

2-Team League — 2025/2026 Rules

Welcome to the league! Our focus is happy, friendly hockey. If your behavior ruins the fun for others, you will be asked not to return — no refunds.

1. Safety First

Safety is our top priority. Please play gently — many of our players are older, and injuries aren't worth it.

2. Teams & Jerseys

- Teams: RED and BLUE — 13 skaters each (goal is to average 10–11 players showing up for each side each week).
- Wear your team color every game. No “other” colors.
- We are tracking goals & assists this year, so keep your jersey number consistent.

3. Player Conduct

- Zero tolerance for poor behavior.
- This is fun, recreational hockey — if that's not your style, don't play.
- It is your responsibility to text the manager by 5:00 PM on game day if you can't make it.
- Goalies will be confirmed every Tuesday.

4. Sportsmanship

- Lopsided scores happen — don't get chippy if you're losing.
- If your team is way ahead, consider easing up.
- Goalies — please keep a positive attitude, win or lose. Bad moods kill the vibe.

5. Game Format

- 50-minute runtime
- Puck drops at the 47-minute mark
- Last 2 minutes: stop time
- No icing (give goalies room to play the puck)
- Penalties = Penalty Shots
- High sticks = whistle & face-off
- High sticking to the face or head = standard Penalty Shot
- Slapshots are allowed, but be mindful if there are players in the way.

6. Goalie Safety

- Goalies are our top safety priority.
- No crashing the net or cutting through the crease.
- No head shots — any puck to the goalie's mask = whistle & face-off.
- Any goal involving goalie contact = NO GOAL.

7. Playoffs

- After Game 27, we announce the Regular Season Winner.
- Last 2 games = playoffs:
 - Semi-Final: 1st place plays 2nd place (yes, we know there are only two teams).
 - Final: The winner and loser of the Semi-Final play again for the “Playoff Championship” title.

8. Liability Waiver

By playing, you accept all risk. The league, manager, officials, and players are not responsible for injuries or death.