



Ice Vault 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

- **The preliminary roster is due one week prior to the start of the season. Any game played before a roster is submitted will be recorded as a forfeit.**
- USA Hockey coverage for all players and bench personnel is required. Players can register online on their own at www.usahockeyregistration.com
- **Rosters are frozen for playoffs, no changes may be made after a team's final regular season game.**
- Each team must have a minimum of 11 players with a maximum of 25 players. However, no more than 20 can dress for a game.
- Only players on the team roster may play for that team.
- Teams are discouraged from double rostering because no scheduling changes will be considered to accommodate a player participating on two teams. **NO EXCEPTIONS!** *In the event a team has only one goaltender and that goaltender is injured or unable to participate, an emergency goaltender can be used only after it has been cleared by a member of the hockey department.
- All teams need matching jerseys with numbers. If you have two sets of jerseys, please try to give players the same number on both sets.
- A 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.
- **Coaches need to obtain their locker room key when they arrive.**
- **In order to be eligible for playoffs, a player must have participated in at least five regular season games.** An exception will be taken into consideration for players who moved to the area after the start of the season.

Period Length

- Mites – blue pucks only! Cross-ice & half-ice games, coaches act as referees
- Squirts – 12-minute periods (15-minute periods for spring season)
- Peewees – 15-minute periods
- Bantam/Middle School – 15-minute periods
- JV – 15-minute periods
- If a game is running out of ice time, the amount of time remaining in the third period will be reduced to half of the time left (e.g. – if after two periods there are 10 minutes remaining in the time slot, the period length for the third period will be 5 minutes.)

Mercy Rule

After the second period, if there is a 10-goal difference or 15 total penalties, then the **game ends**

* Coaches can use remaining ice time for ½ ice practice – at team's discretion

Penalty Length

- 2:00 minor, 5:00 major, 10:00 misconduct



Penalty Guidelines

- 3 minor penalties for any players will result in a game ejection
- First incident = 1 game suspension
- Second incident = 2 game suspension
- Third incident = league expulsion
- ***Any fight 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 (other than fighting)
 - First incident = 1 game suspension
 - Second incident = 2 game suspension
 - Third incident = league expulsion
- Game Misconduct for Abuse of Official
 - First incident = 1 game suspension
 - Second incident = 3 game suspension
 - Third incident = league expulsion

Spectator Behavior

Per USA Hockey rules, a penalty may be assessed to team for disruptive behavior from spectators.

Game will not resume until offending person has left the rink. Offending person will not be permitted to return for 30 days.

Fast Face-off Rule (USA Hockey)

Ice time is very expensive, don't waste it making changes, and quarterbacking

24-Hour Rule

Players/Parents are to employ the "24 Hour Rule". This means that should one need to address anything that takes place in a game and wish to voice his/her concerns to league management, 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.

Playoff Format

- If a playoff game is tied at the end of regulation, there will be a 5-minute 4-on-4 sudden death overtime. Teams remain defending the side closest to their bench.
- If overtime ends tied, there will be a 3-round shootout. If the shootout requires additional rounds, no player may repeat until all skaters have gone.

The Hockey Department has complete and final jurisdiction in all circumstances.
If anyone has any questions or issues, please contact the hockey department.