

Laurel Mountain Hockey League

PLAYING RULES



2023-2024

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ARTICLE 1: RULES BASIS

Section 1.01 Playing Rules Definition

All Laurel Mountain Hockey League (herein referred to as “The League” or “LMHL”) divisions must abide by the rules, as defined, in this document.

Section 1.02 USA Hockey Rules

All Rules and Regulations contained in the USA Hockey Rule Book govern League play.

NOTE: LMHL is placing a point-of-emphasis on USA Hockey Rule 620: Head Contact and Rule 304: Protective Equipment for the 2023-2024 Season.

Section 1.03 League Playing Rules

In addition and conjunction with Section 1.01, League play is also governed by the League’s Playing Rules, defined herein.

ARTICLE 2: ELIGIBILITY

Section 2.01 Teams

- A. In order for a team to be eligible for play in the League, the following criteria must be met and maintained at all times.
1. The team must be sponsored by an organization meeting all League requirements.
 2. All fees must be paid in full by 01 December of the active season (unless an exemption is granted).
 3. The team is properly registered and rostered with USA Hockey and Mid-AM.
 4. The team must be current in all fees due the League, home ice rink, other member teams, officials, EMT, and security.
 5. The composition of a team will be that which is defined from USA Hockey. No team shall play with less than the minimum number of players as specified by USA Hockey.
- B. A team in LMHL is defined as the team being sponsored by a recognized LMHL organization that has jurisdiction over team players, coaches, and activities. Recognized LMHL organizations are defined by the following:
1. Closed (Pure) Program – All team players attend a sponsoring school district that fields a team in a given division in LMHL. Players must follow sponsoring school district policies. Students that do not attend the sponsoring school district are not allowed to play for the associated team.
 - 1) Richland, State College, Forest Hills, and Westmont will remain pure programs.
 2. Open (Co-Op) Program – The team is associated with a sponsoring school district where players must abide by the policies of that school district (e.g., academic eligibility). However, team players may attend other school districts, as long as the district they attend does not have a LMHL team or a league approved co-op arrangement in the division they are participating
 - 1) All players that attend an official co-op district must play for the same host program.
 - 2) Each Co-Op Program will consist of a host school plus three official co-op schools, as defined below.
 - a. Co-op agreements will last three (3) seasons and will be re-evaluated from a league stance

- with potential co-op school changes prior to the 2024-2025 season.
 - b. 10th and 11th grade students at the end of the previous official co-op recognition period have the choice of staying with the current/previous host organization or moving to the new host organization in the event a co-op school changes host organizations
 - c. No grandfather rule for current 5th-9th grade students at the end of the previous official co-op recognition period
 - d. No grandfather rule for siblings. Example, if a 10th grade student chooses to stay with the previous host organization, a sibling in grade 8 must still move to the new host organization
 - e. Any “unattached” player (player who wishes to play in LMHL but does not attend an officially recognized co-op school) will be placed on an individual basis by the Co-Op Committee. Once a player is placed, that player must remain with the host organization for the remainder of his/her career unless the student’s school becomes an officially recognized co-op school for a different host organization
- 3) The list below indicates what districts will be official co-ops starting with the 2020-2021 season and ending with the 2023-2024 season:
- a. **Altoona:** Penn Cambria, Phillipsburg, Bishop Guilfoyle
 - b. **Bishop McCort :**
 - c. **Central Cambria:** Marion Center, Purchase Line, Homer City
 - d. **Conemaugh Valley:** Bishop Carrol, Ferndale, Portage
 - e. **Greater Johnstown:** Conemaugh Township, United, Windber
 - f. **Hollidaysburg:** Central, Claysburg, Tyrone
 - g. **Somerset:** Cambria Heights, Ligonier Valley, North Star
- 4) Schools will work with the League to police a grading policy as well as eligibility requirements.
- 5) Teams are not permitted to cut players from their Co-Op districts. If a report is received and verified of a program cutting or discouraging players from any of their co-ops, they will be subject to review and discipline by the executive committee.
- 6) Any players that do not fall under one of the above mentioned organizations will be brought before the placement committee and will be placed on a team by the league if there is a team to accommodate the player. If all accepting programs are at capacity, the League will not over stock teams.
3. All programs must provide a signed letter from the school district (closed or open host) acknowledging the hockey program to the LMHL Executive Committee.
- C. No more than four (4) players who are or have been rostered on a AAA team in the season of play are allowed to dress for an LMHL game for one team.

Section 2.02 Coaches

- A. In order to coach in the League, the coach must adhere to the requirements as set forth in **LMHL By-Laws, Article 6** and be able to show proof of their current USA Hockey coaching certification, background clearance, concussion education and SafeSport certification.
1. At all games coaches are required to carry their coaching education. Proper documents should be kept with the team book. League Executive Board members and on ice officials reserve the right to check all team personnel before, during or after a game.
- a) Violators of this rule will be immediately ejected from the bench and will no longer be eligible to participate in any team practices, scrimmages, games, or be present in the teams locker-room until they show proof that all eligibility requirements have been met.
 - b) If the ineligible coach violates the rule a second time he is automatically suspended from the League, his name will be removed from all League (team) USA Hockey rosters, and his team will forfeit each game that the coach illegally participated in. He is not permitted to coach any League team(s) until he shows proof that he has met all USA Hockey and League coaching requirements and has received approval from the LMHL Executive Committee to commence

with coaching activities.

Section 2.03 Players

- A. A player may play for only one LMHL registered organization and a player may play for only one scholastic team, unless special permissions are granted by the BOD, as long as the player is a registered student at or below 12th grade.
 1. Exception: A player shall be ineligible upon attaining the age of nineteen (19) years, with the following exception. If the age of nineteen (19) is attained on or after July 1st, of the same year as the start of the questioned season, the player shall be eligible to compete through the school year.
- B. A player cannot be actively rostered for a non-amateur league, such as the Juniors Program.
- C. A player from a school with a closed program or recognized open program must play for their respective hockey organization.
 1. Exception: If a player has played two or more years for an LMHL Closed or Open Program but resides in a school district that has a newly created LMHL Program or co-op agreement, the player must address the League Board of Directors (BOD) and request permission to maintain playing status with the previous team, if the player wishes to remain with the previous team. A simple majority vote by the BOD determines the eligibility of the player in question.
- D. A player who has played for a previously registered LMHL Open Program must remain with that Program for the remainder of his/her career, unless Section 2.03 B. applies for cases of newly formed LMHL Programs or recognized co-op agreements or if the previous Program no longer fields a team in an applicable division. The following exceptions to this policy are detailed below. Failure to properly follow the explicit procedures and policies for each exception nullifies the exception for the player/Program in question, requiring the player to remain with his/her previous LMHL Program regardless of any decisions or voting outcome. Any associated costs attributed to the failure to follow the below procedures and policies will be the responsibility of the offending party, as decided by the LMHL Executive Committee.
 1. Exception: If a player was on an Open Program roster in prior seasons, does not attend a sponsoring school district, AND participate with a team entering the league for the first time that played in another league (i.e., PIHL), that player may request playing status changed from the previous LMHL Program to the newly formed LMHL Program. This will be presented to the BOD and a simple majority vote determines the eligibility of the player in question. Once the player decides which team he/she will play for, that player must finish his/her career with that team unless the team vacates participation in LMHL. During the process, the player in question is considered part of his/her previous LMHL Program until a final decision is made by the BOD. Only after this decision can a player be rostered with a different Program.
- E. A player must meet the requirements for playing in a given division as defined in **LMHL By-Laws, Section 3.08** with the following exemptions:
 1. Junior Varsity Level
 - a) 12th graders may request approval to play for a Junior Varsity team on a case-by-case request. Each request must be presented to the BOD for a simple-majority approval vote and a Player **Exception** form must be completed. See **LMHL Playing Rules, Section 2.03 E** for Player **Exception** procedures.
 2. Developmental Level

- a) Eligible Developmental Level players are enrolled in 5th, 6th, 7th and 8th grades.

