



ADULT HOCKEY LEAGUE RULE BOOK 2019

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Please read this Rule Book.
Your familiarity with it may often answer questions that are raised by your teammates.

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1. RULES AND REGULATIONS

USA Hockey rules and regulations govern the Adult Hockey leagues at the Toyota Sports Center. The Adult Hockey League Rule Book contains additional rules to the USA Hockey Rule Book. For any ruling not addressed in this Adult Hockey League Rule Book, USA Hockey rules will apply. The Adult Hockey League reserves the right to make any final determination for any action committed at the Toyota Sports Center.

2. LEAGUE PHILOSOPHY

Toyota Sports Center Adult Hockey League strives to provide a safe, enjoyable athletic experience for players of all skill levels in a competitive and organized environment. We emphasize friendly competition, camaraderie and sportsmanship. All Adult Hockey Leagues at the Toyota Sports Center are recreational non-checking, no fighting leagues.

3. ADULT HOCKEY LEAGUE COMMITTEE

Chance Berman: Assistant General Manager, Toyota Sports Center
James Gasseau: Senior Hockey Director, Toyota Sports Center
Susie Harrison: Adult Hockey Director, Toyota Sports Center
Michel Voyer: Director Of Officials

4. ADULT HOCKEY DEPARTMENT

Susie Harrison	Adult Hockey Director
James Gasseau	Senior Hockey Director
Michel Voyer	Director of Officials
Elissa Rosen	Head Scorekeeper

5. LEAGUES AND DIVISIONS

5x5 Adult Hockey Divisions

- Gold
- Silver A
- Silver B
- Bronze AAA
- Bronze AA
- Bronze A
- Bronze B
- Copper
- Lady Kings
-

4x4 Adult Hockey Division

- Silver
- Bronze
- Copper
- Blue Steel

6. HOLIDAYS – NO GAMES

- New Year's Day
- Super Bowl Sunday
- President's Day Weekend (Fri-Mon)
- Memorial Day Weekend (Fri-Mon)
- Independence Day
- Labor Day Weekend (Fri-Mon)
- Thanksgiving Weekend (Thurs-Sun)
- Christmas Eve
- Christmas Day
- New Year's Eve

7. PRIVATE ENTITY

- 7.1. American Sports Entertainment Company is a **PRIVATE** entity. All Adult Hockey leagues operated by ASEC are **PRIVATE**. ASEC reserves the right to refuse service to anyone.
- 7.2. **The Adult Hockey League Committee reserves the right to change, modify and/or alter this Rule Book, at any time, should the Adult Hockey League Committee determine that the best interests of the Adult Hockey League are served.**

8. REGISTRATION PROCESS

- 8.1. Participation in the Adult Hockey Leagues at Toyota Sports Center is a MEMBERSHIP. In order to play at Toyota Sports Center in each season, players must complete all of the following **prior** to the stated deadline:
- 8.1.a. All players must register online and complete the Toyota Sports Center's online membership process **PRIOR** to the start of EVERY season.
 - 8.1.b. All players must sign a Toyota Sports Center Waiver for each season of play.
 - 8.1.c. Payment for all league fees is due **PRIOR** to the first game. **"No Pay - No Play."**
 - 8.1.d. Cash, Check or credit card is accepted.
 - 8.1.e. Toyota Sports Center does offer player payment plans. Please ask at time of registration.
- 8.2. Credit requests will be granted only in the event of a serious injury, major illness or Military commitment that causes player to miss more than 50% of their regular season games.
- 8.3. A physician's note is required for all season ending injuries. All requests must be submitted in writing and emailed to the Adult Hockey League Director. The General Manager is the only person who may approve credits. **All refunds will be in the form of in-house account credits.**
- 8.4. Players playing on teams that paid a team fee are not eligible for any credit from Toyota Sports Center. It is the team's responsibility to refund any player as it sees fit.

9. DEFAULT PAYMENTS

- 9.1. Any player whose payment defaults (i.e. NSF check, credit card declination, etc.) will be ineligible to play in the Adult Hockey League until his/her account returns to good standing.
- 9.2. A \$25.00 penalty will be issued for any returned check.
- 9.3. Players with outstanding funds from previous season will be ineligible to re-register with the league until all balances are paid in full.

