HATFIELD ICE ADULT HOCKEY LEAGUE
SUPPLEMENTAL RULES

Effective: 2025–2026 season · Revised: November 2026

Commissioner: Bill Hahl · **Adult League Director:** Scott Salamon

League Directors / Disciplinary Committee: Scott Salamon, Bill Hahl, Brian Peca

All Hatfield Ice adult leagues are **no-check** leagues. Games are played under USA Hockey rules plus the supplemental rules below. Every player must be registered with USA Hockey.

What's new this season

- Rosters need at least 12 skaters and 1 goalie (Rule 7).
- Every team must have a dedicated, full-season goalie (Rule 7).
- Substitutes may be used in no more than 2 games (Rule 8).
- Goalies now have early-pay and late-pay fees.
- Protected players who miss the draft skate lose their protected status for the following season.
- Hatfield Ice may move teams up or down a division to improve competitive balance. Moves are made team by team over several seasons, not every season.

Credits and refunds

No credits or refunds are issued for adult league hockey. The only exception: a player injured during a Hatfield Ice adult league game may receive a credit for games missed with a doctor's note. Injuries that happen anywhere else do not qualify.

1. Referees

A. Referees enforce all league rules and have full control of the game. A referee may end a game if a player is out of control.

B. Two referees are scheduled for every game. If only one arrives, the game is played and counts as official.

C. Hatfield Ice has **zero tolerance** for abuse of officials. If you disagree with a call, go to the penalty box or leave the ice. Arguing with, yelling at or threatening an official will result in a suspension set by the league directors and can lead to removal from the league.

D. Video review: Hatfield Ice reviews video only when there is a major injury or a match penalty.

2. Fighting

Fighting is not tolerated in any Hatfield Ice league and will be strictly enforced. See USA Hockey Rule 615. Punches do not have to be thrown for a fighting major to be called.

A. If order cannot be restored, the referee may run the clock or end the game.

B. A player assessed a fighting major must leave the ice immediately and in an orderly way. Failure to do so adds to the suspension.

C. League suspensions for fighting (each includes the automatic game misconduct game):

Offense	Suspension
First	3 games
Second	6 games
Third	Remainder of the season, including playoffs

D. Instigator: if the referee judges one player to be the aggressor, that player receives an instigator minor and the 3-game suspension. The other player receives a 1-game suspension. The instigator minor is served by a teammate on the ice. If no instigator is called, both players receive 3 games. Repeat offenses carry longer suspensions.

3. Other major penalties and game misconducts

A. Every game misconduct carries an automatic 1-game suspension under USA Hockey rules.

B. Any other major penalty with a game misconduct (for example stick fouls, boarding or abuse of an official) carries the same suspensions as fighting in Rule 2.

C. Game ejection: the referee may assess a game ejection instead of a game misconduct. A game ejection carries no further penalties or suspension. Any player receiving a game misconduct automatically sits out the next game. No exceptions.

D. A player on more than one team may not play for any team until a suspension is served with the team where it was received.

E. League directors may increase any suspension.

4. Match penalties

A player who receives a match penalty is suspended indefinitely from all Hatfield Ice adult league play, including players active in multiple leagues, pending review by the league disciplinary committee and a ruling by the USA Hockey Atlantic District. If the case is not reviewed within 30 days of the infraction, the suspension ends and the player is reinstated.

5. Player conduct and penalties

A. A player who receives a 4th penalty in one game is ejected from that game.

B. A player who, in the referees' judgment, is under the influence of alcohol or drugs receives a game misconduct and a 1-game suspension. Repeat offenders may be removed from the league. No alcohol is allowed in the player benches.

C. Hatfield Ice may suspend or permanently bar any player who repeatedly breaks rules, shows poor sportsmanship, or threatens the safety of other players or officials.

6. Team penalties

A team that receives 15 penalties in one game forfeits that game.

7. Team rosters

A. A team may roster up to 20 skaters and 2 goalies, with a minimum of 12 skaters and 1 goalie. No exceptions.

B. Every team must have a dedicated, full-season goalie — no part-season goalies, no goalies who sometimes skate out, and no using substitute goalies all season. If you cannot find one, the league will find one for you.

C. A goalie must play at least 3 games for a team to be eligible for the playoffs.

D. Each team has a captain and one or two alternates, marked "C" and "A" on their jerseys. Only they may speak with officials during a game.

