



ORIGINAL 6 ADULT LEAGUE RULES

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

The Franklin Park Ice Arena Original 6 Commissioner or the Arena Manager has the right to dismiss any individual based on conduct anywhere on the premises. NO PHYSICAL OR VERBAL ABUSE OF EMPLOYEES OR OFFICIALS WILL BE TOLERATED.

DECISIONS OF THE ADULT HOCKEY STAFF AND THE REFEREES 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, or non-USA Hockey registered players will result in the forfeiture of the game.

I. PLAYING RULES:

1. This League is designed so that everyone has a fun and entertaining hockey experience for all. Since the League contains females and less experienced players, fighting or overly aggressive play will not be tolerated! Violators will be removed from the league without refund.
2. **Full Hockey Gear is required with exception to shoulder pads.** Players must note the risk in not wearing full pads. As this is a recreational league, not all players are experienced enough to control their aim or action of stick. The risk of injury increases without wearing full equipment.
3. A game will consist of a **5 minute warm-up. 3- 14 minute periods** and in the case of a tie, a **5 minute running clock overtime. The Overtime will be 5 on 5 skaters.** If the game should remain tied, a **4 player shootout, followed by a sudden death shootout** if time still remains in the allotted time slot.
4. A legal Line-up to begin a game will consist of 5 skaters and a Goalie. If after the 5 minute warm-up a Team may be missing a Goalie the game will start and the Goalie will be given until the end of the 1st Period to be on the Ice. A substitute Goalie list will be provided if the need arises.
5. Each Team is permitted 1(30 Second Time-out) Running Time will be initiated only in the case that the score gets out of hand and both Captains agree.
6. No player can enter the Ice until the Zamboni is finished and the Zamboni doors are closed. A 2 minute bench minor can be assessed for players not waiting. The horn will signal when the players can enter the Ice.
7. Sticks cannot be raised above the waist when shooting. The play will be whistled dead and a faceoff will occur at center ice.
8. **Blue Line Icing** is in effect for all games.
9. Penalties consist of: 2 minute Minors, 5 minute Majors, 10 minute Misconducts, Game Misconducts

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and Officials Misconducts.

- a. **5 minute Major Penalties will also carry an automatic Game Misconduct and a 1 game suspension.**
 - b. **Officials Misconducts** –Will not carry any Suspension, the player will be dismissed for the remainder of the game.
 - c. **All Game Misconducts** will carry a **1 game suspension.**
 - d. **Fighting Major Penalties** will result in **immediate expulsion from the League.**
10. Any player accumulating **3 minor penalties** will be excused with an **Officials Misconduct.**
 11. Any player receiving a **“Match Penalty”** will result in a **one year suspension and an additional one year probation** and a hearing before the AHAI Board. **Bottom line, if you receive a penalty this severe, you don’t belong in this league!**

*****additional suspensions can be issued by the league commissioner or arena Asst. Manager after further review of the infraction. The team captains and score keeper might be questioned regarding events of the incident.**

12. Any Unsportsmanlike Conduct by a player towards the crowd, Arena Staff, Referees, or Off Ice Officials will carry a Minimum 3 Game Suspension upon review by the League Staff and possible removal from the league without refund.
13. Teams playing a **Suspended Player** or **Non-rostered Player** will forfeit the game and the **Suspended Player** will be assessed a **1 game suspension, on top of the game(s) they need to serve.**
14. Standings will be based on **TOTAL POINTS.** In the case of a Tie in Standings Points the **1st tie breaker will be wins, 2nd tie breaker will be head to head record , 3rd tie breaker will be head to head Goals minus Goals Against, 4th tie breaker will be Total Goals for minus Goals Against, 5th tie breaker a Coin Flip.**
15. Team Captains should check and sign the score sheet before leaving the Ice.

II. Player Substitution Rule:

1. Teams can call upon subs if, and only if, their team will have fewer than 10 skaters in attendance at a game (9 or fewer)
2. Rosters cannot go past 12 skaters with the substitutes playing
 - a. Bench can have NO MORE than 15 skaters
 - b. Example: team has 9 known skaters, they call upon 3 subs. They have 12 known skaters. 4 players from original roster attend that weren’t expected. Team CANNOT play with 16 skaters. 1 sub player must be sent home.
3. ALL SUBSTITUTE PLAYERS MUST SIGN IN WITH THE APPROPRIATE TEAM AND DENOTE “SUB” NEXT TO THEIR NAME
4. Team captains will send an e-mail to Original 6 team captains, League commissioner and Rink Asst. Manager requesting number of substitute players
 - a. It is okay to call friends that play for other teams
 - b. ONLY players registered in the CURRENT and Prior session Original 6 league are allowed to be used as substitute players.
5. Team captains will forward the e-mail along to their players
6. First come, First serve for subs (with exception to calling friends)
7. 24 hour notice is appreciated, but understood that it is not always the case
 - a. Players using subs are asked to let the opposing captain and scorekeeper know upon starting the game of the additional players
 - b. If the opposing captain or scorekeeper disagrees with the players being used (only 4-level players chosen, too many, etc) they have the right to request the player(s) don’t skate.

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- c. Scorekeepers have the right to tell a player they cannot play.
8. Teams are not allowed to “ringer-up” when requesting subs
9. Sub rule will remain the same for play-offs

III. Tie breakers

1. To be used to create standings or determine play-off seedings
 - a. Head to Head (when more than 2 teams are tied, skip)
 - b. Fewest goals against
 - c. Most goals for
 - d. Coin Flip

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

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Draft Rules

1. No Captains or fill-ins can participate in the draft if they are not registered
2. Each captain can protect 8 skaters and a goalie (skater includes captain)
 - a. The total ranking of those 8 skaters and goalie must equal 24
 - b. No player can be secured if they are not registered
 - c. The protected 8, 1 goalie and their rankings must be submitted 24 hours before the draft
 - d. If a team does NOT have 9 total players to secure, they will be the first to draft to get their total to 24
3. Additional players must be drafted in order to be decided upon at meeting
 - a. New or remaining players must be drafted based on parity and evenly distributed amongst teams. ie. A team cannot pass on a draft in order to secure late registrants.
 - b. Any players not registered at the time of the draft are not entitled to their requested team or old team, as they are not secured. They will be placed on a team based on need
 - c. Goalies: if a desired goalie has not registered, but there is a need for a goalie to be placed, that goalie will be placed regardless of team's request of alternate goalie.