

NYTEX Sports Centre Adult League Rules and Regulations

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The NYTEX Senior Hockey League is played according to the rules of USA Hockey, except where noted. The **North Texas Hockey Officials Association** officiates all NSHL Games. They are an independent organization of ice hockey officials who are sanctioned by USA Hockey to officiate games in the Dallas/Ft. Worth area. The rules of the NSHL may be modified, changed, or altered at any time if the management staff deems the change is in the best interest of the league(s).

Body checking is not permitted in the NSHL. The NSHL honors USA Hockey suspensions from other leagues and on a best effort basis, will not allow players not in good standing (either for rules violations or unpaid debts), to participate in the NSHL until they return to good standing. Monies and/or fees will not be refunded for periods of time when players and/or teams are suspended.

I. SECTION 1: THE RINK

a. Arena Property: Any player caught causing damage to NYTEX property, on or off the ice, will be fined to commensurate with the damage. The player will be suspended by the league until the fine is paid in full. After all games, players are responsible for cleaning up all trash in their respective locker room(s).

b. Alcohol, Containers and Smoking: Outside alcoholic beverages and/or glass containers are prohibited on NYTEX premises. Failure to comply will result in disciplinary action against the offending individuals, including possible suspension from the league. This rule applies to the dressing rooms, player area, the bench, parking lot, grounds and restaurant/bar area (Alcoholic beverages are not allowed to be brought into the restaurant/bar area). Smoking (traditional and e-cigarettes) is permitted outside the restaurant bar and away from the outside tables.

c. Weapons: Per HB910 "Pursuant to Section 30.06, Penal Code (trespass by license holder with a concealed handgun), a person licensed under Subchapter H, Chapter 411, Government Code (handgun licensing law), may not enter this property with a concealed handgun".

d. Personal Property: The league accepts no responsibility for lost or stolen personal property. We strongly suggest that no valuables be taken into the arena. It is in your best interest to keep your team's locker room locked during your game.

e. Accidents: All accidents must be reported to the League Director (Connor Morrison) immediately after the accident has occurred.

II. SECTION 2: TEAMS

a. Age Requirement: Players must be 18 years of age as of the start date of that current season.

b. Substitute Goaltenders and Goaltender Injury: If your goaltender is unable to make your game, it is the team's responsibility to find a substitute goaltender. Substitute goaltenders must be in good standing with USA Hockey in order to be eligible to play. If a goaltender goes to the player's bench due to injury or is ejected from the game, he/she shall retire from the ice and his place shall be taken by an alternate goaltender and no warm-up will be permitted. In the cases where an alternate goaltender is not dressed, the injured goaltender will be allowed 10 minutes to recuperate. If the goaltender is not able to return to play, the team will have 10 minutes to dress a player in goalie gear or they may decide to play with 6 skaters. At the 10-minute mark, the puck will be dropped, and play will continue regardless if the new goalie is ready or not. The player who is dressing as an emergency goalie does not have to be registered as a goalie if he is currently registered on that team's roster.

c. Playoffs: In the playoffs, a team may pick up any playoff eligible goaltender, as a spare, from the division that team is playing in or lower. Bottom divisions can select from the same division or one division higher.

- In a season of 9 regular games and 2 playoff games, rostered players must have 2 games played to be playoff eligible

- In any other length of season, check with the league coordinator about the number of games needed.

- If a game between two teams happens, that is a playoff game, but the teams are not in the top four, there is no amount of games necessary for rostered or sub players to play. It's just a consolation game.

d. Team Jersey Conflicts: All players must wear matching jerseys with the same logo and numbers must be different than every player on their team. Each team must have a home set and an away set of jerseys to avoid conflict of team colors. No taped-on numbers will be allowed. Home teams will wear light colored jerseys, away teams will wear dark colored jerseys. Players also must have the SAME NUMBER on their home and away jersey, Officials on the ice (including scorekeeper) reserve the right to remove the player from the game if players do not follow this rule.

