

CASPER CITY LEAGUE

2016-2017 FALL/WINTER LEAGUE RULES & REGULATIONS

REGULAR SEASON GAMES

- One 3-minute warm-up.
- Two 15-minute periods **run time** followed by a 15-minute 3rd period **stop clock**. *Period times are applicable to change with notice by the League Commissioner.
- In the event of 5 goal lead in the 3rd period, the clock will be **run time**.
- In the event of a tie, there will be a 5-man shootout.
- No timeouts during the regular season.**
- The clock will only stop for player injuries, on-ice repairs, and if referee signals to stop the clock. Run time will not stop for penalties.

PLAYOFF GAMES

- One 3-minute warm-up.
- Two 15-minute periods **run time** followed by a 15-minute 3rd period **stop clock**. *Period times are applicable to change with notice by the League Commissioner.
- In the event of 5 goal lead in the 3rd period, the clock will be **run time**.
- In the event of a tie, there will be a 5-minute sudden-death overtime followed by a 5-man shootout.
- One time-out is allowed in each playoff game.**
- The clock will only stop for player injuries, on-ice repairs, and if referee signals to stop the clock. Run time will not stop for penalties.

SUBSTITUTE PLAYER RULE

- Substitutions are allowed when a team cannot reasonably supply enough players.
- No substitutes are allowed over 10 players
- Substitute players "borrowed" from an existing City League team pay no additional fees.
- Substitute players not currently playing in the City League, must have a signed waiver form on file and pay a game fee of \$8.00. Substitute goalies are free and must have a signed waiver.
- The Team Captains and the City League Commissioner work together to create well-balanced, competitive league. Allowing substitute players to play on a team are made to promote this mission.

LEAGUE PENALTY RULE

All penalties will be served with respect to the referees and the game of hockey. The penalty clock will begin at *puck drop* of the following faceoff. The following penalties are Automatic Game Ejections.

- Major Penalties with Intent to Injure**
- Fighting (Helmets & Gloves are off)**
- Abuse towards Officials**

Any player who accidentally injures another player will serve a double minor for his/her actions.

All League games will be managed by the discretion of the Referees, Scorekeepers, City League Commissioner, and the Casper Ice Arena Management.

Suspensions must be served the following game.

The City League Commissioner's and Casper Ice Arena Management's decisions are final and reserve the right to suspend or permanently ban players who are undoubtedly destroying the League's mission.

*Suspended or permanently banned players do not receive any form of refunds.

ALCOHOL & DESTRUCTION OF PROPERTY RULE

City League has adopted its own Zero Tolerance Policy regarding the damage or destruction of city property. The use of drugs, alcohol and any form of tobacco is prohibited while attending or participating in any City League games or tournaments. Players or teams who violate these codes may be suspended from competition and/or fined for a period of time as deemed appropriate by the City League Commissioner in conjunction with Casper Ice Arena management. City League jerseys are property of the City of Casper and players who do not return their jersey or jerseys are subjected to a \$25.00 fine per jersey.

The City League Commissioner and Casper Ice Arena Management reserve the right to make changes throughout the season.