



Golden Triangle Ice Hockey League Rules & Standards of Play 2009-2010

League Rules:

1. All games are conducted using the most current version of the USA Hockey non-check official rules with certain supplements.
2. The proper disciplinary authority for Golden Triangle Ice Hockey (GTIH) shall be comprised of a team captain from each team in the league, the Hockey Director, the association President and one more person that may be identified as needed.
3. The Hockey Director reserves the right to terminate players from the league without refund.
4. Penalties:
 - a. Assessment of a Major (5 minute) penalty shall also include a Game Misconduct (10 minute) penalty.
 - b. Assessment of a Misconduct penalty that does not expire by the end of the current game shall subject the penalized player to serve the remainder of the misconduct penalty, plus any additional penalties assessed at the time as the misconduct penalty, in the next game the penalized player is present and dressed for participation. The on-ice strength of the penalized player's team will not be affected in the subsequent game. The player may rejoin the game at the next break in play following the termination of the penalty time(s). The team shall forfeit any game the player participates in without serving the remainder of the misconduct and additional penalties.
 - c. Assessment of a Game Misconduct penalty for fighting, intentionally trying to harm another player, unsportsmanlike conduct, or interfering with an official shall subject the penalized player to a two game suspension along with an incident review conducted by the appropriate disciplinary authority prior to that player's eligibility being restored. If there are no other sanctions recommended against the penalized player, or the board takes no action by the end of the two game suspension, the player shall resume full eligibility.

- d. Assessment of a Match Penalty shall result in the player being ejected from the game and is ordered to the dressing room immediately and automatically suspended from the league until a hearing is conducted. There are two types of match penalties: a ten minute penalty for deliberate injury to an opponent and a five minute penalty for intent to injure. In each case, 10 minutes is assessed in the player's penalty records. Another player on the offending team that was on the ice at the time of the penalty will serve the penalty minutes for the ejected player and does not return to the ice until the entire penalty time expires.
 - e. Disciplinary actions will carry into the playoff games and, if necessary, subsequent seasons.
5. Body checking is not allowed.
6. Argument with an Official's call may result in a Minor, Double-minor, Misconduct, or Game Misconduct penalty.
7. Tag-up offsides is in effect.
8. Automatic (no touch) icing is in effect.
9. Good Sportsmanship is required. Teams are encouraged not to "run up the score".
10. Regular Season Game procedures:
- a. Three minute warm-up prior to game start.
 - b. Three fifteen minute (15) stop-time periods.
 - c. One minute rest between periods.
 - d. One (1) one-minute timeout per team per game.
 - e. Immediate shootout for tie games (see Tie Game procedures).
11. Post Season Game procedures:
- a. Same as regular season except during a tie game.
 - b. One (1) five (5) minute sudden death period of 4-on-4 play precedes the shootout (if required—except Championship game).
 - c. Championship game cannot be decided by a shootout.
 - d. Continuous 4-on-4 five (5) minute sudden death periods.
12. Tie Game (Shootout) procedures:
- a. 5 player shootout; excludes penalized players.
 - b. 1-for-1 shootout (sudden death) if 5 player shootout ends in a tie.
 - c. Teams must cycle through players before a player is allowed a second shot.

13. Playoff Seeding:

- a. Total Points—Win = 2 pts., Shootout Loss = 1 pt, Loss in regulation time = 0.
- b. Least season long total of penalty minutes among tied teams.
- c. Least Major penalty minutes among ties teams.
- d. Season long goal differential.
- e. Coin toss.

14. Roster substitutions:

- a. Goalies—must be approved by the Hockey director.
- b. Skaters—if a substitute skater is used, that person must be on the GTIH roster and the substitution must be approved by the Hockey Director. All games played with a substitute skater will be forfeited and scored as a 1-0 loss in the season standings regardless of score.

15. Players out for the season will be replaced with the next available player regardless of player rating.

Administrative Rules:

1. A minimum of one (1) time keeper per game is required to be present.
2. A minimum of one (1) on-ice official per game is required to be present.
3. All new or unrecognized players must be evaluated prior to being placed on a roster at the beginning of the season.
4. The Hockey Director reserves the right to make player trades during the season in an effort to even out the skill level throughout the league.
5. Players subject to previous league disciplinary action must have current board approval to register. Special conditions may apply as needed.
6. Conditional registrations must be approved by the Hockey Director.
7. Players must be paid in full prior to being placed on a team and issued their jersey.
8. Alternate financial arrangements are solely through the discretion of the Hockey Director and the association President.
9. Players who fail to fulfill their financial arrangements will be prohibited from participation in any GTIH events until the matter is resolved.
10. A League Review Board will be assembled by the Hockey Director and association President to make decisions on issues not covered by these rules.
11. Players must sign a rules acknowledgement prior to being issued a jersey at the season start.