

ORIGINAL 6 ADULT LEAGUE RULES

Park District of Franklin Park - Franklin Park Ice Arena

The Park District of Franklin Park Original 6 Hockey League follows the rules stated in the USA Hockey/AHA rule books. The following rules have been set by the Ice Arena Adult Hockey Staff in addition to those rules.

The Franklin Park Ice Arena Adult Hockey Staff has the right to dismiss any individual based on conduct anywhere on the premises. No physical or verbal abuse of employees, officials, scorekeepers, players, or spectators will be tolerated.

Decisions of the Adult Hockey Staff, referees, and scorekeepers regarding eligibility and game administration are final.

All players must be current USA Hockey members, be able to provide proper personal ID at all times, and be registered with the Park District of Franklin Park Original 6 Adult League. Illegal players, suspended players, non-rostered players, or non-USA Hockey registered players will result in forfeiture of the game.

I. Playing Rules

1. This league is designed so that everyone has a fun hockey experience. Fighting, overly aggressive play, or repeated unsportsmanlike behavior will not be tolerated. Violators may be suspended or removed from the league without refund.
2. Full hockey gear is required, with the exception of shoulder pads. Players choosing not to wear shoulder pads acknowledge the increased risk of injury.
3. A game will consist of a 3 minute warm-up, three 14 minute periods, and, in the case of a tie, a 5 minute running clock overtime. Regular season overtime will be played 4-on-4. If the game remains tied after overtime, a 3 player shootout will occur, followed by sudden death if needed. Players may not shoot twice until every eligible player has taken a shot.
 - a. If no scorekeeper, periods will be 20 minute running clock.
4. Three-goal player cap: Each player is limited to a maximum of three goals per game. Any goals scored by that same player beyond three will not count. Play will resume with a faceoff at center ice. This does not reset in overtime.
 - a. Three-goal cap tracking: Captains are expected to help confirm goal scorers and jersey numbers when needed. The scorekeeper's record of goals and goal scorers is final.
5. A legal line-up to begin a game consists of 5 skaters and a goalie. If a team is missing a goalie after the 3 minute warm-up, the game may begin and continue with 6 skaters.
6. Forfeits: If a team does not have at least 5 skaters ready to begin after the warm-up period, the game may be declared a forfeit at the discretion of Adult Hockey Staff or the scorekeeper. If both teams and staff agree, the remaining ice time may still be used as a scrimmage.
7. Each team is permitted one 30 second time-out per game.
8. Running time will be initiated in the third period when a team leads by 5 or more goals. Stop time will resume if the lead drops below 5 goals, unless otherwise directed by officials or Adult Hockey Staff.
9. No player may enter the ice until the Zamboni is finished and the Zamboni doors are closed. A 2 minute bench minor may be assessed for players entering early.
10. Blue line icing is in effect for all games.

II. Penalties and Discipline

1. Minor penalties (2 minutes): Minor penalties will result in a 2 minute shorthanded situation. The penalty will terminate early if a goal is scored by the opposing team.
2. Three minor penalties: No player accumulating 3 minor penalties in one game will be ejected from the game with an Officials Misconduct. No automatic suspension will be assessed; however, all incidents will be reviewed by league management, and further discipline may be issued if warranted.
3. Misconduct penalties (10 minutes): Misconduct penalties will result in an immediate ejection from the game. The player's team will not be shorthanded. No automatic suspension will be assessed; however, all incidents will be reviewed by league management, and further discipline may be issued if warranted.
4. Major penalties (5 minutes): All major penalties will result in a 5 minute shorthanded situation that does not terminate early if a goal is scored. All major penalties will also carry an automatic Game Misconduct and a one game suspension. The league reserves the right to increase suspensions based on severity and circumstances.
5. Game Misconducts: Game Misconducts result in immediate ejection from the game. All Game Misconducts carry a minimum one game suspension. The league reserves the right to increase suspensions based on severity and circumstances.
6. Officials Misconducts: Officials Misconducts result in immediate ejection from the game. No automatic suspension will be assessed; however, all incidents will be reviewed by league management, and further discipline may be issued if warranted.
7. Fighting: Any player assessed a Fighting Major will be immediately ejected from the game and receive a minimum three game suspension. The league reserves the right to issue additional discipline, including removal from the league without refund.

8. Match penalty: A Match Penalty will result in a one year suspension, an additional one year probation, and a hearing before the AHAI Board.
9. Unsportsmanlike conduct: Any unsportsmanlike conduct directed toward players, spectators, arena staff, referees, scorekeepers, or off-ice officials may carry a minimum one game suspension upon review by League Staff and possible removal from the league without refund.
10. Repeat offenses/league discretion: The league reserves the right to review all major penalties, misconducts, and game misconducts. Players who demonstrate a pattern of dangerous or unsportsmanlike behavior may be subject to increased suspensions or removal from the league at the discretion of league management.
11. Additional suspensions may be issued after further review of any infraction. Team captains, referees, and scorekeepers may be questioned regarding events of the incident.

III. Player Eligibility and Suspensions

1. Teams playing a suspended or illegal player (not registered, no USA hockey number, etc.) will forfeit the game.
2. A suspended player who participates in a game will be assessed an additional one game suspension, on top of any game(s) they still need to serve.
3. Team captains should check and sign the score sheet before leaving the ice. Any roster, goal, or score concerns should be brought to the scorekeeper before the score sheet is finalized.
4. Players may double roster with league staff approval. An additional fee may be assessed.

IV. Player Substitution Rule - Regular Season

1. Teams may call upon substitute skaters only if their team will have fewer than 10 rostered skaters in attendance at a game (9 or fewer).
2. Teams using substitute skaters may not exceed 12 total skaters dressed for that game, including rostered skaters and substitutes.
 - a If a team expects 8 rostered skaters and 1 goalie, they may call 2 substitute skaters. If rostered players later arrive and the team exceeds 12 total skaters, substitutes must be removed until the team is back at 12 or no subs remain.
3. All substitute players must sign in with the appropriate team. Players name must be legible.
4. Substitute skaters must be registered in the current Original 6 league session unless specifically approved by Adult Hockey Staff before the game.
5. The scorekeeper and Adult Hockey Staff have final authority on player eligibility and may prohibit a player from participating if necessary.
6. Sub goalie status applies only while actively playing in net. If playing any other position, the individual must be registered as a standard rostered skater.

V. Playoff and Championship Rules

1. No substitute skaters are permitted. Teams may play with a minimum of 5 skaters and a goalie.
2. No write-in players are allowed. All players must be listed on the official printed roster to be eligible.
 - a This ONLY applies for playoffs and championship games.
3. All substitute goalies must receive prior approval from Adult Hockey Staff.
4. Any suspensions will carry over into the next session.
5. Playoff schedules are final once released. No game changes will be permitted.
6. The scorekeeper has final authority on player eligibility and may prohibit a player from participating if necessary.
7. Playoff overtime will be played 5-on-5 sudden death until a goal is scored. No shootouts will be used in playoffs or championship games.
8. Failure to follow any of the above rules will result in a forfeit.

VI. Standings and Tiebreakers

Standings will be based on total points. Tiebreakers will be used to determine standings or playoff seeding in the following order:

1. Wins
2. Head-to-head record, when applicable. If more than 2 teams are tied and the head-to-head comparison is not even, this step will be skipped.
3. Fewest goals against
4. Most goals for
5. Coin flip

The FPIA staff reserves the right to amend these rules during the season.