

DEARBORN ICE SKATING CENTER'S "2018" SPRING YOUTH HOCKEY LEAGUE RULES

All games will be governed by M.A.H.A., U.S.A. Hockey and as modified by the "2018" Spring Youth Hockey League. (Please note that the Spring Youth Hockey League can make their rules more stringent than those of M.A.H.A. and U.S.A. Hockey).

Players, Coaches, Managers, participating in the "2018" Spring Youth Hockey League agree to hold harmless from liability, the Dearborn Ice Skating Center, Allen Park Civic Arena, Kennedy Recreation Center, and any other participating arena, its agents, officials and employees.

1. Fees and payment schedule:

Squirt and Pee Wee divisions are based on (12) 50-minute curfew games. The cost is \$1,550. Half Ice Mites and Mini Mites \$700 per unit.

The Bantam & Midget divisions are based on (12) 65-minute curfew games. The cost is \$1,800.

Ice rental and scorekeeper fees are included in the entry fee.

Each team is responsible for payment of one referee prior to each game.

The High School Division is based on (10) 80-minute curfew games and includes ice time, scorekeeper and referee fees. There will not be playoffs. The cost is \$2,200.

A \$300, nonrefundable deposit is due with the team application.

The balance of the entry fee for all divisions is due by April 16, 2018.

2. Team / Player Registration:

- a) All players / teams must be registered with U.S.A. Hockey.
- b) All team rosters must be submitted to the DISC no later than April 9, 2018. Teams that have not submitted **certified** rosters will not be allowed to continue playing league games.
- c) All teams must follow the team classifications as defined by U.S.A. Hockey.
- d) Players may not be added or dropped after May 1, 2018.

3. Time of Periods and Game Length:

- a) The curfew clock will be used for all regular season games. Mini Mite through Pee Wee divisions will play 50-minute curfew games. Bantam through Midget 'BB' divisions will play 65-minute

games.

- b) Mini Mite & Mite Divisions will play three, 12-minute running time periods. Every two minutes, the buzzer will sound and the clock will stop for line changes.
- c) Squirt and Pee Wee divisions will play three, 10-minute stop time periods.
- d) Bantam through Midget 'BB' divisions will play three, 12-minute stop time periods.
- e) The High School division will play two, 22-minute stop time periods. Resurfacing will take place between 1st and 2nd period.
- f) If six or more goals separate the teams at the end of the second period, or any time during the third period, running time will commence. If the game comes to within two goals, stop time will resume for the remainder of the game. (Not including High School)
- g) No time outs during regular season games.

4. Rules:

- a) All U.S.A. / M.A.H.A. rules will be abided by, except where modified herein.
- a) A team will be allowed to roster up to **two** players who played travel at any time in the Fall 2017-2018 season, only if they are not rostered on a Spring 2018 travel team. Teams that roster travel players from the fall season, which are not playing travel in the spring, must be highlighted or identified before the roster is submitted to the league officials. *This rule also applies to goalies.*

A 2017-2018 Fall travel player who is rostered on a travel team in the 2018 Spring season is **not** eligible to play for any house division team. **Travel players are players** who played travel anytime during the 2017-2018 Fall season.

A 2017-2018 Fall house player is allowed to double roster on a spring travel team and participate on a house team in this league.

Girls - Tier II will be considered travel players. Tier III will be considered house players.

JV / Prep players will not be considered travel players.

Varsity High School players will be considered travel players.

approval to participate. Any Junior player receiving approval will be considered a travel player.

Special exception - Midget BB Division - A team may have up to two Varsity high school players and two travel players. A team may substitute high school player(s) for the two travel players allowed. A team may have three high school players and one travel player, or four high school players and no travel players.

- b) No players (boys or girls) who played AAA in the fall are allowed on any Dearborn Spring League team.

If a team is found in violation of (a) or (b), all games played with the ineligible player(s) will be forfeited. In addition, a team must immediately remove the ineligible player(s) from their roster. All games, including those already played, will be considered exhibition games, and will not count in the standings. The team in violation will not be eligible for the playoffs.

Please have a copy of all players' fall rosters to verify a player's eligibility.

