & a 2-point deduction from the team's overall point standings. A 3<sup>rd</sup> missed assignment will result in yet another \$50 fee & eliminate the team from eligibility in the Playoff Tournament. A 4<sup>th</sup> offense will result in a \$50 fee & eliminate the team from the remainder of the regular season and/or Playoff Tournament.

## ADULT COED HOCKEY LEAGUE RULES

1. **ALL GAMES will be NON-CHECKING.** As incidental contact cannot always be avoided, the referee's judgment decision, regarding contact, is final & may not be protested. **Intentional physical contact & aggressive play is PROHIBITED.** At the discretion of the referee, a player can be assessed a MINOR or MAJOR penalty for blatant abuse of this rule under the title **Intentional Contact** and/or **Aggressive Play**.
2. **NO SLAP SHOTS** - Slap shots will not be allowed by any player. A slap shot shall be ruled as whenever a player's stick is at waist level or above on the backswing in an attempt to hit the puck toward the goal, clearing the puck from a zone, or faking a shot or a clear in any zone. **A Minor Penalty will be assessed to any player who attempts a slap shot & a Major Penalty will be assessed in the event an injury is incurred as result of a slap shot.**

3. **Icing Update:** Icing shall *not* be nullified if the offending team is short-handed when the puck is shot. Icing is in effect at all times.
4. **MAXIMUM NUMBER OF GOALS PER PLAYER PER GAME** - Any male player with an Advanced (A) player rating may score 1 goal per game. Male players with an Advanced-Intermediate (A-I) rating & female Advanced players may score 2 goals per game. There is not a goal limit for male players rated as Intermediate and below & female players rated as A-I & below. If a "goal" is scored by a player who has already reached their game allowance, the goal shall not be allowed & a face off will be taken as though the goalie has frozen the puck. *Parks & Recreation reserves the right to change a player's ability rating at any point during the season.*
5. **LENGTH OF GAMES** - All games will be played with 3, 13 minute stop time periods. Curfew will be imposed upon any regular season game that cannot fit into the hour & fifteen-minute time slot. Curfew time will be determined by dividing the remaining game time by 2. The best way to avoid curfew being imposed is to start the games on time. *Parks & Rec may extend game/period length if games consistently end prior to curfew.*
6. **Mercy rule is effective at varying degrees at all points during the game.**
  - a. If a goal differential becomes 5 goals at any point during the game, the team in the lead shall remove one male player from the ice and play shall continue. If a goal differential becomes 6 goals at any point during the game, the team in the lead shall remove one female player from the ice and play shall continue. When a 7-goal differential is met and only 2 players would remain on the ice for the leading team, the game shall be considered complete.
  - b. If the trailing team reduces the goal differential, the leading team will add players back to the ice for each goal scored until the differential is such that each team is at full strength.
  - c. If at any point during the course of a game, a goal-limited player (men's A or AI and women's A rated player) scores a goal intentionally, per referee or Parks & Rec judgement, to initiate or perpetuate the Mercy Rule, then the goal-scoring player will be assessed a minor penalty for Unsportsmanlike Conduct. The goal shall count.
  - d. Whenever a team is playing short players due to the mercy rule, all rules shall apply as though the team is playing at full strength (e.g. icing, gender ratios)
7. **Team Composition** - Teams are composed of both male & female players. Each team must dress a minimum of 5 (five) skaters for each game. There must be at least 2 women on the ice during League play. If only one woman shows up for a game, then that team must play short a player (exceptions to this rule may be approved by Parks & Rec and both team managers on a situational basis). *Failure to dress the minimum number of players or start with the minimum number of women will result in a 0-7 forfeit (Mercy Rule GA).* If a team forfeits a game, that team will pay a \$50 fee to their scheduled opponent & will be ineligible for League play until the \$50 fee is paid. A 2<sup>nd</sup> forfeit will result in the payment of an additional \$50 fee to their scheduled opponent & a 2-point deduction from the team's overall point standings will occur. A 3<sup>rd</sup> forfeit will result in the offending team's payment of \$50 to their scheduled opponent & eliminate the team from eligibility in the Playoff Tournament. A 4<sup>th</sup> forfeit will result in the payment of \$50 to the team's scheduled opponent & eliminate the team from the remainder of the regular season and/or Playoff Tournament. Games that result in a forfeit can be played as a scrimmage without

referees or a scorekeeper.

