

The Coed Adult League of Central Park Ice Hockey played at Lasker Rink uses USA Hockey rules and regulations. Some rules may be modified for the in-house league use listed below. All in-house rules are designed to keep the game moving in a timely and safe manner and to discourage unruly conduct on everyone's behalf.

The Director of CPIH and Commissioner of the League's decisions are final. All decisions regarding disciplinary actions will be based on the outcome of a meeting between league officials and the Commissioner. No appeals will be heard. The 24-hour rule applies and captains will be notified of any decisions within 48 hours of the game. Any captains or team players not abiding by these rules is subject to suspension and/or expulsion by Commissioner and/or Director. Repeat offenses can result in forfeits to any teams.

-THESE MODIFIED RULES COULD BE AMENDED OR CHANGED AT ANY TIME TO ACCOMMODATE SMOOTH PLAY. ALL CAPTAINS AND PLAYERS WILL BE NOTIFIED OF ANY CHANGES. THESE RULES WILL BE POSTED IN THE COMMISSIONER/DIRECTOR'S OFFICE THROUGHOUT THE SEASON AND WILL BE POSTED ON THE LASKER RINK WEBSITE FOR EASY VIEWING.

OFF ICE CONSIDERATIONS

1. Games are a 4 skaters vs. 4 skater's format.
2. There will be **NO** icing infraction
3. Games will consist of three 15-minute stopped-time periods (see below for exceptions).
4. All players must be 18 years or older.
5. Full team payment of \$4500 **MUST** be made prior to your first game scheduled. Any team not supplying full team fee by first game will forfeit their first game with no refund or reschedule. If full payment is not received by second scheduled game that team will be removed from league play that season. All teams must pay the \$4500 and only exceptions are to be approved by the Director.
6. Goalies play free at Lasker Rink and should not be considered a permanent roster player. All goalies **MUST** be USA Hockey insured and the Captain **MUST** supply that confirmation number to this office and include on their roster. Goalies may play for multiple teams as long as they have a valid USA Hockey confirmation number.
7. All Participants/Players **MUST** be registered with USA Hockey insurance before being permitted to participate including goaltender. Captains

MUST supply Director with all the necessary confirmation numbers so as the league administrator can register full team online with USA Hockey including goaltenders. An official USA Hockey team roster will be available in the Commissioners/Directors office. **NO** player is permitted to play in the league without a USA confirmation number at any time. Any new players added to roster by captain should be reported to hockey office **IMMEDIATELY** so as to include new player to official roster. If a team is caught playing a player not on their roster especially without a valid USA confirmation number that team shall forfeit that game and any game that player has played in.

8. Every player **MUST** wear a HECC-certified full visor or full shield on their helmet and dress in full regulation hockey gear. Any player not doing so is not permitted to play.
9. Each team's roster will have only 15 (full or part-time) eligible players listed excluding goaltenders. Goalies should be included on roster but not count towards the 15.
10. Captains **MUST** supply Commissioner/Director with all players' names, email addresses, cell phone numbers, jersey numbers and current USA Hockey confirmation number for CPIH communication purposes at the start of the season. Captains must immediately report any roster changes throughout the season to Commissioner/Director otherwise team will forfeit games. New additions **MUST** be USA Hockey insured and added to official team roster immediately. Any player additions or changes 3 weeks prior to going into the playoffs will be unacceptable.
11. A Captain can request a roster check of a team before or during a game and no later than the end of the first period if a player is in question. Current team rosters can be found in a folder, placed in the rack, left of the cork board above score keeper's desk in the hockey office. The Commissioner/Director or game referee may ask a player for identification to verify if that player is on a teams' roster. If they are not on the roster then they will not play. Game will result in a forfeit to offending team.
12. The Commissioner/Director has the right to move any player that does not belong in a particular division due to their abilities. Players that

are considered “impact players” and those that are a safety concern are most likely.