- c) ***High School Division is open to all High School age players – no graduating seniors allowed.***

6. **Double-Rostered Players:**

Double-Rostered house players will be allowed. However, the double rostered player cannot play, or be rostered on, another DISC Spring League team in the same age classification. If a player is found in violation of this rule, he or she will be ineligible to play for any team in that age classification, for the remainder of the 2018 Spring League, including playoffs.

Refer to rule # 5 regarding travel players.

7. **Coaches on the Bench:**

Only (4) four coaches will be allowed on the bench. Coaches must be included on the team roster.

8. **Scores and Standings:**

Teams will be awarded two points for a win, one point for a tie and zero points for a loss. *The home team will be responsible for sending the game scores via e-mail or fax at the conclusion of each game. Please check the website for accuracy, and immediately report any incorrect information to the DISC.*

9. **Tie Breaker:**

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format:

- a) Head to head.
- b) Most wins.

- c) Fewest goals allowed.
- d) Differential – Subtracting goals scored against, from goals scored in all games, the positions being determined in the order of the greatest surplus.
- e) Quotient – Dividing the goals scored in all games, by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has a higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against the quotient tie breaker is required, the teams shall be ranked high to low in descending order of “goals for.”
- f) Goal differential between tied teams only.
- g) Coin toss.

**If two or more teams have an equal number of points, and if one tie-breaker establishes a position for one or more teams, each team is placed in an applicable position. At that point, any remaining tied teams will revert to the first tie-breaker. The process repeats each time until all ties are broken.

10. Forfeits:

Forfeits will be scored as 6-0.

11. Protests:

- a) **Notice of Protest must be reported to the referee and noted on the score sheet prior to the conclusion of the game.**
- b) Protests must be filed in writing within (24) twenty four hours of the **completion** of a game and must be accompanied by a \$25 fee. If the protest is upheld, the \$25 fee will be returned.
- c) Protests related to judgment calls by the referees will not be considered.
- d) Decisions of the Rules / Disciplinary Committee will be final.

12. Game Misconducts:

- 1st Game misconduct - Player sits out next league game.
- 2nd Game misconduct - Player sits out next three league games.
- 3rd Game misconduct - Player will be removed from the league.

High School Division: **NO FIGHTING ALLOWED**

****Any High School Division player receiving a major penalty for fighting will be removed from the league.**

It is the Team Coach / Manager's responsibility to ensure all Game Misconducts are served. Players serving Game Misconduct Penalties must be noted on the scoresheet.

The Head Coach must sit out the next league game when serving 15-penalty rule or a game misconduct.

13. Conduct:

- 1) All participants, coaches, managers and players are expected to conduct themselves in a proper manner during the spring league season.
- 2) Any team / player found vandalizing any of the participating arenas will be held responsible for any and all repairs.
- 3) **Coaches** are responsible for the discipline and behavior of their team, on and off the ice.
- 4) **No players are allowed on the ice while the Zamboni is resurfacing or the Zamboni doors are open.**

14. The DISC Spring Hockey League has formed a Rules / Disciplinary Committee. This committee will make rulings on protests or any necessary disciplinary decisions. The committee reserves the right to make changes as it deems necessary, for fair and equitable play. The decisions of the committee are final.

Playoff Games

Ice rental and scorekeeping fees are included in the league entry fee. Each team is responsible to pay for one official for all playoff games.

Playoff Qualifier:

Players must have participated in 50% of the team's scheduled league games in order to participate in playoffs.

Referees:

Two (both) referees must be present for playoff games to start.

Overtime Periods:

If a Semi-Final or Championship game is tied at the conclusion of regulation play, the following procedure will apply:

- a. All divisions will play 10-minute sudden death overtime periods.
- b. The goalies will not change ends for overtime.
- c. This scenario will repeat until there is a winner. The ice may be resurfaced at the conclusion of any overtime period if the officials or Arena Management deem it necessary.

Time Outs:

Each team will be allowed one (1) 30-second time out per game in the playoffs.

Report Game Scores to:

E-mail: mjesue@ci.dearborn.mi.us or fax: (313) 943-3804



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