F. Player Exceptions:

1. Player Exceptions must be brought before the League BOD prior to the player(s) first game.
2. Player exceptions must be discussed and voted on by the League BOD.
 - a) A simple majority vote determines the eligibility of the player in question.
 - b) The League President holds the tie-breaking vote.
3. Any player not complying by these rules who plays for a team will automatically be suspended from league play for the remainder of the season and the team will forfeit all games in which the player participated.

G. LMHL Financial Obligation Policy:

1. Any LMHL player whose financial obligations have not been satisfied with their home organization, whether open or closed, will be suspended from regular season play and ineligible for playoffs until his or her financial obligations have been met.
2. Organizations should provide a list of financially delinquent players to LMHL yearly by July 1st.
3. The LMHL may partner with other non-LMHL USA Hockey affiliated leagues or associations for the purpose of collecting unpaid debts. Failure to satisfy financial obligations will result in the loss of playing time under these agreements.
4. The LMHL may "conditionally allow" a player who has negotiated terms of repayment of outstanding debt to play in LMHL games. Should the debtor break these terms, the LMHL may revoke the playing privileges of the player. Organizations must advise the LMHL of full satisfaction of debt to remove the player from the financially delinquent player list.
5. Players identified of being financially delinquent after the start of league games will be given a 14-day window to resolve their financial issues before being removed from game competition.

H. Academic Eligibility

1. Every Monday during the playing season, all players must be declared in good academic standing with attending school district.
2. Host hockey organizations have the responsibility to report ineligible players to the League President. Failure to report will result with penalties associated with ineligible players.

ARTICLE 3: PLAYER MOVEMENT AND ROSTER ADDITIONS

Section 3.01 Downward Player Movement

- A. Every eligible player must have (or declare) a primary division which he or she is part of. His or her name must appear on the USA Hockey Official Roster or Developmental Roster for that team
- B. Downward movement of players (based on approved roster placement) is allowable for:
 1. Varsity to Junior Varsity with the exception of 12th grade players. For 12th grade players **LMHL Playing Rules, Section 2.03 D** must be followed.
- C. There is no game limit for downward movement of players.

Section 3.02 Deadline for Additions

- A. No coaches or players may be added to a team's USA Hockey Official or League Roster after Dec. 31st of the current playing season.
 1. Exception: LMHL and Mid-Am may allow player/coach additions after Dec 31st based on

extenuating circumstances (e.g., roster hardships). In this case, the organization must first request and seek approval for a player addition from the League Executive Committee. If approved, a request must be issued to Mid-Am Hockey, seeking their approval. Only after Mid-Am Hockey approval will a player/coach addition be granted. Until such time, the team may only participate in League play with the approved roster as of Dec 31st and is subject to any penalties if a game cannot be played (e.g., reimbursement of game costs, game forfeiture, etc.).

ARTICLE 4: LEAGUE COMPOSITION AND DIVISIONS

Section 4.01 Competitive Play

- A. The intent of the league is to promote the play of hockey through scholastic organizations in a competitive environment.
- B. The league is broken down into 3 primary divisions: Varsity, Junior Varsity and Developmental as detailed in the following section

Section 4.02 Number of Games per Division

- A. Each season, the League Scheduler shall identify the number of games per team for each division based on BOD direction. At a minimum, the following must be adhered:
 - 1. Varsity division – Minimum of fifteen (15) games per team
 - 2. Junior Varsity division – Minimum of eight (8) games per team
 - 3. Developmental division – Minimum of twelve (12) games per team
 - 4. Please see LMDHL Rules of Play Section 4.02 for this division.

Section 4.03 Junior Varsity Division

- A. Junior Varsity will be played as a single-division
- B. All teams will play each team one time (schedule allowing). Any remaining unscheduled games will have opposing teams randomly selected by the League Scheduler.
- C. End of Season Tournament
 - 1. BOD will decide the format 1-month before the end of the regular season

Section 4.04 Varsity Division LMHL Rule Changes 2022-23

- A. Varsity may be played as one or two divisions with teams divided as follows:
 - 1. Historical data for wins/losses will be averaged over the previous 3 years
 - 2. Teams will be ranked based on the historical win %
 - 3. Top 50% will be placed in the A Division
 - 4. Lower 50% will be placed in the B Division
 - 5. In the event there are an odd number of teams, the B division will get the odd team
- B. Team matchups
 - 1. Each team will play all other teams one time.
 - 2. The remainder of the games for each team will be played against division teams
- C. End of Season Tournament
 - 1. Selection and Seeding
 - a) Tournament will be a 6-team, single elimination playoff
 - b) Top 2 teams will automatically make the playoffs

- c) Remaining 4 teams will be teams with the next highest win %
 - d) Seeding will be based on win %. Ties will consist of the following, as needed:
 - 1. Games won
 - 2. Head-to-Head
 - 3. Goals For Minus Goals Against Differential
 - 4. Penalty Minutes
 - 5. Executive Committee Decision
2. Tournament games will be normal games and scheduled as follows:
- a) Game 1: 3rd seed (home) vs 6th seed (away)
 - b) Game 2: 4th seed (home) vs 5th seed (away)
 - c) Semi-Final 1: 1st seed (home) vs lowest remaining seed (away)
 - d) Semi-Final 2: 2nd seed (home) vs highest remaining seed (away)
 - e) Championship: Winners from Semi-Final games with higher seed being home

ARTICLE 5: SCHEDULE

Section 5.01 Scheduling Responsibilities

- A. Only the League appointed scheduler (League Scheduler) or League President can schedule regular and post-season games.
 - 1. The League Schedule shall adhere to the LMHL League Scheduler Position Description document.
 - 2. It is the goal of the League to generate a fair and equitable schedule within the framework of set parameters as to division, travel distance, and game times.
 - 3. The final league schedule will be issued by the League Scheduler to all organizations and will be uploaded to the official League website.
 - 4. On a weekly basis, organizations and service schedulers will be updated with the upcoming week schedule and any game changes from the official game schedule finalized prior to the start of the season. Updates will be released as needed and in a timely manner.
- B. Only the Referee In-Chief can schedule on-ice officials for all regular and post-season games. Pre-season scrimmage games utilizing on-ice coaching staff do not require coordination with the Referee In-Chief for scheduling on-ice officials. Pre-season scrimmage games utilizing on-ice officials require coordination with the Referee In-Chief.
 - 1. In the event the Referee In-Chief is unable to fulfill this duty, a designated alternative will be identified by the Referee In-Chief or the Executive Board.
 - 2. No other person is permitted to schedule on-ice officials for any official league game.
 - a) Any organization who fails to abide by the on-ice official scheduling policy shall be subject to a \$150 penalty and automatic two-game suspension of the head coach for each violation.
- C. Only the Head Off-Ice Official or League President can schedule League Representatives.
 - 1. In the event a League Representative is not present for a game, it is the Home Team's responsibility to manage the game and ensure a score sheet is filled out and submitted to the Head Off-Ice Official.
- D. Unless otherwise directed by the Executive Committee, all EMT services and security will be scheduled by League appointed service providers.

