

SLICE League Rules

1. All teams must provide a roster with player names and numbers. Players must use their specific number throughout the season (it is preferable that subs also use a specific number if possible.) Teams may have up to 18 players and a goalie on their roster. All rosters will be available in the score keeper boxes for anyone to check. All players on the roster are eligible to play in any game during the season except in the event of penalties described in item 15 and 16. If any team fails to provide a roster then every game they play is subject to item 14.
2. Team rosters will be fixed after the second week of play (teams with a bye during the first two weeks will be allowed an additional week to finalize their rosters.) Once rosters have been finalized, there will be no changes allowed unless a team loses at least 5 players and/or subs during the regular season (goalies are exempt from this rule.) No new players will be allowed to enter the league within three weeks of the playoffs unless there is a special circumstance involved. Any player that drops off a roster after the rosters have been finalized will not be allowed to rejoin the league with any team for the remainder of the season unless they left due to a documented injury. All rosters, both at the beginning of the season and mid-way through the season, must be sent to, and approved by, the league commissioner prior to play. Any roster changes that have not been communicated or approved will be subject to item 14.
3. All players on the roster, including the subs, must sign the registration form prior to playing. The registration also constitutes the waiver.
4. All players must also provide a current USA Hockey registration number to play in any rink sponsored league.
5. Teams may only use players that are currently on their rosters. The only exception to this would be in the event that a team has less than 9 players. Teams are allowed to borrow players in order to make 9 total players plus a goalie. The opposing captain must agree to this and any players used must be from another team's current roster. Players from outside the league are not allowed.
6. The B league currently has an age requirement of 22 years old. This requirement can be waived at the discretion of the league commissioner in the event that the player in question fits with the ability level of the league. All exceptions will be done on a case by case basis. The league commissioner will communicate approval/non-approval in writing via email to all captains.
7. All ties in the league will result in a 3 man shootout followed by sudden death shootout during the regular season. All ties in the playoffs will result in a 5 minute runtime overtime followed by the above mentioned shootout if the teams are still tied after the overtime.
8. The league standings are based on a 3 point system. Wins are awarded 3 points, shootout wins are awarded 2 points, shootout losses are awarded 1 point.
9. Players will be removed from games following their 4th penalty. This will not result in a game misconduct unless the player is able to accrue a 5th penalty (double minor or unsportsmanlike conduct are examples of possible 5th penalties.) Referees will not issue warnings following the 3rd penalty. It is up to the captains and players themselves to manage their own conduct.

10. All face offs following a penalty will be in the penalized team's defensive zone unless the penalties are offsetting. In that case the face off will be take place at the nearest dot. This gives the non-penalized team a better chance of capitalizing on the penalty.
11. All other face offs will occur at the nearest face off dot to the stoppage of play.
12. If the total number of penalties in a game reaches 15, the game will go to run time for the remainder of the game regardless of the score or if it is a playoff game. Referees will not issue a warning after the 14th penalty. It is up to the captains and players to manage their own conduct.
13. If the goal differential is 6 or greater, the clock will go to run time. If the differential drops below 6 the game will revert back to stop time.
14. If any team feels that another team is using illegal (non roster) players, a roster check must be done either prior to the beginning of the game or during the game. The referees must witness the results of the check on the score sheet. Representatives from both teams must be involved in the roster check. If a team is caught playing with a non roster player they will forfeit the game. No roster checks will be allowed once the game is over and no forfeits will be issued without a roster check. In the interests of sportsmanship and fair play it is recommended that teams issue roster checks prior to the beginning of play. If an illegal player is found prior to the beginning of the game and that player leaves the ice, the game will continue a usual without a forfeit. Any check done after the beginning of play will result in forfeiture in the event that the player in question is determined to be illegal. Roster checks are the responsibility of the team representative. The league commissioner will not issue roster checks except in relation to item 16 and in such an instance, forfeiture is not a guaranteed result.
15. Any player that has been issued a penalty under Item 16 or 17 would be considered an illegal player under item 14 until such time as the penalties in question have elapsed. The league commissioner will communicate in writing, via email, the status of any player in question to all captains.
16. All other rules will be standard USA Hockey rules. Ignorance of these rules will not be an acceptable excuse in the event of a penalty, including game misconducts and match penalties.
17. The league commissioner reserves the right to add administrative penalties to players that demonstrate themselves as discipline problems. Players that have continual discipline issues or that commit gross violations will be removed from the league permanently.
18. Players who knock a goaltender down or force him into the net after making hard contact while in motion towards the net shall be assessed a five minute major penalty irrespective of whether or not minor contact was made with a defensive player in the goal crease area. If a defensive player fouls an offensive player who is making a dangerous rush at the net both players should be assessed a penalty (minor and major respectively). If a defensive player clearly fouls an offensive player into a goalie on a routine play on goal e.g. trips a player on a breakaway, the appropriate penalty shall be called on the defensive player but not on the offensive player. If a goaltender leaves the crease and initiates the contact, this

rule also does not apply. Interference with a goaltender with a stick or body in the crease area while not in motion still will result in a minor penalty by USA rule.