8. **ALCOHOL & TOBACCO** - Open containers / alcoholic beverages may **not** be consumed in the Town Park Pavilion (Hanley Rink) during scheduled adult recreational programs while COVID mask protocols are in place. Alcoholic beverages may be consumed if and when mask ordinances have been rescinded. **NO GLASS ALLOWED!** Smoking is prohibited in the Town Park Pavilion. No alcoholic beverages or tobacco products allowed on the player benches or playing surface at any time. Teams that violate this rule will first be given a warning. Subsequent violations of this rule will result in a bench minor. Third violation will result in a forfeit of a given game.
9. **STANDINGS** will be determined by the following point system: 2 points for a win, 1 point for a tie, 0 points for a loss. Ranking will be determined using this point system less any loss of points due to an administrative loss for failure to fulfill mandatory referee assignment(s) and/or forfeiting a game(s).
  - a. Teams that **Forfeit** a game will be assessed a loss with a score of 0-7.
  - b. **Tie Breaking Rules**
    - i. Any second or subsequent missed referee assignment will automatically drop a team from a tie.
    - ii. Any team involved in a tie that has forfeited a game shall automatically lose the tie breaker.
    - iii. 2 and 3 way ties will be broken using the following factors in this order: **A)** head to head results (who beat who) **B)** fewest goals allowed **C)** fewest penalties during the season, **D)** greatest number of different players recording a goal during the season, and **E)** Coin Toss during a three way coin toss, all three team managers shall toss one coin and the odd coin will be the team that is eliminated.
10. **GOALTENDER RULES**
  - a. **STANDINGS** will be determined by their individual Goals Against Average (GAA). The 12 goaltenders with the highest participation rate during the regular season will be eligible for the playoff tournament. The goaltender who fills in for the most extra game slots outside of their regular assignments will receive a gift certificate to their choice of a Telluride business or hockey equipment retailer. Empty net goals do not count against a goaltenders GAA.
  - b. **DELAY OF GAME** minor penalties may be assessed to any goaltender who does not demonstrate a reasonable effort to play against all opponents in an equitable manner. This ruling applies to any shot that can be saved by a goaltender with *ordinary effort* in the judgment of game officials.
    - i. If a shot is intentionally allowed into the goal in the opinion of game officials, play shall be stopped and a minor penalty assessed to the team on which the goaltender participates. A player on the ice at the time of the infraction will serve the penalty. The subsequent face-off will take place at the end zone face off dot nearest to the origin of the shot.
    - ii. If the intentionally allowed goal is last touched by an attacking player who has reached their goal quota for a given game, the goal will be added to the goaltender's GAA for the overall season, but not to the score of the current game.
11. **SHOOTER TOOTER RULES (when no goalie available)**
  - a. The 1<sup>st</sup> (initial) Shot must be taken from outside of goaltending crease.

- i. Rebounds following initial shot may be taken from within the crease.
  - ii. Initial shots that are taken from within the crease that go into the goal shall be disallowed.
  - iii. Face-offs will be moved to the nearest neutral zone face-off location in the event of a disallowed goal.
- b. Wrap-Around shots from behind the goal are permitted. Both feet must be behind the goal line at the time the puck is released from the stick on a wrap-around attempt.
- c. All regular goaltending crease rules apply.
  - i. No attacking player may position themselves or stick within the crease prior to the puck entering the crease.
  - ii. No defending player may cover the puck within the crease. In this case a delay of game minor will be assessed.
- d. Goaltending
  - i. Defensive players may pass through the goal crease, but not occupy the crease in a goaltending capacity.
  - ii. Play may be stopped and a face-off conducted at the nearest end zone face-off spot.
  - iii. Prevented obvious goals by defensive players within the crease will be awarded to the attacking team.