e. Roster: Teams may have a roster no less than 10 players and up to 20 players and 3 goalies. The league requires 12-hour notice to add a player to the roster; no player will be allowed to play if he/she has not been officially rostered with proper notice to the league. Unless approved by the League Director (Connor Morrison). The Official Roster Template will be sent out by Connor. You must fill out the template in its entirety for it to be accepted.

f. Ineligible Players: Only players registered with the league may participate. Use of a non registered player will result in a one (1) game suspension of the Team Coordinator and a 1-0 forfeit by the offending team. Any player arriving after the second period has begun, will result in a 2-minute bench minor for that team. Any player arriving after the start of the third period will not be allowed to play in that game. All players participating in the NSHL must be 18 years of age or older, have proof of current USAH membership. There are no exceptions.

g. Leveling: Leveling within the divisions of the NSHL requires a group effort between the NYTEX Adult Hockey Department, as well as the Team Coordinators within their respective divisions. It is up to the Team Coordinators to maintain an appropriately skilled roster that is suitable for the division in which his/her team plays. If the NYTEX Adult Hockey Department deems a team to be playing at the wrong level, they can move them to the appropriate level the following season. Players will only be permitted to play in one division above their registered team and one division below unless the player has NYTEX approval for any exception. The NYTEX Adult Hockey Department reserves the right to suspend a player from a season indefinitely and to keep the registration fees of any player caught playing in a division lower than what they qualify for. If a team is caught rostering players that are inappropriate for their division, the Team Coordinator will be issued a 3-game suspension. Ex #1: John Smith playing in the Upper C division will only be allowed to play in B and Lower C. If that player wanted to play in Upper D - he would require special approval. Players can not be on different teams in the same division.

h. Check-In Procedures: Every player participating in the NSHL will be required to check in before each game. Players will check in at the Pro Shop at NYTEX. Players will be required to show a Photo ID to the employee present in the shop; a Driver's License

will be sufficient. The NYTEX employee has the right to ask for your ID to verify your identity. Scorekeepers will be given the scoresheet once warm-ups begin. Anyone who has not been signed in will be considered absent for the game. If an individual arrives late due to traffic, weather or other inclement incident, he/she will be permitted to join his/her team after the game has started when the following takes place: 1) Player shows Photo ID to the scorekeeper, 2) Scorekeeper verifies that he/she is a member of one of the teams playing. Please note that NO players can be added to the roster at game time; all rosters must be submitted to the Adult Hockey League Coordinator (Connor Morrison) 24 hours before the start of the game.

i. Injured Players: If a player is cut during a game and blood is drawn, the player must leave the ice to clean and bandage the wound, prior to being allowed to continue playing in the game.

j. Outstanding Fees: Any NSHL registration fee that is not remitted in full by the end of your agreed-upon payment schedule will result in the team being suspended from ALL future games.

III. SECTION 3: PROTECTIVE EQUIPMENT

Mandatory Equipment:

- **Helmet (USA Hockey Approved Helmets must be worn on the ice at all times. This includes during warm-ups and on the bench during the game.)**
- Skates
- Stick
- Gloves
- Hockey pants
- Elbow pads

Highly Recommended:

- Full face shield
- Mouthpiece
- Shin pads
- Shoulder pads

NOTE: D League and below (VISOR MUST BE WORN PROPERLY AND BELOW YOUR SIGHT LINE)

IV. SECTION 4: PLAYING RULES

a. Length of Game: All games will be assigned to 90-minute time slots where a 3 min warm-up and three 20 minute run time periods will be played. Stop time will occur in the following: The last 5 minutes of the 3rd period, assuming there is a 3 goal spread. In the event that a game is being played in an unsafe manner, the referee, at his/her discretion, can end the game at any point. A full report must then be forwarded to the league manager.

