



## 2024-2025 PAHL Fall/Winter Adult Hockey League

### 1.1 Registration and Rosters

- All players must complete a USA Hockey registration to be placed on a team.
- The maximum number of players on the roster is 30.
- Players may only be rostered on 1 team in 1 division. **The preliminary roster must be submitted to the commissioner with USA Hockey numbers by Wednesday , September 4<sup>th</sup> 2024. All players must create an account on Finny Connect PRIOR to their first game. <https://pettit.finnlyconnect.com> If a player did not create an account on Finny Connect prior to the first game, it will result in a forfeit regardless of roster status.** (Exception – technical difficulties)
- Rosters will be frozen on **October 31st, 2024**, however the commissioner reserves the right to make exceptions to late additions.
- Roster additions after **Wednesday, September 4<sup>th</sup>, 2024** but prior to **October 31st, 2024**, **must create an account on Finny Connect PRIOR to their first game. <https://pettit.finnlyconnect.com/> and the team captain must notify the commissioner to update the check-in roster.**
- Jerseys must be of same color and numbered (no duplicates) When the instance of same-colored jerseys occurs. The team lowest in the standings must wear alternate jerseys.
- In the instance a player arrives late or does not know their jersey number prior to check-in the player must notify the scorekeeper of their jersey number prior to the end of the game.
- All players will be required to check in and show ID prior to any game. All names must appear on the team sign-in sheet or that player will not be allowed. Any player signing in that does not appear on the sign-in sheet will result in an automatic forfeit. **Any player that signs in without prior approval from the commissioner will result in an automatic forfeit and the suspension of a captain for one game. A team that uses illegal subs or rosters illegal players (without commissioner approval) twice or more will result in the suspension of the captain for 2 games.**
- Goalie substitutions will be allowed as long as they play up a level or at their respective level. Goalies may be rostered on multiple teams following this rule.
- Playoff goalie substitutions will be allowed following the goalie rule and do not have to meet the minimum game requirement but must be a registered player in the PAHL. Any goalie playoff substitute must be approved by the commissioner prior to play or a forfeit will be entered for that game.

### 2.1 Payments

- Cost per team is **\$6,350. \$3175 is due by September 15<sup>th</sup> 2024, \$1587.50 November 15<sup>th</sup> 2024, and \$1587.50 January 15, 2025.** No team with an outstanding balance will be eligible to participate in play after the due date until paid. 5% Monthly Interest Charge may apply.

### 3.1 Game Time and Formats

- Game pucks will be provided once the Pettit National Ice Center receives the puck freezer. Warm-up pucks are still to be brought by teams.
- There will be a 5-minute warm-up prior to each game.
  - Scorekeeper will run the clock for warm-up.
  - Warm up will begin at normal start time unless we are running late in which case warm-up will begin once Zamboni is off of the rink and the doors are closed.
  - A 5-minute grace period will be allowed for any team that does not have enough players or a goalie to begin a game. The 5-minute grace begins at the end of the warmup. After the 5-minute grace period has expired a team may then use its 60 second timeout. If the team still does not have 6 players to start the game, they forfeit it.
  - The referees and score keeper will determine with the captains if a scrimmage can be held. in which case the officials will remain and officiate the scrimmage. If at any point either referee(s) considers the game not safe due to any reason they will inform the teams and the scrimmage will end.
- All games will be 3-15-minute stop clock periods.
- **Running clock** will be instituted in the third period when the goal differential is equal to or more than 5 goals. Normal clock will resume if the goal differential falls back below 5 goals. The Zamboni drivers have been instructed not to clean the ice until the time slot is completed.
- Win results in 2 points, Loss 0 points, and Shootout Loss 1 point.
- **Regular season overtime:** If the game is tied at the end of regulation, we will go to a shootout to decide a winner. The shootout will be conducted as follows:
  - Each team will designate 3 shooters prior to the start of each game
  - The HOME team will shoot 1<sup>st</sup>.
  - All 3 shooters will take a shot at the goal.
  - If the game remains tied, we will go to the bench and have the next eligible shooter for each team shoot in pairs until the tie is broken. Any player that has penalty time remaining at the end of regulation will not be eligible to participate in the shootout.
  - The winning team will be awarded 2 points and the loser 1.
- **Playoff overtime:** If a game is tie at the end of regulation, we will play a 5-minute running clock 5 on 5 sudden death overtime period. If game remains tied, we will institute additional 5-minute running clock 4 on 4 sudden death period. If the game still remains tied, we will institute additional 5-minute running clock 3 on 3 sudden death periods until a winner is declared. All other rules are the same as in regular season overtime.
- **Time-Outs:** Time out rule is the same as regular season overtime. A team may use a time-out if they have not used it in any regulation or overtime period. One timeout per game per team. The time out must be requested/completed before the line-change (face-off) procedure is completed.

## 4.1 Penalties and Suspensions

- USA hockey rules apply to all games.
- Fighting and intent to injure penalties will be reviewed and will carry a 2-game minimum suspension up to removal from the league. Two fighting and or intent to injure penalties within the same season carry an automatic 10 game suspension or more based on the league commissioner's review. Self-defense will be reviewed in all situations.
- Any player receiving four game misconduct penalties during the season is subject to expulsion from the league.
- Players receiving 4 penalties in a single-game results in a game misconduct and suspension for one game.
- A team that receives 10 game misconducts and/or misconducts results in the suspension of the captain for 1 game.
- A player must play in at least 5 regular season games to be eligible for the playoffs.
- Abusive or threatening language and actions toward anyone will not be tolerated and will be punishable by the possibility of being removed from the league.
  - Abusive or threatening language and actions will be deemed at the discretion of Pettit Center staff and employees (including referees).
- Referee decisions are final.

## 5.1 Other Rules

- Locker rooms, team benches, and all Pettit Center property and equipment must be respected.
- Individuals and teams will be held accountable for any damage to any part of the facility.
- No alcohol allowed.

Commissioner



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