



## 2008-2009 Ice Vault Fall 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 September 1st.** Waivers need to be signed by each player. No player will be allowed to participate without a signed waiver on file in the office AND rostered on that team. Final rosters are due by 10/15 for the fall season. After that date, a player may only be dropped and another added if the dropped player has an illness or dropped and another added in the Youth League if the dropped player has an illness or injury that will preclude him/her from player for 30 days or more or the player moves away from the area.
2. Roster Size – Other than Mites, each team is to have a minimum of 14 players with a maximum of 20 players. Mites are to have a minimum of 11 players and a maximum of 20 players.
3. Only players on the team roster may play for that team.
4. Player double rostering is no longer permitted. **NO EXCEPTIONS!** \*In the event a team has only one goaltender and that goaltender is injured or unable to attend an emergency goaltender can be used only after it has been cleared by a member of the hockey department.
5. All teams need matching color jerseys with unique numbers
6. 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 Peewee. NO player may play down a level.
7. Scoresheets need to be reviewed before the game-only players on the scoresheet and roster may participate. For players not on the scoresheet, the offending team receives a minor penalty. Players not in attendance need to be crossed off the scoresheet.
8. In order to be eligible for league playoffs, a player must have participated in 50% of the Ice Vault League Games during the regular season, NOT including playoff games.
9. If a team plays a non-rostered player the game will be recorded as a 1-0 forfeit.

### Length of Games according to Age:

- Mite cross-ice games until 11/15. After 11/15 each team will have one full ice game per month (running time).
- Squirt games 12 minute periods
- Peewee games 15 minute periods
- Bantam games 15 minute periods
- JV games 15 minute periods (10 goal mercy rule applies)
- Adult games 15 minute periods (10 goal mercy rule applies)

### Scoreboard

- Chris is assigning scorekeepers, however, if there is no scorekeeper, then home team provides scorekeeper. (Scorekeeper will be paid by the rink)
- For youth, no more than 9 goals on the scoreboard unless teams become tied, then it is okay to update the scoreboard.

### Penalty times according to Age:

- Mite 1:00 minor, 3:00 major, 7:00 Misconduct
- Squirt 1:30 Minor, 3:00 major, 7:00 Misconduct
- Peewee, Bantam, Midget  
2:00 minor, 5:00 major, 10:00 Misconduct
- Adult games 2:00 minor, 5:00 major, 10:00 Misconduct

### Penalty Guidelines

Fighting                      First incident = 1 game suspension  
                                      Second incident = 2 game suspension  
                                      Third incident = League Expulsion

**\*Any fight taking place in the last five minutes of play will result in an automatic two game suspension!\***

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

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

Game Misconduct for unsportsmanlike conduct – “Abuse of Officials”

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

Behavior Problem from stands

Penalty may be assessed to team – 2 minutes

Offending person(s) to leave rink before game resumes

### Mercy Rule

#### **ADULT AND JV LEAGUES ONLY**

**After the second period**, if there is a 10 goal differential or 20 penalties (20 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!)**