## 12. PLAYOFF TIEBREAKERS (OVERTIME)

- a. In the event of a tie after the conclusion of the third period (excluding the championship game- 10 minute Sudden Death OT), a 5-minute stop time sudden death period (golden goal) will be played (after a 2-minute rest).
- b. If the score is still tied after the sudden death overtime period, then a five (5) shot shoot-out will result. Shoot-out lineups must alternate male-female-male-female-etc. Teams will alternate shots until each team has taken five shots. If a tie still exists after five (5) shots for each team, the shoot-out will continue until one team makes a goal & the other team misses. All odd-numbered shooters will be male and *all* even numbered shooters will be female. Every player on each team will have an opportunity to shoot before rotating back to the top of the shooting order. **If, after all team members have shot and a tie still remains, all subsequent shooters will consist of the initial 5 shooters for each team repeating their order until a winner is decided.** Home team has the option of shooting first or deferring to the visiting team. Substitute players are not permitted to shoot in a shoot-out **until all fully rostered players have had the opportunity to shoot.**

## 13. PENALTIES

- a. **Minor Penalty (2 minutes):** Minor penalties may be assessed to players for USA Hockey infractions, openly disputing or arguing any decision by an official, using obscene or vulgar language (including swearing) even if it is not directed at a particular person, **visually demonstrating any signs of dissatisfaction with an official's decision, calling out an official by name in dissent of a call, or banging the boards or ice in show of protest or support of negative behavior.** Any player that accumulates 3 minor penalties in a game will be assessed a *game misconduct*.
- b. **Major Penalty (5 minutes):** Major penalties may be assessed to players for USA Hockey infractions or persisting in any actions penalized under minor infractions. **Minor penalties that are conducted in a manner that are considered careless, dangerous, reckless, or**

result in an injury will result in a Major penalty. Players receiving a major penalty will be assessed a *game misconduct*.

- c. **Game Misconduct:** Game misconduct penalties may be assessed to players for USA Hockey infractions, receiving a major penalty, or receiving three minor penalties in one game. Any player receiving a game misconduct will be immediately removed from the game & serve a 1 game suspension before returning to league play. A same sex teammate on the ice at the time of the infraction is required to serve the penalty time derived from the penalty whether a minor, double minor, or major. Parks & Rec has 30 days to review the penalty and assess additional penalties or suspensions.
- d. **Match Penalty or Gross Misconduct Penalty:** May be assessed to players for USA Hockey infractions, any player who verbally / physically threatens anyone with violence on or off the ice, excessively verbally abuses an official, scorekeeper, or Parks & Rec Staff person, or receives a second game misconduct penalty in a season. Players will be immediately removed from the game and assessed at a minimum a 3 game suspension. All match or gross misconduct penalties will be reviewed on a case by case basis to determine if further disciplinary action is necessary. The suspended player will not return to League play until the suspension is served completely & receives clearance from Parks & Rec to return to play. A same sex teammate on the ice at the time of the infraction is required to serve the penalty time derived from the penalty. Parks & Rec has 30 days to review the penalty and assess additional penalties or suspensions.
- e. **10 Game Offenses:** include Fighting (fisticuffs) where any punch is thrown or receiving a 3<sup>rd</sup> or subsequent game misconduct penalty. Any player(s) involved in a fight will be immediately ejected from the game and required to leave the Hanley Pavilion & Town Park as quickly as possible. If the player(s) don't leave the park their team will be forced to forfeit.
- f. **Goalie Safety:** For any infraction committed against a goaltender by another player, the player committing the infraction may be issued a double minor penalty. The double minor shall be recorded as two (2) penalties on the scoresheet and will contribute to a player's and team's overall season total as two (2) penalties.
  - i. Blatant, late, and excessive infractions committed against goaltenders shall be treated as Intent to Injure and an automatic Match Penalty.
- g. **Abuse of Officials**
  - i. Any participant who engages in persistent dissent to an official or administrator will be issued a warning by officials and/or administrators.
  - ii. Any participant who continues dissent subsequent to warning, engages in severe dissent, or verbally abuses an official or administrator will be removed from the game and required to officiate a game before returning to league play.
    - 1. If the participant in question is not a certified official, a referee clinic will be scheduled and the participants will participate in the clinic and pass the exam, as all officials do, prior to officiating.
    - 2. Certified officials may officiate at their soonest opportunity before returning to play, but not on the same night an infraction was incurred.
  - iii. A 2<sup>nd</sup> infraction will require the participant to officiate 2 games before returning to play.
  - iv. A 3<sup>rd</sup> infraction will remove the participant from league and tournament play for 10