13. All players **MUST** wear the official CPIH jersey or a sponsor’s jersey that has been cleared with the Director. Jerseys **MUST** have a legible number on back or not play. No duplicate numbers will be allowed. Teams must wear either all CPIH or all sponsors jerseys, no exceptions. Referee will enforce this rule. Stats will be kept in accordance of roster and jersey numbers and be posted on the web site.
14. Each captain will be supplied 15 CPIH jerseys of various sizes with consecutive numbers. Goalies can wear any jersey.
15. Elite Division players **CAN NOT PLAY** in C1, C2 or Division D. No C1 or C2 players can play in Division D.
16. Players may play on **ONLY** one teams’ roster within their division. There will be **NO** acceptable substitutions of players from other teams or players with other jerseys **FOR THE GAME TO BE COUNTED**.
Example: Only four skaters show up for your game then only those four skaters will play if the game shall count. If the short captain admits a forfeit straight away then the ice is open for their use and non-roster players are welcome if captain deems so. The short captain can use their half ice as he sees fit. Game will count as a loss for the forfeiting team and there will be no officials to monitor the game at that point. In a no goalie situation a 5th skater may stand in crease till a dressed goalie shows up. Without a dressed goalie and in the event of a 5 goal differential within the first period by the opposing team the game ends as a forfeit for the no goalie team. Any forfeit ends up as a 1-0 win for statistical purposes. Additionally, in a no goalie situation, a courtesy of a 10 minute game delay for dressing time will be allotted only if Director/Commissioner and Referee are notified prior to games scheduled start time. If not notified immediately then game will begin with 5 skaters and above rules apply. In house goalie equipment is always available for teams use. Simply notify Refs, Director/Commissioner and Equipment Manager immediately to get equipped.
17. All teams’ captains will be handed 8 pucks at their first game to use for warm-ups for the entire season. It will be the captains and teams

responsibility to maintain those 8 pucks for their use. Due to budgetary restrictions only 8 pucks are allowed for each of the teams. Teams may purchase an additional 8 pucks for \$10. from the Commissioner/Director if needed. This number does not include game pucks which rink will supply to refs.

ON ICE CONSIDERATIONS

18. In an effort to maintain good sportsmanship both Captains will meet at center ice prior to games opening face off to discuss rules with Officials and to shake hands. Captains should then remind their players that games are fierce but friendly and everyone is to respect the Officials and any calls they make. Captains have the option to discuss game with Commissioner/Director after the 24 hour cool down period. Players should shake hands with opposing team at the end of every contest.

19. Any major infraction such as fighting, checking, head butting, kneeing, spearing, abuse of Officials, Commissioner, Director, spitting and any intent to injure will result in a 5 minute major and a game misconduct with ejection from the game. Any further action will be decided by officials after the game. Any player then ejected must remove themselves from playing area and move to dressing room immediately for the duration of the game. If player does not remove himself then an additional 2 minute minor will be assessed to the offending team. If player persists after that point then offending team will forfeit that game.

20. Racial slurs, ethnic slurs, or slurs relating to sexuality will result in a match penalty to the offending player, as prescribed in the New York State region of USA Hockey. This is the most serious offense as defined in the rule book and necessitates a hearing with USA Hockey representatives to reinstate the offending player.

21. At any time, an eight goal differential will cause the clock to run without stopping until the goal differential is reduced to less than three

goals. During “running time” situations penalty times will stop upon ref’s discretion while game clock continues to run for game stoppages.

22. Penalties in a game will cause no less than a 2 skaters situation. The penalty portion of the scoreboard (which can only show one penalty per team at a time) will have minutes added to it for each infraction and will run accordingly. 2 penalties or more then first penalty assessed can jump out after their 2 minutes are up and any penalty following must wait for the first whistle after penalty has been served.
23. In the event of a regular season game tie a 5 minute 3 skaters vs. 3 skaters’, running clock, sudden victory period will be played. The final minute of the 5 minute overtime will be stop time. If no goal is scored during the sudden victory overtime period, the game shall go to a 3 man shoot out and so forth until a winner has been decided. Home team decides who shall go first. In the post-season, a full 15-minute overtime sudden victory period will be played with a stop clock. The periods will continue, with teams alternating attacking zones, until a goal has been scored and a winner determined.
24. Each team shall have one time out per game.
25. Any avoidable goalie interference will be called immediately.
26. Any player called for a DELIBERATE BODY CHECK in this NO CHECK league will be immediately removed from the game.
27. A team assessed 10 team penalties in any one game will count as an immediate forfeit to that team and game shall end there. All goals and penalties shall count towards stats.
28. Any player totaling 3 penalties in one game is immediately removed from that game including double minors counting as two penalties. Any player then ejected must remove themselves from playing area and move to dressing room immediately for the duration of the game. If player does not remove himself then an additional 2 minute minor will be assessed to the offending team. If player persists after that point then offending team will forfeit that game.

29. Any player ejected for fighting and or a deliberate body check in two games or if from any three games during a season for any variety of penalties will not be permitted to continue play in the league for the rest of that season. No refund will be granted. They will not be permitted to register the following season as well.

30. Any player reaching a total of 10 penalties at any point within the regular season is finished for that season with no refund.

31. All players must have played in 7 or more regular season games to be eligible to play in the playoffs for their team.