b. Forfeited Games: All teams must dress a minimum of 4 skaters and 1 goaltender OR 5 skaters and no goaltender. Teams are expected to be ready to play at the scheduled start of their game. The scorekeeper will start a 3-minute warm up clock at the time of the scheduled game start unless the game is running behind, then the warm up clock will start when the ice is ready. If the game is ahead of schedule, the warm-up clock will start at the scheduled time. The clock will be started regardless of whether players are on the ice or not. The game will start within 1 minute of the end of the warm-up period. If a team is not ready to start at that time, it will be charged with its time out. After the time out, the game will start. Teams that are not ready at that time will be forced to forfeit the game. It is the responsibility of the team to ensure that any player, who has been ejected, suspended, or expelled for any reason, leaves the ice immediately. Failure to do so will result in a team forfeit.

c. Time Outs: Each team is permitted one 60-second timeout per game.

d. Overtime:

a. Regular Season: If the game is tied at the end of three (3) periods, the teams will participate in a 3 person shoot out with the home team deciding to shoot first or second. If, at the end of the shoot out the teams are still tied a sudden victory alternating shootout will take place until a winner has been decided.

b. Post Season: If the game is tied at the end of three (3) periods, the teams will participate in a 5-minute run time sudden victory overtime. If the game is still tied at the end of overtime, the teams will participate in a 5 person shoot out with the home team deciding to shoot first or second. If, at the end of the shoot out the teams are still tied a sudden victory alternating shootout will take place until a winner has been decided.

e. Skill Level/Balancing of Teams: At any point during the season, the NSHL reserves the right to move player(s) and/or team(s) to a different division based on skill level or prohibit individual players from the league. Players can not be on different teams in the same division.

f. Ties in Standings between Two or Three Teams: In the event of a tie in the standings after the regular season between two teams, final results will be decided by:

- a) Wins
- b) Head to Head record between tied teams
- c) Highest Goal Differential (Goals scored minus Goals against)
- d) Fewest Penalty Minutes
- e) Fewest goals against in all Games
- f) Fewest Penalty Minutes in all Games
- g) Coin Flip.

g. Ties in Standings between Three Teams: In the event of a tie in the standings after the regular season between three teams, final results will be decided by:

- a) Most Wins
- b) Head to Head record between tied teams
- c) Highest Goal Differential (Goals scored minus Goals against)
- d) Fewest Penalty Minutes
- e) Fewest goals against in all Games
- f) Fewest Penalty Minutes in all Games
- g) Coin Flip.

h. 3 Goal Limit Per Player: In the following NYTEX Divisions - C Upper, C Middle, C Lower, D Upper, D Middle, D Lower, and E - a player cannot score more than three goals and if the player knows this and scores a fourth goal the ref should issue a penalty. Ref should issue a 2 minute penalty.

USA Hockey Progressive Suspensions: (Note) USA Hockey is committed to providing a safe and fair environment for all participants. While the vast majority of players participate within the rules and respect the game and their opponents, USA Hockey recognizes the need to hold those players and coaches deemed to be repeat offenders accountable for their actions. Beginning with the 2014-15 playing season, the Progressive Suspensions rule took effect nationally:

(a) Any player who receives their third major penalty during the same season for any combination of aggressive infractions listed below shall receive an additional three (3) game suspension. For any player who receives their fourth major penalty in this category, the player shall receive an additional five (5) game suspension. Any player who receives their fifth major penalty in this category during the same season shall be suspended until a hearing is conducted by the proper authorities (USA Hockey Affiliate). These designated game suspensions shall be in addition to any other suspensions imposed through the official playing rules. The aggressive infractions that fit into this category are:

- Rule 603 Boarding
- Rule 604 Body Checking (Body Contact categories)
- Rule 606 Butt-Ending
- Rule 607 Charging
- Rule 608 Checking From Behind
- Rule 609 Cross-Checking
- Rule 611 Elbowing
- Rule 619 Head-Butting
- Rule 620 Head Contact
- Rule 621 High Stick
- Rule 627 Kicking
- Rule 628 Kneeing
- Rule 634 Slashing
- Rule 635 Spearing
- Rule 639 Tripping/Clipping/Leg Checking
- Rule 640 Unnecessary Roughness (Roughing)

(Note) A separate progressive suspension rule for Fighting is covered under Rule 615(f) Fighting.