- games.
- v. Physical abuse will not be tolerated and more severe punishment will be considered upon incident review.
- h. 4 Basic Criteria for Penalties
  - i. Injury Potential
  - ii. Negates a scoring opportunity
  - iii. Causes an immediate change in possession or advantage
  - iv. Blatantly obvious infraction
- i. **Face-off Locations:** Any time a penalty is assessed that appears on the game clock and causes a team to be short-handed, the ensuing face off shall take place at the defending zone face-off spot of the offending team.
  - i. Exceptions include a goal nullifying the offending team playing short-handed, a penalty is assessed at the end/start of a period, at which point the subsequent face-off will occur at the center ice face-off spot.
  - ii. An additional exception includes when play is stopped as a result of a violation by the non-offending team, at which point the subsequent face-off will take place at the appropriate neutral zone face-off location according to a last play stoppage.
- j. **Team Penalty Limits:** Teams that accumulate a designated number of penalties throughout the season are subject to the following punishments:
  - i. 15 Team Penalty Points: \$50 Fine
  - ii. 20 Team Penalty Points: \$50 Fine + Administrative Loss (-2 Points form team standings).
  - iii. 25 Team Penalty Points: \$50 Fine and potential loss of Playoff Tournament eligibility, removal from tournament, or removal from league.
- k. League Commissioners reserve the right to assess penalties as off-ice officials. Penalties may be assessed to players on the benches. Instances in which penalties are called by off ice officials, the buzzer on the scoreboard will serve in the same capacity as the referee's whistle. Depending upon the infraction and the appropriate point in time to stop play, penalties may be assessed during stoppages in play and play may be stopped to assess a penalty.

#### 14. SUSPENSIONS

- a. Any player accumulating **4 non game misconduct penalty points** will serve a 1 game suspension, **a total of 7 non game misconduct penalty points** will derive an additional 3 game suspension, **a total of 9 penalty points** will derive a 10 game suspension.
  - b. At the conclusion of the regular season, players who have not been suspended will have their total reset at the start of playoffs.
  - c. Any player assessed a **2<sup>nd</sup> game misconduct** during the course of a season will receive a 3 game suspension.
  - d. A player receiving a **3<sup>rd</sup> game misconduct** will receive a 10 game suspension.
  - e. All suspensions will carry over from the regular season to the playoffs and from the playoffs into a player's next registered season.
  - f. Parks & Rec reviews all penalties.
15. **Damage to the facility** - Damaging or attempting to damage the facility will result in an automatic ejection from the league for not less than one year. Attempting to "damage" will include punching, hitting, swinging sticks or equipment at any part of the Hanley Rink.

## 16. Player Eligibility

- a. **Players Age** - All players must be 19 years of age (or post High School) to be eligible to participate.
- b. Players may play on only **one** team. Violations of this rule will result in forfeiture of all games in which said player participated.
- c. **Wounds/Blood** - The on-ice official or Parks & Rec Staff may remove a player from a game if it is believed that an open wound or blood stained uniform/equipment poses a health/safety risk to other participants.

17. **PLAYING TIME** - Any player exceeding the **Time Per Player : Players Per Bench** ratios below may be assessed a 2 minute minor for **Shift Violation** if they do not take advantage of a reasonable substitution opportunity within the parameters mentioned below. This rule is in effect for both male and female players of all abilities.