1. For reclusion from using League appointed service providers, approval must be issued by the Executive Committee. Reclusion permission is granted on a year-to-year basis and requests for reclusion must be issued no later than Sept 1 of the new season.
 2. Any organization who schedules EMT or security without prior approval or direction from the Executive Committee shall be subject to a \$150 penalty and automatic two-game suspension of the head coach for each violation.
- E. The Home Team is responsible for scheduling gate personnel, home penalty box operators, and clock operators for all regular season games. The Visitor Team is responsible for scheduling visitor penalty box operators.

Section 5.02 Game Scheduling

- A. Games will be scheduled to the following defined curfew times:
1. Varsity division – One hundred twenty (120) minute ice slots
 2. Junior Varsity division – Sixty-five (65) minute ice slots
 3. Developmental division – Sixty-five (65) minute ice slots
- B. Upon team commitment to LMHL, each organization and corresponding teams shall submit to the League Scheduler the intended home rink for the upcoming season.
- C. By July 31st, each member organization shall submit to the League Scheduler a list of up-to 5 dates per team requesting blackout dates for no games to be scheduled.
- D. Prior to the start of the season, the League Scheduler will contact the identified team rinks, and request the following information:
1. Home ice slots per team based on the above criteria
 2. Rink cancellation and make-up policies
- E. The League Scheduler shall inform each rink manager of the following items
1. The League policies for game structures, including gate admission, player warm-up at start of game, between period policies, and game conclusion/curfew polies
 2. The League policies for game cancellations and make-ups
 3. Game ice fees are to be billed to the treasurer of the member organization or LMHL no less than once per month for ice used or cancelled (if applicable).
 4. The rink shall hold the League harmless for any practice or game related costs as a result of organization conduct or activities.
 5. The current copy of the League rules will be provided to the ice rink for reference use.

Section 5.03 Preliminary and Final Schedule

- A. The Scheduler shall forward a regular season schedule to each member organization as early as practical but no later than the regularly scheduled October BOD meeting.
- B. Each member organization shall review the schedule and within ten (10) days request any reasonable schedule changes. All change requests shall be made to the League Scheduler and every attempt will be made to accommodate requests however may result in no schedule changes or denial of request.
- C. Once the final schedule is released, only the Scheduler is authorized to make changes.

Organizations may offer assistance in re-scheduling games which the Scheduler may accept or decline. If accepted, the Scheduler must provide final review and approval of any schedule change and notify all appropriate scheduling parties with their approvals before any schedule change is fully accepted.

- D. Once the final schedule is released, any request to change a scheduled game will result in a \$80 fee, payable to LMHL, for each game requested.

Section 5.04 Length of Season

- A. The current regular season officially begins in October and concludes in March:
- B. The start of the season is defined as the following:
 - 1. Pre-season start (first allowable team practice) – September 1
 - 2. Season start (official game play start) – First game of the season as identified by the final league schedule, per division

Section 5.05 Pace and Consistency

- A. The schedule shall be prepared with the targeted consistence of each team playing a minimum of one game per week. Every effort will made to assure that no team will play more than two games in one week.
- B. Game rescheduling due to weather cancellation may result in teams playing more than two games in a given week. Every effort will be made to limit the number of games per team, per week.

Section 5.06 Game Cancellation

- A. Game cancellations will be identified based upon the following nomenclature; (1) Weather-Related Cancellation, (2) League-Based Cancellation, (3) Team-Based Cancellation, (4) Emergency Conditions. Game cancellations will only occur based upon one of the following conditions and with approval from the League Scheduler.
 - 1. Weather-Related Cancellations
 - a) Games will be automatically canceled due to severe or adverse weather conditions when either team's school district (or identified area school district) has cancelled or dismissed classes early or when all after school-hour activities for the day are canceled.
 - b) Legal state of emergency also applies in that under no circumstance are teams to play a game when the State or Local Government has forbidden use of roadways effecting passage to or from the home rink for the day of concern.
 - c) It is the responsibility of the member organization to notify players, coaches, parents, and any non-league supported security services of any Weather-Related Cancellation.
 - d) The League Scheduler will notify affected rinks, Head Official, Head EMT, the league supported security service, and League Representatives.
 - e) At the approval from BOTH organizations, a game may be played that would have been otherwise previously canceled due to inclement weather. For this to occur, both organizations must approve and notify the League Scheduler no less than two (2) hours prior to the start of the game to allow proper notification for game services (e.g., officials, EMTs, security, etc.).
 - 2. League-Based Cancellation
 - a) Games may be cancelled due to arena issues or a LMHL administrative error.
 - b) In the event of a cancellation, the League Scheduler shall promptly notify the affected rink and member organizations and service schedulers. It is the responsibility of the home team to notify any supported services not governed by the league (e.g., security scheduled by the

team).

3. Team-Based Cancellation

- a) Games may only be cancelled based upon approval from the LMHL BOD and/or League Scheduler
- b) A member organization may request a game cancellation at a regularly scheduled LMHL BOD meeting. Requests will be heard and approved with a simple majority vote. Lack of players/coaches, missing goaltender(s), or schedule conflicts with any other sports schedules or extra-curricular activities will not be considered.
- c) In the event of a cancellation, the League Scheduler shall promptly notify the affected rink and member organizations and service schedulers. It is the responsibility of the home team to notify any supported services not governed by the league (e.g., security scheduled by the team).

B. Game Time Cancellations

1. A game will be cancelled due to one of the following circumstances:
 - a) League approved EMT, on-ice officials (minimum of two), or security not present.
 - b) A team not showing
2. There shall be a fifteen (15) minute grace period before the game is cancelled. This grace period is measured from the scheduled start of the game. The amount of curfew time will be deducted from the game curfew clock unless an agreement is made between the League Representative and the ice rink.
3. If, after the fifteen (15) minute grace period, the league approved EMT, on-ice officials, or security are not present, the League Representative shall notify the teams that the game will be cancelled.
 - a) Upon game cancellation in this occurrence, the game will be re-scheduled.
4. If, after the fifteen (15) minute grace period, the absent team does not show, the game shall be cancelled, and one (1) forfeit win shall be awarded the team that is present.
 - a) No Show Rule penalties, as defined in Section 5.07, will be applied.
 - b) The game will not be rescheduled.

C. Emergency Conditions

1. In the event of a mandatory rink evacuation where the game has not started, the game will be cancelled and rescheduled.
2. In the event of a mandatory rink evacuation where the game has started, the game will be postponed to a later date, where the time remaining and score will be carried over.
3. In the event of a power outage, a fifteen (15) minute grace period will be applied. If after this grace period power is not restored, the same procedure for rink evacuations will be applied. The curfew clock will remain in effect during the power outage unless specified otherwise by the rink.

Section 5.07 Penalty - Unnecessary Game Cancellation and No Show Rule

- A. Any Team that cancels or is a "no show" for a scheduled game will be assessed the following penalties (regardless of whether the team is home or away):
 1. Cost of ice and any rink services/fees.
 2. Cost of scheduled on-officials, EMT services, security, and League Representative
 3. One (1) forfeit loss (the score will be recorded as a 0-1 loss and the game will not be rescheduled)
 4. A conditional \$500 fee may be assessed in the event the game is not made up.
 5. The total amount of any gate money that was collected up to the point that the game was cancelled and returned to those in attendance.

6. Any expenses incurred by the opposing team (e.g., travel costs)

Section 5.08 Make - Up Games

- A. Cancelled games shall be promptly rescheduled. The League Scheduler will make all attempts to reschedule all make-up games within two weeks of the originally scheduled date.
- B. It is the League Scheduler's responsibility to reschedule all make-up games. The League is responsible for notifying the teams and service providers of all schedule changes.
- C. Any team failing to show for a rescheduled game shall be subject to the penalties noted in Section 5.07.
- D. Make-up games will be prioritized as follows: Varsity, Developmental, Junior Varsity. If a conflict arises due to a make-up game, a previously scheduled game may be moved and adjusted to accommodate the make-up game.