(b) Any team that receives three major penalties in the same game shall have its coordinator suspended for the next game of that team. For any subsequent game where that team receives three or more major penalties in the same game, the coordinator shall serve a three-game suspension. For a third game with three or more major penalties by the same team during the same season, the coordinator shall be suspended indefinitely until a hearing has been conducted by the proper authorities (USA Hockey Affiliate). (Note) The role of the Official is to enforce all playing rules at all times and they are expected to strictly enforce playing rules that fall under the aggressive infraction category. Players and coaches must be held accountable for dangerous actions and the onus is on them to teach and play the game within the rules. Officials are required to submit a game report immediately following the game for any major penalty falling in the aggressive infraction category, game misconduct or match penalty that is assessed.

Fighting: In all Divisions, any player that receives a fighting major will be suspended from the league for four games. If a player plays on multiple teams, he will be suspended from NSHL participation until such time as he has fulfilled his suspension for the team in which he received the fighting major. A second fighting offense within the calendar year will result in a ten game suspension and a hearing with the NSHL Committee. There will be no refunds or credits given for being dismissed from the season due to a fighting major. If the referee deems it enough of a fight to be classified as a fighting major on the scoresheet, that is qualification for removal from the league. A fighting major assessed during a playoff game will result in a four game suspension. If a fight occurs during game 1 of playoffs, that player will be suspended for game 2 as well as three games to be served upon his/her next registered season. If a fight occurs during game 2 of playoffs, that player will be suspended for four games of his/her next registered season. A player is not eligible to serve the said games until they are a rostered player. Any player that fights outside of the playing surface and on NYTEX property will be dismissed for the remainder of the season and be required to attend a hearing with the NSHL committee. A second fight occurring off the playing surface and on NYTEX property will result in dismissal from any NSHL league for 5 years.

Abuse of Officials: This is going to be an area of focus and the NSHL is going to hold all players to the Zero Tolerance Policy and have asked the Officials to not accept this type of behavior as it has no place in our great game. Any player receiving an abuse of official penalty, resulting in a game misconduct, will receive a four (4) game suspension. If a player plays on multiple teams, they will be suspended from all NSHL participation until his suspension is served. The official will assess misconducts on a game-by-game basis. Any player who commits the following actions will be up for suspension:

1. Disputes the rulings of any official.
2. Taunts or incites an official.

3. Physically interfering with an official.
4. Using obscene, profane or abusive language to an official.

Body Checking Rule: Body Checking is not permitted during NSHL play. Any player that is penalized for body checking will receive a double minor (4-minute penalty). The interpretation of the call will be at the referee's discretion.

Abuse of Staff: (ZERO TOLERANCE POLICY) Management has the right to refuse play of the upcoming game or for future games for any player who threatens or uses obscene/abusive language to any member of the NYTEX staff.

Management Rights: Management has the right to align teams or change teams in any particular skill level, as well as suspend players that are not displaying the appropriate behavior that reflects the image of the NSHL.

Game Ejection: Any player receiving three (3) minor penalties will receive a game ejection penalty. Double Minor penalties will count as TWO penalties for the purposes of the 3 penalties in one game rule, except as indicated above. Any minor penalty assessed with a misconduct penalty will also count as two penalties. If a goaltender receives a game ejection for penalties, the goaltender will be allowed to stay in the game, and then will be suspended for the next scheduled game. A repetition in game ejections for any player or team can result in suspension.

Match Penalties: Any player receiving a Match Penalty will be immediately suspended from all USAH activity pending a hearing in front of the Texas Amateur Hockey Association Disciplinary Committee. The TAHA Disciplinary Committee convenes the first Tuesday of each month and players will be suspended until the hearing takes place.

Best Interest of the League: The NSHL reserves the right to modify, change or add rules at any time if it is deemed in the best interest of the NSHL. These rules include, but are not limited to, playing rules, eligibility rules and rosters.