



Draft Hockey League (PAHL) Rulebook

General League Outline

- By registering for this league you agree to adhere to all Printscape Arena Rules and Regulations including, but not limited to: League Rules, Zero Tolerance Policy, and other listed Rink Policies in the building. Failure to adhere may result in expulsion from the league and/or building.
- The league will follow the USA Hockey rulebook for general game play, in addition to the House Rules listed below.
- All levels of the Adult League will be classified as Non-Checking, Body Contact Leagues played on running clock time. The clock will not stop for injuries, official discussions, captain questions/explanations, etc. The clock will not stop for a fight regardless of how long it lasts.
- Feedback is always welcomed by the league, however there will be no protests of any kind. All decisions made by the league are final.
- Teams will be drafted based on the player's skill evaluation in the attempt to create as closely similar skilled teams based on the player's registered skill assessment. The Printscape Arena reserves the right to adjust teams as they seem fit, and combine divisions as necessary to schedule competitive games.
- Teams will have a designated jersey color that players will need to secure an exact, or similar color to, for each game. Numbers are not required on the rear.
- Only active, fully dressed players may be on the player benches or penalty boxes. Teams may not have injured/inactive/suspended players, coaches, or friends in these areas at any time.
- The use of alcohol, drugs, and/or tobacco products in the Printscape Arena is prohibited at any time. Anyone suspected to be under the influence of alcohol or drugs will not be permitted to play or permitted in the building. Teams found to have alcohol in the locker rooms will be fined \$100 for the first offense, \$200 fine for the second offense, and removed from the league for a third offense. Offenses do not zero out and start fresh each new session.

Forms

- League dues must be paid for in full at the time of registration as directed by the League Commissioner. League dues are non-refundable for any reason.
- Once a game schedule is posted, the schedule is final. Games will not be rescheduled due to teams being short players, weather issues, forfeits, Penguins' games, etc. Games may only be rescheduled by the Rink if there is an internal issue or State of Emergency. Games will not be rescheduled due to forfeits.
- Only active, registered players in the league may play in games.

Equipment and Jerseys

- All players must adhere to USA Hockey regulations governing equipment requirements. This includes a minimum of **HECC certified** hockey helmet with a **fastened chin strap, Shoulder pads** recognized by USA Hockey for players, elbow pads, shin pads, hockey gloves, hockey pants, hockey skates (skaters may not wear goalie skates). Failure to adhere will result in removal from the game until corrected and/or penalized as per USA Hockey Rulebook.
- Teams will have a designated jersey color. Players should adhere to their jersey color. Jerseys do not need to have names or numbers on them.

Game Protocol

- Teams must have minimum 5 skaters and a goalie to play. The clock will begin at 20:00 and run to 0:00 of the first period; if the requirement is met then the game will commence from that point without adding the time back on. If the requirement is not met by the 0:00 mark of the first period, the game is a forfeit. If at any point after the game has began where a goalie can't continue play, their team may continue with six skaters or opt to play without a goalie.
- Three (3) periods of 20 minutes in length, running time. The clock will not stop at any point during the game.
- Each game will begin with a 3 minute warm up period, to begin once the ice resurfacers exit the ice.
- There will be a brief break between periods, not to exceed more than 1 minute.
- Each team is permitted one 30-second timeout per game.
- If a regular season game is tied at the end of regulation, it will be scored as a tie game. No shootouts or overtime will be played.
- Icing is called from the defensive blue line.

Forfeits

- Games will not be rescheduled due to forfeits. Forfeited games will be displayed as a 4-0 loss. If a team needs to forfeit, the Captain should contact the League Commissioner immediately via email (cody@printscapearena.com).
- If at any time once a game begins, one team cannot put five skaters and a goalie on the ice for any reason, except for penalties as outlined by USA Hockey, the game shall be declared a forfeit.

- Teams that forfeit will not be able to use the ice as a practice time.
- There will be no refunds for forfeited games.
- Referees are not obligated officiate forfeited games.

Playoffs

- Tie Breaker for final seeding is as follows:
 - Best Head to Head Record
 - Most Wins (Regulation and Shootout)
 - Fewest Forfeits
 - Superior Goal Differential
 - Coin Toss
- Games tied at the end of regulation will immediately play a 5 minute sudden death period, to be played 3v3. If still tied at the end of the overtime period, a best of 3 shootout will commence. If still tied, a sudden death shootout will commence.

Penalties

- Penalties will be outlined according to USA Hockey, unless defined otherwise below.
- Penalty times will be as followed for a running clock:
 - Minor Penalties 3 minutes
 - Major Penalties 7 minutes
 - Misconducts 12 minutes
- Game Misconducts will include automatic suspension, as deemed fit.
- Game Misconducts received in the final 10 minutes of the Third Period will be subject to additional suspensions.
- Match Penalties will carry a minimum 4 game suspension.
- Players that fight will be issued a major penalty and a game misconduct resulting in an automatic disqualification and minimum 1 game suspension.
 - The clock will not stop if a fight breaks out.
- Officials, if the game becomes out of hand, have the authority to call the game at any point and declare the score as is or issue a forfeit to an offending team.
- Players who are abusive of the facility in any manner shall be suspended or fined accordingly. This includes, but is not limited to: slamming of doors, slamming sticks or equipment against the rink glass, throwing items on or off the ice in disagreement of a call, spitting on the rink glass, trashing locker rooms, damaging property, etc.
- Players receiving 4 penalties in a game will be removed from the game. Should this happen a second time in a season, the player will be suspended for their next game. If this happens a third time in a season, the player will be removed from the season and face additional discipline.
- Suspensions are to be served the next immediate game(s). No refunds will be issued for players that are suspended.

- League Commissioner reserves the right to investigate any incident that occurs in connection with any game and assess additional suspensions, fines, or expulsions as needed.

League Commissioner

Cody Skraitz, CIRM
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