ARTICLE 6: GAME STANDARDS

Section 6.01 General Standards (All Divisions)

- A. All games in all divisions will adhere to USA Hockey standards unless detailed by LMHL game standards identified in these Playing Rules, any additional League documents, and any Executive Orders issued during the season.
- B. All organizations may charge an admission fee to each of their home games.
 1. The admission fee shall be no more than three dollars (\$3) per adult and two dollars (\$2) per student age twelve (12) or older except:
 - a) Organizations may waive or discount their admission fee for promotional purposes.
 - b) Organization may charge more than the above noted amounts for special purposes (e.g., charity games). Any admission amounts greater than the above noted amounts must be presented to the Executive Board for review and approval.
 2. In the event of a Game Time Cancellation (Section 5.06 B) or an Emergency Condition Cancellation (Section 5.06C), the return of paid admission fees or issuance of game voucher shall be coordinated with the home team and League Representative.
 3. Post-season games, including playoffs and All-Star game, will have a higher admission fee then defined above. This fee will be determined by the Executive Board.
- C. All teams must have matching jerseys for all players with player numbers clearly shown.
 1. Standard protocol is for a two-jersey system consisting of a home jersey, typically in predominantly black or colored, and an away jersey, typically in predominantly white or light colored (e.g., gray, cream, off-white, yellow, etc.). Final determination of jersey protocol (colored and white) will be decided by the home team prior to the game.
 2. An exemption to this protocol may be requested by member organization in order to facilitate any single jersey contingencies. This request must be issued to the Executive Board for review and approval.
- D. All LMHL member association team players, at all levels, are required to properly wear protective equipment at all practices, warm-ups, scrimmages and games as required by USAH rules with the following additions. This includes the following:

1. All players are required to wear an internal mouthpiece. Mouthpiece can be any color except clear and does not have to be attached.
 2. All players are required to wear an unaltered neck guard of a commercial type specifically designed as a slash guard. Socks, rags, handkerchiefs, etc., tied around player's throat, are not adequate throat protection.
 - a) A player who is on the ice surface (including warm-ups and entering/exiting the ice surface) without a neck guard will be immediately ejected for the remainder of that game unless prior approval by the officials for not wearing a neck guard
 - b) If the same player gets ejected for three (3) or more games in the season of play, that player will automatically receive a one-game suspension for each instance.
 - c) If a player (same or different) is ejected in three (3) separate games in the season of play, the coach will be assessed a game suspension.
 3. Goalkeepers are required to wear a "gobbler style" throat protector **AND** neck guard that adhere to all guidelines defined by USA Hockey.
 - a) A player who is on the ice surface (including warm-ups and entering/exiting the ice surface) without a "gobbler style" throat protector **AND** neck guard will be immediately ejected for the remainder of that game unless prior approval by the officials for not wearing a neck guard.
 - b) If the same player gets ejected for three (3) or more games in the season of play, that player will automatically receive a one-game suspension for each instance.
 - c) If a player (same or different) is ejected in three (3) separate games in the season of play, the coach will be assessed a game suspension.
 4. All players are required to wear standard full face protection, as approved by USA Hockey. Only a player who is recuperating from a facial and/or mouth injury, or who has permanent vision impairment, as certified by a doctor's certificate, may wear special face protection with LMHL approval.
 5. The LMHL Executive Committee reserves the right to attend an on-ice function to monitor the use of proper protective equipment. Violations for one or more players not wearing proper protective equipment will be as follows:
 - a) First instance: written warning issued to the organization for the division in violation.
 - b) Second instance: written notice of violation and one-game suspension of the head coach of the division in violation.
 - c) Third and more instances: written notice of violation, one-game suspension of the head coach of the division in violation and a \$100 fine to the organization, per instance.
- E. Penalty Minutes definition
- a. All Varsity games will be played following USA Hockey rules
 - b. All JV games will be played following USA Hockey rules
 - c. Developmental division games will be played as follows:
 - i. A minor penalty will be 1:30 minutes
 - ii. Major and Misconduct penalties will remain 5 min and 10 min, respectively.
- F. All banners displayed by an organization (either at a public area such as a rink or at a school) must be approved by the LMHL Executive Board

Section 6.02 Regular Season Game and Division Standards

- A. All games will start at the scheduled start time or up to twenty (20) minutes before the scheduled start time if the ice surface is available (e.g., prior game ending early, prior game cancelled, etc.) , whichever is first.
1. Note: Teams are to have players fully ready to play up to twenty (20) minutes before the game start time. Under no circumstance will a game start be delayed due to a late player arrival or a team not prepared to play with the twenty (20) minute window before the scheduled start time.
 2. Note: The League Representative has the sole authority to start games early with agreement by the on-ice officials. Coaches do not have authority to start a game early or

- delay the start of the game.
3. Any team that is not ready by this time-line is subject to the below.
- B. There shall be a warm-up period of five (5) minutes beginning from the scheduled start time, or when the ice becomes available, or upon referee's signal.
1. The warm-up time starts regardless of whether the teams are on the ice.
 - a) A team may take the ice at any point within the five (5) minute warm-up period with no penalty being assessed.
 - b) If a team fails to take the ice within the five (5) minute warm-up period, there will be one (1) additional minute for warm-up once the team takes the ice with USA Hockey Rule 633 in full effect
 - i. Two-minute bench minor assessed if the offending team takes the ice surface up to five (5) minutes after the official warm-up period
 - ii. Match penalty assessed to the head coach and game suspended with all LMHL rules for unofficial game cancellations in full effect if the offending team does not take the ice within five (5) minutes after the official warm-up period has ended
 2. The warm-up time may be shortened or cancelled based on approval of BOTH team head coaches and coordination with the League Representative.
- C. All regular season games are to be played in their entirety unless
1. Play is stopped by the on-ice officials with the final score being determined by the score recorded on the official scorers' sheet.
 2. A game cancellation occurs with game continuation policy followed, as defined in Section 5.07
 3. The curfew clock has expired.
 - a) If the curfew clock expires during play, the game will end following the next stoppage of play with the final score being determined by the score recorded on the official scorers' sheet.
 - b) Teams will be notified when the curfew clock has reached five (5) minutes remaining.
 - c) The curfew clock may be extended based on game/rink circumstances. In this case, only the League Representative and rink management may approve of a curfew clock extension.
- D. Varsity Overtime Rule:
1. If the curfew time limitation has not been met, there will be one (1) five (5)-minute 3 on 3 overtime period; long change (goalies will play on the opponent's end of ice).
 - i. If a penalty occurs during overtime play, the non-penalized team will add a player for a 4 on 3 advantage play for the length of the penalty plus the next stoppage of play.
 2. If the five (5)-minute overtime period has expired, there will immediately be a three (3) man shootout.
 - i. If the shootout is a draw after three (3) shooters, the shootout will continue with a one (1) man shootout format.
 - ii. Six (6) different players must make a single attempt before a player can make a second attempt.
 - iii. The home team gets the option to shoot first to defer to shoot second.
 - iv. Goalies are to line-up on the end closest to their team bench
 3. If, during regulation play (not OT), the curfew time limit has been reached and the game score is tied at the next stoppage, then the game will end in a Tie result for both teams with points being awarded per Section 6.06.
- E. At the conclusion of each game, every player shall proceed through the traditional congratulatory

line and offer a handshake to each opposing player. The coach may proceed through the traditional congratulatory line or may remain on the bench but must be accessible for the game conclusion handshake.

