

Greenville County Adult Hockey League Rules

1. All rules are in addition to those in the USA Hockey handbook.
2. All games are "NO-CHECK". 3 checking majors will result in expulsion from the current season.
3. Penalties
 - a. Minor penalties are two and one half minutes.
 - i. Players entering the ice before the Zamboni doors close will receive a minor penalty.
 - b. Major penalties are six minutes and carry an automatic one game suspension.
 - c. Misconduct penalties are ten minutes.
 - i. Game misconduct penalties carry an automatic one game suspension.
 - d. Three penalties by a player in one game will result in expulsion from that game.
 - e. Fighting is an automatic five game suspension.
 - i. Any player that drops their gloves prior to or during any altercation will be issued a game misconduct penalty.
 - ii. A 2nd fight will result in permanent expulsion from Pavilion hockey.
 - f. League Officials reserve the right to issue a suspension/expulsion for behavior deemed 'Detrimental to the League'.
4. Suspension Committee
 - a. A Pavilion Suspension Committee will consist of a Pavilion representative, Referee in Chief, team captain and player(s) involved.
 - b. Any player receiving a match or gross penalty is suspended until his/her hearing.
 - c. The lack of a hearing results in the player's eligibility to return on the thirty-first day.
 - i. Day one begins the day the player is given the match or gross penalty.
5. Jerseys
 - a. Teams are required to have the same colored jerseys.
 - b. Away team changes in the event both teams have the same color.
6. Playoffs/Overtime/Shoot Out
 - a. Regular season ties result in a 3-man shootout. If undecided after 3 shooters, the shootout will continue in a sudden death format, each team having equal shooters.
 - i. Shooting numbers are determined by the team with the lowest number of players
 - b. The number of teams in the league will determine playoff format.
 - c. Overtime for playoff games shall be sudden death four on four.
7. Score Clocks
 - a. Three seventeen minute running time periods.
 - i. Stop clock the final two minutes when the score is within two goals.
 - b. Games will have a five minute warm-up with one minute intermissions.
 - c. Teams will receive one sixty second timeout per game.
8. Rosters
 - a. Rosters will be required to carry a minimum of twelve players, goalie included.
 - b. Only rostered players may participate in league play. Any game played with an illegal player shall be forfeited.
 - c. If your rostered goaltender is not available, you may obtain a substitute to play goalie from any player registered in the league or from your bench.
 - i. Rostered goalies may not skate out.
 - ii. Playoffs: substitute goalies may not play down a league.
 - d. In the event of no substitute goalie, six skaters may play.
9. Icing
 - a. Icing is from the far blue line.