E. With its initial roster, each team submits its jersey colors and style. Players wear the same number every game.

F. Players do not sign in before games.

8. Substitute players

Subs are for when a team would otherwise have fewer than 10 skaters. If you need subs often, add players to your roster. Teams that abuse sub rules will have players added to their roster by the league.

A. A team may use substitutes in no more than **2 games** per season.

B. Subs may only bring a team up to 10 skaters. Example: with 8 skaters, you may add 2 subs. Using subs while dressing more than 10 skaters is an automatic forfeit.

C. A sub must be registered at Hatfield Ice for the current season. Example: a player registered for spring 2025 but not for 2025–2026 cannot sub. Breaking this rule is an automatic forfeit and a suspension for the team captain.

D. A sub must be registered in your league or a lower one. A "B" player not registered in the "C" league cannot sub in the C league.

Division	May use subs from
C1	C1, C2, C3
C2	C2, C3
C3	C3 only

Using an ineligible sub is a forfeit. Teams that repeatedly break sub rules may be removed from the league at any point in the season.

9. Challenging player eligibility

A. A captain may challenge a player's eligibility with the referee, who has the scorekeeper note the player on the scoresheet. Challenges are accepted from warmups until the end of the game, not after.

B. The league commissioners review the challenge and issue a ruling.

C. If the player is not on the roster or is an unapproved sub, the team forfeits.

10. Reporting advanced players

Captains are responsible for rostering players at the right skill level for their division.

A. A captain files a formal complaint by email with the player's name, jersey number, team and the reasons the player does not fit the division.

B. Once two or more captains report the same player, league officials will watch several games and rule.

C. If the player is too advanced, the captain receives a warning. If the captain does not address it, the captain may serve a 1-game suspension and the player may be removed from the team and league.

Email all reports to Scott Salamon and Bill Hahl.

11. Automatic forfeits

A. If a suspended player plays, the team forfeits and the player receives 2 more games on top of the original suspension.

B. If an unrostered player plays, the team forfeits.

C. Improper substitutes also cause forfeits (Rule 8).

12. Game times and mercy rule

A. Games are three 15-minute stop-time periods. A game is official after two periods.

B. Each time slot is 1½ hours. Teams must be on the ice on time; warmup is 5 minutes. No one steps on the ice until resurfacing is finished and the Olympia doors are closed.

C. Mercy rule: if a team leads by 7 or more entering the third period, or at any point during it, the clock runs. If the lead drops to 4 goals, stop time resumes. If the lead reaches 10 at any point after two periods, the game ends.

13. Overtime

A. Regular season: a tied game goes to a 5-minute, 3-on-3 sudden-death period. A penalty in overtime gives the other team an extra skater, up to 5 skaters plus a goalie. A team never drops below 3 skaters; further penalties are stacked.

B. Regular-season shootout: if OT is scoreless, each team takes 3 shooters, then 1 at a time until there is a winner. Every skater shoots once before anyone shoots twice. Players still serving a penalty when OT ends cannot shoot.

C. Playoffs: a 10-minute, 5-on-5 sudden-death period with no change of ends. If still tied, a shootout as in 13B.

D. Finals: a 10-minute, 5-on-5 sudden-death period with no change of ends, then a 5-minute, 3-on-3 period. If still tied, a shootout as in 13B.

14. Scoresheets and protests

A. Teams and captains are responsible for knowing which suspensions they and their opponents must serve. Keep a copy of every game's scoresheet; suspensions are based on these records.

B. To protest a game, tell the referee, who notes it on the scoresheet and informs the other captain. The protesting team must also notify the league commissioner.

15. Equipment

A. Full equipment must be worn at all times. A helmet with the chin strap fastened is required on the ice and on the bench, including warmups. A player who loses a helmet must go to the bench or put it back on before playing on.

B. Full face protection is strongly recommended.

C. Hatfield Ice does not apply USA Hockey's new goalie equipment limits. Concerns about an opposing goalie's equipment go to the league commissioner as a formal protest.

16. Game cancellations

Only Hatfield Ice management can cancel or reschedule a game, and only for severe weather or an ice plant failure. Being short players or unhappy with a game time is not a reason to cancel or reschedule.

Referees call penalties. The league handles all suspensions. Please respect the officials. The USA Hockey Standard of Play is enforced.

Questions: Scott Salamon, Adult Hockey Director · 215-997-9797 · scottsalamon32@gmail.com