1. Any player refusing to do this or showing any form of disrespect to fellow players and coaches, will automatically receive a one game suspension from the League. At the discretion of the on-ice officials, the offending participant may be assessed additional penalties.
2. Any team who leaves the ice prior to the conclusion of a game (unless directed by the on-ice officials) shall be subject to the following disciplinary actions:
 - a) The head coach shall be issued an automatic two-game suspension
 - b) All penalties as noted in Section 5.07

F. Game periods, time, and curfew policy

1. For all Varsity games: three (3) periods of 17/17/17 minutes; stop clock; 120-minute curfew.
2. For all Junior Varsity and Developmental games: three (3) periods of 12/12/12 minutes; stop clock; 65-minute curfew.

G. Between period policies

1. For all Junior Varsity and Developmental games, there will be a two (2) minute stoppage of play between periods. Teams are required to remain on or near their bench unless directed otherwise by the on-ice official.
2. For Varsity games, there will be
 - a) A two (2) minute stoppage of play between the first and second period. Teams are required to remain on or near their bench unless directed otherwise by the on-ice official.
 - b) A ten (10) minute stoppage of play and ice-resurface between the second and third periods. Teams are required to go to their respective locker rooms during this stoppage.
 - i. Prior to or during game play, the ice resurfacing may be cancelled due to game-time situations (e.g., inclement weather, long-duration injury, excessive score differential, etc).
 - ii. For the ice resurface to be canceled the head coach from BOTH teams must agree and notify the both the League Representative and on-ice officials. ONLY the head coaches may cancel an ice resurface (i.e., game officials, parents, players, etc. have no authority to cancel an ice resurface).
 - iii. If the ice resurfacing is canceled there will be a 2 minute break between periods where both teams will remain at or near their bench

H. The following "mercy rules" apply to all regular season and playoff games.

1. An initial "running clock" shall commence anytime there is a seven (7) goal differential
 - a) During an initial "running clock" the clock shall only be stopped for the following reasons
 - i. Penalties
 - ii. Goals Scored
 - iii. Injuries
 - b) Penalties incurred under an initial "running clock" will be as follows (per USA Hockey rules):
 - i. Two (2) minutes in length per infraction for Minor Penalties
 - ii. Five (5) minutes in length per infraction for Major Penalties
 - iii. Ten (10) minutes in length for Misconduct Penalties
 - iv. Suspensions as defined by USA Hockey and LMHL for Game and Match Misconducts
 - v. All penalties will be official recorded on the scorer's sheet following standard penalty policies

- c) Play will resume under “stop clock” policy if the score differential drops to five (5)
- 2. A final “running clock” shall commence if a ten (10) goal differential is reached
 - a) During a final “running clock” there shall be no clock stoppage for any reason
 - b) The same penalty policy defined under the initial “running clock” will continue
 - c) The final “running clock” policy will cease and the initial “running clock” policy will be reinstated if the goal differential drops to seven (7) goals.
- 3. Goals and assists in a “running clock” will be applied to the “bench” instead of an individual player unless approved by the league to be applied to a specific player.

Section 6.03 Game Requirements

- A. All games, regardless of division, can only be played with the following personnel present prior to the start of the game:
 - 1. Minimum of two (2) league approved on-ice officials, with the following exception (c.) for middle school:
 - a) Responsible for officiating the game and enforcing USA Hockey policies
 - b) Has ultimate authority during the game on any game-related matters (e.g., stoppage of play)
 - c) Any middle school game that does not have two referees present may be played with one referee with the approval of either the League President or the Chief Referee.
 - d) Referees will check goalie for required and approved gear and gobbler and that all players are wearing an approved neck guard.
 - 2. Minimum of one (1) league approved EMT
 - a) Responsible for addressing medical issues of players prior to, during, and after a game
 - b) EMT has final rule over a player’s ability to return to the game following an injury which required the EMT’s attention.
 - i. The ONLY exception to overrule an EMT’s decision is a signed PA State Refusal Form by the parents’ or legal guardian; available from an ambulance service, not the EMT.
 - c) Management of all on-ice injuries is exclusively under the direction of the EMT assigned to the game for the safety of the injured player and liability. No other player, coach, parent, person OR MEDICAL EXPERT can enter the ice surface to assist or evaluate the injured player(s) without the request of the EMT in charge. Such request will be communicated to the on-ice official or League Representative when desired. All medical decision making is under the jurisdiction of the EMT in charge and will be managed with established PA Department of Health protocol. Unsolicited assistants will be asked to leave the ice surface and escorted by the referees.
 - 3. Minimum of one (1) security personnel
 - a) Responsible for managing fan behavior prior to, during, and after a game
 - b) Ensuring LMHL behavior policies are followed
 - c) Has authority to remove fans from the rink
 - d) In the event that a paid security agent is not present at the start of the game, the League Representative will contact the home team manager to assign someone from the home team to fill in for this position until such time that or if a professional security agent is

present. The appointed person will be required to ensure all LMHL, USA Hockey, and Mid Am policies are being adhered to by all fans before, during, and after the game.

- B. All games, regardless of division, shall be played with a league approved League Representative. If a League Representative is not present by the start of the game, it is the Home Team's responsibility to provide a person to fill out a score sheet and record game statistics on the score sheet until such time that a League Representative is present. If this occurs, the home team is NOT responsible for accessing or entering data into any web-based statistics system (e.g., Pointstreak). The duties of the League Representative are as follows:
1. Arrive no less than 20 minutes prior to the start of the scheduled game
 2. Identify and meet with home and visiting team primary representatives to assist with game management duties
 3. Ensure all required personnel (Officials, EMT, and security personnel) are present.
 4. Ensure both penalty boxes have appropriate personnel assigned
 5. Ensure there is a clock operator present
 6. Provide a score sheet and ensure all information is properly filled out by the home team, visiting team, and required personnel.
 7. Work with home and visiting team representatives and rink personnel to address issues that may occur prior to the start of the game.
 8. Ensure the curfew clock is followed.
 9. Manage the score sheet and record all game statistics during the game (both on the score sheet and by any other means as designated by LMHL)
 10. Manage the flow and operation of the game as well as conduct of the players, coaches, assisting personnel, and required personnel.
 - a) The League Representative acts on behalf of the on-ice official and coordinates with the on-ice officials for all behavior matters. A game stoppage may occur with just reasoning and approval from the on-ice officials for the following reasons:
 - i. Blatant disregard of USA Hockey Zero Tolerance policy
 - ii. Extenuating spectator issues
 - iii. Non-compliance with LMHL and USA Hockey game requirements
 - b) Time management and running-clock established will be directed by the League Representative
 - c) The League Representative may engage officials for the assessment of bench related penalties
 - d) The League Representative CANNOT assess any on-ice penalties
 11. After conclusion of the game, acquire all post-game signatures on the score sheet and provide score sheet copies to the appropriate personnel.
 12. Report any issues to LMHL President, corresponding Vice President, Head Official, and Head EMT.
 13. Distribute payment to the on-ice officials either prior to or after the game.
- C. All games, regardless of division, can only be played with minor off-ice officials under the following titles: clock operator (one required) and penalty box operator (one per penalty box required).
1. Minor off-ice officials must abide by LMHL and USA Hockey policies. These include:
 - a) Remaining impartial at all times (positive cheering for respective team is allowed)
 - b) No engagement with players or coaches unless related to their respective duties (e.g., determining if a player in the penalty box should proceed to the ice surface following a penalty).
 - c) Absolutely no use of verbal or physical abuse to game personnel.
 - d) Coordinating issues with the League Representative only
 2. Minor off-ice officials who violate the LMHL and USA Hockey policies may be subject to a disciplinary hearing and subsequent penalties (such as game suspensions)