- a. **Situation 1:** If there are more than 2 lines of one gender on the bench, then no one player should play for more than 2 minutes at a time per shift. In this situation, all same sex and like-positioned players on the bench should see ice time before a given player may re-enter the playing surface.
- b. **Situation 2:** If there is 1 - 2 lines of one gender per position, then no one player should play for more than 3 minutes at a time per shift. In this situation, all same sex like-positioned players on the bench should see ice time before a given player may re-enter the playing surface.
- c. **Note:**
  - i. Given this rule, Parks & Rec suggests establishing game line-ups to rotate on and off the ice to avoid penalty assessment. Furthermore, the Parks & Rec Dept. suggests 60 - 90 second shifts per player. This rule will primarily be enforced by League Commissioners, but may also be enforced by on ice officials if not compromising their ability to enforce the rules of the game.
  - ii. The quantity of players per line may not vary by a factor of more than one from one position to another. Meaning, the number of players per position per gender must be within one player of the opposite position.

18. **Puck & Play Advancement:** Teams that have clearly established puck possession and control must advance the puck out of their own defensive zone and cross their defensive blue line within 10 seconds of established possession. Failure to advance the puck and play out of the defensive zone within 10 seconds with minimal or no resistance from the opposition will result in a minor penalty for **Delay of Game**. The 10 second count may be reset or disregarded if a turnover occurs or the opposition presents a fore-check that prevents unimpeded puck advancement.

## 19. PLAYER'S RESPONSIBILITIES

- A. **Player Conduct** - It is the responsibility of every member of the team to assist their managers in controlling the actions & emotions of each individual on the team, as well as that of their team's spectators. Failure to do so may result in the entire team being dismissed from the league for one year. Players who are not team managers are not permitted to communicate with game officials.
- B. **Rule Awareness** - Players are required to review and familiarize themselves with the League Rules and Code of Conduct and demonstrate their knowledge of these through

their playing approach.

- C. **Attendance** - All players are expected to attend as many games as possible during the course of the season. There are players who were not able to play in this league due to roster restrictions. Players unable to participate regularly, unwilling to attend games, or indifferent to their playing status in this league need to re-evaluate their reasons for participating in this league. Players must attend at least 9 of the 12 guaranteed games during the 2021-22 season in order to maintain eligibility to participate in the League during the 2022-23 season. If you miss 4 or more of your team's guaranteed 12 games then you are subject to loss of ability to have a full roster spot the next season. Exceptions may be made on a case-by-case basis by Parks & Rec in advance of the absence(s).
- D. **Communication with Managers** - Players are responsible for communicating need-to-know information to their team managers such as missed attendance, game issues, or league issues. Players who fail to inform their team managers of 2 missed attendances may be removed from the league.

## 20. MANAGER'S RESPONSIBILITIES

- A. **PLAYERS' CONDUCT** - Team managers will be responsible for the conduct of the players on their team & the spectators in the stands favoring their team. Ice officials may ask a team manager to control their players and/or spectators.
- B. **RULE AWARENESS** - Managers are responsible to make sure all the players on their roster are aware of the official hockey rules & player code of conduct.
- C. **COMMUNICATION WITH REFEREES** - The managers shall be the only person to handle discussions with referees. If players are not ready to accept the referee's decision, they should not enter into this league. Sportsmanship, control of emotions, & maturity are mandatory.
- D. **COMMUNICATION WITH PLAYERS** - Team managers are responsible for communicating need-to-know information with players from their team. This includes rule changes, schedule changes, information pertaining to League management & policies, and controlling player's emotions & actions during games.
- E. **COMMUNICATION WITH PARKS & RECREATION** - Managers need to keep an open line of communication with Parks & Rec staff in regards to team referees, substitutions, and other team or league issues that may arise.

## 21. PROTESTS

- NO PROTESTS ALLOWED IN THIS PROGRAM. ALL CALLS STAND AS IS & WILL BE SUPPORTED BY THE PARKS & RECREATION STAFF.