Section 6.04 Home and Away Organization Requirements

- A. The home team is responsible for the following:
1. Payment of all game costs.
 - a) Game ice payment to be invoiced to teams on a monthly basis.
 - b) On-ice officials to be paid immediately following or prior to the game with payment made directly to the officials. Payment to the on-ice official will be conducted through the League Representative.
 - c) League Representative to be paid immediately following or prior to the game with the payment made directly to the League Representative.
 - d) EMT to be paid immediately following or prior to the game with the payment made directly to the League Representative or EMT is to be paid as agreed upon by the home organization.
 2. Ensuring LMHL League Representative is present or provide assistance with the score sheet until such time that a League Representative is present.
 3. Fill out all appropriate sections of the score sheet.
 4. Be prepared to play or have the National Anthem sung at the home team's option.
 5. Provide personnel to manage the gate and home penalty box
 6. Ensure a clock operator is present and pay any associated fees for clock operators
 7. Provide someone to assist at the scorer's table (at the discretion of the League Representative.
 8. At no time is a team to send any video to any member of the LMHL Executive Board or LMHL Paid Positions, unless requested to do so.
- B. The visiting team is responsible for the following:
1. Fill out all appropriate sections of the score sheet.
 2. Provide personnel to manage the visitor penalty box

Section 6.05 Conduct Requirements

- A. All parents, players and coaches are to abide by the rink rules and regulations. Anyone violating rink rules shall be ejected from the arena and may be subject to League disciplinary action.
- B. The USA Hockey Zero Tolerance Policy is in effect at all times while at the rink facility. This policy applies before, during, and after each game. While the League seeks to educate everyone about this policy, it is each member organization's responsibility to make sure that all their constituents understand and abide by the policy.
1. Enforcement of the USA Hockey Zero Tolerance Policy is the responsibility of the League Representative, on-ice officials, and security personnel. It is the home team's responsibility to engage security personnel, prior to and during games, to ensure the USA Hockey Zero Tolerance Policy is adhered to in the stands. Assistance may be requested from the visiting team on an as-need basis.
 - a) If a game is stopped by an on-ice official because of an unruly fan, it is the responsibility of the home team to engage security personnel to remove the violator from the arena. Under no circumstances is it the on-ice officials' or League Representative's duty to remove an unruly fan.
 - i. First action shall be taken by security. They shall inform the unruly fan that they have violated League fan behavior rules and that they are to leave the arena.
 - ii. If they refuse to leave, the League Representative decides how to handle clock management until the violator has left the arena.
 - iii. If the situation persists, local law enforcement shall be promptly called and asked to remove the violator.
 - iv. The game shall not continue until the violator has left the arena. No lost time shall be added back to the game clock.

2. All instances where the USA Hockey Zero Tolerance Policy is not administered and adhered to will result in automatic disciplinary action by the league.

Section 6.06 Team Points and Standings Policy

- A. Team rankings for each division/sub-division will be based on cumulative points for that team throughout the season. Team points are based on wins, ties, losses and Fair Play points as follows:
 1. Win = three (3) points awarded (Varsity), two (2) points awarded (Developmental and Junior Varsity)
 2. Overtime Win (Varsity Only) = two (2) points awarded
 3. Overtime Loss (Varsity Only) = one (1) point awarded
 4. Tie = one (1) point awarded
 5. Loss = zero (0) points awarded
 6. Fair Play = one (1) point automatically awarded and removed based on Section 6.07 criteria.
- B. In the instances of a tie standing between two or more teams, the following will be used to determine final team standings (in order):
 1. Head-to-head matchup
 2. Most wins
 3. Fewest penalty minutes
 4. Goal differential
 5. Coin flip
- C. In the event all scheduled games are not played due to game cancelations and the inability to schedule a make-up game within the confines of the season, the following will be used to determine final ranking:
 1. The total number of points (including HEP) accumulated for a team will be divided by the number of games played to determine an average points per game. Standings will then be based on the average points per game with any tie standings being determined by the format listed in 6.06.B.

Section 6.07 Hockey Education Program (HEP)

- A. HEP will ensure a positive athletic experience for youth hockey players by integrating a progressive approach to skill development with coaching excellence and accountability through Fair Play.
- B. HEP is an educational program that will serve as the foundation for Laurel Mountain Hockey League. This program first started in Minnesota during the 2004-05 season. HEP addresses four main areas for improvement in the youth hockey culture: skill development; athletic participation; moral behavior and sportsmanship; and enjoyment by players. Three integrated components address these four challenges:
 1. **Skill Development.** Skills are learned, evolve over time and integrate knowledge, dexterity, coordination and competence. The goal of the HEP skill development component is to teach skills, have players master skills and evaluate players on a set of age appropriate skills that build on each other at each level of play. Youth hockey players, on average, touch the puck only a few seconds in a game. HEP sets minimum guidelines of three practices to one game to give young players an opportunity to build skills.
 2. **Education.** HEP's education component will center on a unique educational program for

coaches and parents that has been researched for over 25 years. It will teach coaches skills to develop well-rounded athletes and – as importantly – to promote good sportsmanship. It will teach parents to create realistic expectations for their children’s youth hockey experience.

3. **Accountability.** Using the Fair Play program will address major concerns in youth hockey such as lack of respect for opponents, abuse of officials, inappropriate spectator behavior, on-ice violence, a win-at-all-costs attitude and undue pressure on players to win reducing the fun children have playing hockey today. Fair Play rewards sportsmanship and withholds that reward for inappropriate behavior by players, coaches and spectators. Fair Play will not decide the outcome of individual games but consistently good (or bad) behavior will have a cumulative effect through league standings and playoff seedings.
- C. Fair Play is one component of the Hockey Education Program. Fair play holds all stakeholders in youth hockey accountable for their actions. Proper behavior is awarded and improper behavior is penalized.
 - D. This program has been adopted by the LMHL for all Divisions.
 - E. Each team is automatically awarded one (1) Fair Play point at the start of the game. A team will lose it's one (1) Fair Play point if one of the following criteria is met in a game.
 1. A team must not surpass a total of sixteen (16) penalty minutes with the following classification
 - a) Minor or Bench Minor Penalty - 2 minutes
 - b) Major Penalty - 5 minutes
 - c) Misconduct Penalty (10 min) - 10 minutes
 2. A player is issued one of the following:
 - a) Game misconduct
 - b) Match penalty
 3. A team has two or more instances of the following:
 - a) Misconduct Penalty (10 min) assessed (can be to the same or different players)
 - b) Major Penalty (5 min) assessed (can be to the same or different players)
 4. A coach is assessed a misconduct, game misconduct, or match penalty
 5. HEP points will be reflected in divisional standings, as shown on the LMHL website. Every effort will be made to ensure divisional standings are up-to-date and accurate. If there is any issue with divisional standings, please notify the League Statistician.

ARTICLE 7: PLAYOFF GAMES

Section 7.01 League Responsibilities

- A. The League Scheduler shall determine the playoff dates following the completion of the regular season schedule, assign play-off games, arrange support personnel and notify all corresponding organizations.
- B. The Head Off-Ice Official and League Executive committee are responsible for managing the gate and ensuring all ice and personnel are paid.
 1. Prior to the start of playoffs, the BOD will decide and vote on required needs and personnel for playoff games. These include but are not limited to: game locations, number of on-ice officials, number of League Representatives, and number of security personnel.

Section 7.02 Organization Responsibilities

- A. Each organization shall notify the League if they will participate in playoffs (a team may be eligible for playoffs but may request exclusion by notifying the League in writing by Feb 1st.)
- B. Each organization and team indicating playoff participation shall be available for play on all scheduled playoff dates (no makeup games will be played if a team is unable to participate)
 - 1. Any organization who fails to participate in the playoffs shall be subject to the penalties of Section 5.07 for each game that they were scheduled to play in.
- C. Organizations are responsible for providing penalty box personnel and personnel to assist at the scorer's table and/or with announcements
- D. Organizations are responsible for reimbursing the League for any incurred playoff costs, which are not covered by the gate money, after the conclusion of the playoffs.
 - 1. These include game ice, rink requirements, on-ice officials, EMT, security, and League Representatives, and awards.
 - 2. The League will collect all gate money and off-set the cost of the playoffs with the collected gate money. Any amount over the collected gate money will be divided by the number of teams for equal payment. If the collected gate money is greater than the playoff costs, these funds become the property of the League.

Section 7.03 Eligibility

- A. Team Eligibility
 - 1. Organizations must meet the requirement to participate in post-season activities
 - 2. Organization must be in good standing (both administratively and financially)
- B. Player Eligibility
 - 1. Must play in at least one-half (1/2) of regular season games for that season for the corresponding division and team.
 - a) Exception: If a player is injured and is unable to meet the one-half season game requirement. In this instance, the player must play at least one (1) game for that season for the corresponding division and team and provide a formal medical release (e.g., a doctor's excuse) to the Executive Committee that clearly prohibits participation in league play.
 - b) Exception: If the LMHL BOD approves player participation for any extenuating circumstance effecting players, teams, or the League (e.g., pandemic complications).
 - 2. Any un-served League suspensions carry over into the playoffs.

Section 7.04 Structure

- A. All games will follow the same game structure as regular season games
 - 1. Exemption: If, after regulation time, the score is tied, the game proceeds with ten (10) minute sudden-death periods until a winner is determined.
- B. Refer to Article 4 for the tournament selection, seeding and format for each division.

Section 7.05 Non-Champion Clause

- A. A division champion will only be recognized if playoff/tournaments are completed with a resulting winner

ARTICLE 8: PLAYER/TEAM/COACH CONDUCT AND DISCIPLINARY REVIEW

Section 8.01 Player Conduct

- A. Players are to conduct themselves in a manner consistent with the goals and ideals of USA Hockey and LMHL.
- B. Players are prohibited from engaging in any physical altercations with players, coaches, fans, or game officials (including EMT, security personnel, penalty box personnel, and scorekeepers) at any time prior to, during, or after an official LMHL game. Any such action may result in a Disciplinary Review by LMHL, refer to Section 8.04.
- C. Any player who physically makes contact with an on-ice official in a purposeful and harmful manner (regardless of injury to the official), will automatically be removed from the remainder of the game, serve a minimum two-game suspension, and be subjected to a Disciplinary Review, refer to Section 8.04.
- D. If a player attains at least one of the following conditions, that player may be subjected to Disciplinary Review, refer to Section 8.04.
 - 1. Varsity
 - a) 30% or more of played game time in penalty minutes in the current season. For example, if in two games equaling 90 minutes of game time have been played and a singular player has assessed 27 penalty minutes between both games, that player may be subjected to disciplinary review. This is a cumulative assessment throughout the season.
 - b) 60 or more cumulative penalty minutes in the current season.
 - 2. Junior Varsity and Developmental
 - a) 30% or more of played game time in penalty minutes in the current season. This is a cumulative assessment throughout the season.
 - b) 40 or more cumulative penalty minutes in the current season.
- E. A 12th grade player (regardless of division) is held to the same player conduct rules and restrictions as listed above with the following additions.
 - 1. If a 12th grade player is assessed a suspension where that player is unable to play the remainder of his/her games for the current season (including playoffs):
 - a) That player will not be allowed to participate in any LMHL approved post-season activities (i.e. All-Star game, skills competitions, etc.)
 - b) The player will be ineligible for season-ending awards
 - 2. If a 12th grade player is assessed a game misconduct or match penalty during his/her last game, that player will not be allowed to participate in any remaining LMHL approved post-season activities.
- F. A player may be subjected to Disciplinary Review (refer to Section 8.04) at any time throughout the current season, if deemed necessary by the LMHL Executive Board (such as in the case of a grievous penalty where an opposing player, coach, or on-ice official is seriously injured). Any organization representative may bring a request for disciplinary review to the BOD or the president or vice president.

Section 8.02 Coach Conduct

- A. Coaches are to conduct themselves in a manner consistent with the goals and ideals of USA Hockey and LMHL.
- B. Coaches are prohibited from engaging in any physical altercations with players, coaches, fans, or game officials (including EMT, security personnel, penalty box personnel, and scorekeepers) at any time prior to, during, or after an official LMHL game. Any such action may result in a Disciplinary Review by LMHL, refer to Section 8.04.

- C. Any coach who physically makes contact with an on-ice official in a purposeful and harmful manner (regardless of injury to the official), will automatically be removed from the remainder of the game, serve a minimum two-game suspension, and be subjected to a Disciplinary Review, refer to Section 8.04.
- D. If a coach is ejected from three or more games in the current season, that coach may be subjected to Disciplinary Review.
- E. A coach may be subjected to Disciplinary Review (refer to Section 8.04) at any time throughout the current season, if deemed necessary by the LMHL Executive Board (such as in the case of an agreed loss of control over player actions). Any organization representative may bring a request for disciplinary review to the BOD or the president or vice president.

Section 8.03 Team Conduct

- A. Teams are to conduct themselves in a manner consistent with the goals and ideals of USA Hockey and LMHL. The term "Team" in this section refers to all players, coaches, team appointed game officials (such as penalty box personnel), and team officers.
- B. Conduct in this section also refers to a Team abiding by all LMHL game rules and requirements and the home Team's control of fan behavior during all approved LMHL games.
- C. If a Team attains at least one of the following conditions, that Team will be subjected to Disciplinary Review, refer to Section 8.04.
 - 1. Varsity
 - a) 33% or more of played game time in penalty minutes in the current season. For example, if in two games equaling 90 minutes of game time have been played and a Team has assessed 30 penalty minutes between both games, that Team may be subjected to disciplinary review. This is a cumulative assessment throughout the season.
 - 2. Junior Varsity and Developmental
 - a) 33% or more of played game time in penalty minutes in the current season. This is a cumulative assessment throughout the season.
- D. A Team may be subjected to Disciplinary Review (refer to Section 8.04) at any time throughout the current season, if deemed necessary by the LMHL Executive Board (such as in the case of excessively inappropriate and lack of control regarding fan behavior). Any organization representative may bring a request for disciplinary review to the BOD or the president or vice president.
- E. Spectators may also be subjected to Disciplinary Review (refer to Section 8.04) at any time throughout the current season, if deemed necessary by the LMHL Executive Board.

Section 8.04 Disciplinary Review

- A. At the start of the season, the League will designate a Safety/Rules Chairman for each division. It is the responsibility of this person to make decisions if a player needs to be brought up for a disciplinary review.
 - a. If the Safety/Rules Chairman decides to bring up a player for a disciplinary review, there will be no fee assessed to the team.
 - b. A team may request a disciplinary review to an opposing player, coach or team. If a team decides to do this, there will be a \$200 fee assessed that must be paid in-full to the League before any action is taken by the Safety/Rules Chairman.
- B. In the event that a Disciplinary Review has been assessed, the following shall occur:
 - 1. A LMHL designated representative will notify the offending party two (2) weeks prior to the Disciplinary Review and will provide details concerning the assessment of the review.
 - 2. The offending party will be requested to attend this meeting. In the event the offending party is unable to attend, they may notify LMHL of a designated representative to act in their defense. If the

offending party does not attend and does not designate an acting representative, LMHL will note this as an omission of representation.

3. During the Disciplinary Review, the Judicial Committee will be the presiding organization responsible for administering the review and making any decisions. The LMHL Judicial Committee will be made up of a three person team representing different LMHL organizations with three alternates, as recommended by the Executive Committee.
 4. The Disciplinary Review will be conducted as follows:
 - a) A reading of reason for the Disciplinary Review and statement of all facts collected in the matter of the intended review.
 - b) Allowance for the offending party to present his/her defense.
 - c) A closed-door discussion amongst the Judicial Committee.
 - d) A verdict and any actions and/or penalties assessed will be read.
 5. After 24 hours of issuance of the verdict and assessed actions and/or penalties, the offending party may request an appeal.
 - a) The appeal timeframe will remain active for one (1) week after the initial verdict reading.
 - b) If an appeal is made, a second meeting will be held within two (2) weeks of the appeal date.
 - c) All actions and/or penalties will remain in effect during the timeframe between the initial verdict and the appeal hearing.
 - d) If an appeal is requested, a new governing body may be sought to preside and reach a verdict.
 - e) In the case of an appeal, the same procedure outlined in 8.04 (4) will be conducted with the inclusion of the original verdict and assessed actions/penalties read immediately following the reason for the original Disciplinary Review.
 - f) At the conclusion of the appeal, the verdict and any actions and/or penalties assessed will be read. **At this time, these will be considered the final verdict and actions/penalties, and are not subject for any further appeal.**
- C. Actions and/or penalties resulting from a Disciplinary Review will be decided on a case by case basis and may include one or more of the following: additional suspensions, expulsion from LMHL, restriction from attending any officially approved LMHL activity, probations (with terms chosen by the Disciplinary Review presiding party), and fines.

Section 8.05 Outreach and Media Conduct

- A. Any public outreach that consists of negative or criticizing comments towards the LMHL, LMHL governing body, game officials or other organization from a coach, assistant coach, school administrator, or official organization representative (e.g., president, vice-president, etc.) will result in an immediate disciplinary review of the organization and the individual involved. This policy applies to printed media (e.g., newspapers), social media (e.g., Facebook, twitter, etc.) or any other public platform

ARTICLE 9: GAME MISCONDUCTS, MATCH PENALTIES, AND SUSPENSIONS

Section 9.01 Game Misconducts

- A. First Game Misconduct Penalty
1. When a player receives the first game misconduct penalty, the player shall be immediately removed from that game and shall go directly to his locker room. The player may not be at nor near the player's bench or finish watching that game from the spectator's area. While not required, it is strongly advised that the player leave the arena property. If this is not possible, then the player is to remain in the lobby area of the rink. It is the player's responsibility to follow this rule. Any failure of the player to abide by this rule may bring additional League disciplinary action.
- B. Second Game Misconduct Penalty

1. When a player receives a second game misconduct penalty in a second game (i.e., not in the same game as the first game misconduct), the player shall automatically receive one additional game suspension from the League. This additional game suspension shall be served immediately and subsequently following any other game misconduct penalties subject to USA Hockey and League rules.
- C. Three or More Game Misconduct Penalties
1. When a player receives a third (or more) game misconduct penalties in three or more games (i.e., not the same games of the first and/or second game misconducts), the player shall automatically receive two additional game suspensions from the League. These additional game suspensions shall be served immediately and subsequently following any other game misconduct penalties subject to USA Hockey and League rules. In addition, the player will be subjected to a Disciplinary Review, refer to Section 8.04.

Section 9.02 Match Penalties

- A. All Match Penalties fall under the jurisdiction of USA Hockey and Mid-Am Hockey. LMHL will only address Match Penalties at the request of USA Hockey and Mid-Am Hockey.

Section 9.03 Supplemental Game Suspension

If a player is assessed a game misconduct or match penalty with five (5) minutes or less in the third period, that player will automatically be assessed a game suspension in addition to any other suspensions assessed by USA Hockey or LMHL.

Section 9.04 Serving Game Misconduct Penalties and Suspensions

- A. Any player who receives a game misconduct penalty and/or suspension must sit out the appropriate number of games beginning with the next game of the team which he was playing for when he received the suspension. This includes League sanctioned scrimmages and exhibition games, playoffs, and the all-star game. (EXAMPLE: If a player is suspended one game at the Varsity level, that player must serve this suspension at the next regularly scheduled Varsity game. If this player also plays Junior Varsity and the next game following the suspension is a Junior Varsity game, the player is allowed to participate in the Junior Varsity game). The only exception to this is a Match Penalty, in which the player is ineligible to participate in any LMHL games or team practices until the Match Penalty suspension is served in full.
- B. The suspended player is to be properly noted on the score sheet as serving his suspension. He/she is not permitted in the team's locker room nor at or near the player's benches. It is strongly advised that the player attend the game and watch from the spectator bleachers. The suspended player shall be advised that any violation of the Zero Tolerance Policy as a spectator will carry additional disciplinary action from the League.

Section 9.05 Appeals

- A. All appeals as a result of reasons outlined in Section 9.01 shall be made within 48 hours in writing to the League President and outlining the alleged rule violation(s).
- B. The President of the player's sponsoring organization is the only one who can request an appeal of a player's suspension(s).
- C. Parents, players, or coaches may not directly request an appeal to the Head Official but shall contact their sponsoring organization if they believe that an appeal is founded.
- D. The League President and Head Official will promptly review the material facts. If deemed necessary they will include the Judicial Committee, as defined by the **LMHL By-Laws**, to assist in handling the appeal.
- E. Video tape and photograph evidence is admissible with your appeal.
- F. If a personal hearing is needed, notification will be issued within 48 hours of the time, date, and location

of the hearing. While every effort will be made to promptly answer an appeal, any game suspensions issued to the player shall be served when due.

- G. All appeals will result in a \$100 fee assessed to the team requesting the appeal that must be paid in full before any appeal action is taken.
- H. **Decisions of the appeal process are final.**

Section 9.06 Failure to Serve

- A. Any game suspension(s) that are not served by the conclusion of the League's season will be carried over to the next season, unless the player is a 12th grade. In cases of 12th grade players, penalties defined in Section 8.01 will be applied with the following addition. If there is no future opportunity for the suspended player or coach to serve his/her suspension(s) within the League then the organization's current head coach will serve the remainder of the game suspensions.
- B. Should a player receive a game misconduct at the end of the season and not serve that penalty due to graduation or by not returning the following season, the team shall be assessed a \$250 fine (flat fine, not per/game basis). It is the responsibility of the organization to collect this from all seniors and pay the League. Should the organization not forward the fine to the league, they will be unable to participate in games until such payment has been resolved.
- C. Or any combination of A and B above with Board of Directors approval and majority vote approving penalty.

ARTICLE 10: EXECUTIVE ORDERS

- A. Throughout the season, the Executive Committee may issue Executive Orders for the betterment of the league.
- B. Any Executive Order issued during the season will be considered as final unless voted on by the BOD with a major vote required for appeal.
- C. Any Executive Order will not take effect until brought before the BOD at a regularly scheduled BOD meeting.
- D. As Executive Orders are issued and approved, these Playing Rules will be updated accordingly.