10. PRIOR TO THE START OF THE GAME

- 10.1. **ALL PLAYERS** are required to turn in their valid photo ID card as proof of identity, age and registration BEFORE the start of the game. **NO EXCEPTIONS.**
- 10.2. **ALL PLAYERS** are required to show valid photo ID card as proof of identity, age and registration and upon request AT ANY TIME during the season. **NO EXCEPTIONS.**
- 10.3. Players who are late to the game must check in with the scorekeeper by handing in their valid photo ID card before participation in the game.
 - 10.3.a. **Players may NOT check in to any game after the conclusion of the second period.**
- 10.4. Should a Referee or Scorekeeper have a question about a player's identity, that player must show the Adult Hockey League official a valid photo ID. **Failure to do so will place that game under "Protest" with a subsequent Adult Hockey League investigation.**
- 10.5. **Any team found using a player who is participating under a false identity (using an ID card that is not their own) or a player who is participating without turning in a card may be issued the following penalties:**
 - 10.5.a. The Team Representative (or substitute representative, if the team representative is not present) may be suspended for four (4) games including but not limited to dismissal.
 - 10.5.b. The player may be suspended for four (4) games including but not limited to dismissal.
 - 10.5.c. The game will be forfeited.

11. ROSTERS

- 11.1. **NON-REGISTERED players are NOT allowed to skate in the Adult Hockey League at any time. No ID card = NO PLAY**
- 11.2. Absolutely **NO PLAYERS** will be allowed on the ice without completion of the Toyota Sports Center membership registration process. (Please see Section 8 of the Adult Hockey League Rulebook)
- 11.3. **It is the responsibility of the Team Representative to know the skill level of all players they place on their roster.** Team Representatives must work to ensure that each of their players' skill levels are within the level of the Adult Hockey League division in which they are participating.
- 11.4. **Should any player and/or team be found to be playing in an inappropriate level, the Adult Hockey League has the right to move and/or remove that player and/or team accordingly.**
- 11.5. All players in the 5x5 Adult Hockey League and 4x4 Adult Hockey League must be at least eighteen (18) years of age upon registration to be eligible to play.
 - 11.5.a. Any player who is not eighteen (18) years of age who participates in an Adult League games is subject to immediate dismissal and the game in question may be forfeited.
- 11.6. Adult Ice Hockey League Roster Rules
 - 11.6.a. 4x4 TEAMS

- 11.6.a.i. The **MINIMUM** amount of registered rostered players to start the season for 4x4 league play is 11 players (10 players and 1 goalie).
- 11.6.a.ii. The **MAXIMUM** amount of registered rostered players on any roster at any time for 4x4 league play will be sixteen (16).

11.6.b. Should a team not meet the minimum player requirement the Adult Hockey League Director will assist the Team Representative in filling out their roster.

11.7.

11.7.a. 5x5 TEAMS

11.7.a.i. The **MINIMUM** amount of registered rostered players to start the season for 5x5 league play is 14 players (13 players and 1 goalie).

11.7.a.ii. The **MAXIMUM** amount of registered rostered players on any roster at any time for 5x5 league play will be eighteen (18).

11.7.b. **PLAYER EXPERIENCE GUIDELINES**

****Guidelines are used as a basis for player placement, evaluation and roster removal. Experience restrictions may not always be used as absolute determinants of individual skill.***

<u>Level</u>	<u>Player Qualifications</u>
Gold	Elite
Silver A	Advanced
Silver B	Upper Intermediate
Bronze AAA	Upper Intermediate
Bronze AA	High Intermediate
Bronze A	Intermediate
Bronze B	Lower Intermediate
Copper	Beginner

12. GOALIES

- 12.1. Each team may have a MAXIMUM of two (2) rostered registered goalies.
- 12.2. Provided that the regular team goalie is rostered and registered and their account is in good standing, teams may use a substitute goalie in emergency situations. Any abuses in the use of substitute goalies (i.e. deliberately using a substitute goalie of a higher skill level) will be subject to Adult Hockey League review. As such, when attempting to secure a substitute goalie, Team Representatives are required to do their best to find a goalie from the same level. If the Team Representative cannot secure a goalie from the appropriate level please consult the Adult Hockey League Director.
- 12.3. In the event that a goalie cannot be secured, a 6th skater may participate but without goalkeeper privileges. In order to be considered a “goalkeeper”, the player must wear full goalkeeper equipment.
- 12.4. Teams may use a substitute goalie in emergency situations. For playoffs/championships, all substitute goalies must be approved by the Adult Hockey League Director.

13. SUBSTITUTE PLAYERS

- 13.1. **In order to substitute for a team, a player must purchase a substitute card.**

- 13.2. **Toyota Sports Center offers a five (5) game substitute card for \$250. The substitute will be given a substitute player card which will be issued at the time of purchase.**
- 13.3. **The substitute player must present this card to the scorekeeper PRIOR to the start of the game in which they are subbing.**
- 13.4. Substitute players may only sub for any team that is **ABOVE** the division in which they are a registered rostered player. (example: player registered for a team in Silver A may sub for a Gold level team)
- 13.5. **Substitute players may NOT substitute for a team in the same division in which they are a registered rostered player.**
- 13.6. **Substitute players may NOT participate in the playoffs/championship games.**

14. EMERGENCY GAME PLAY (LOST/FORGOTTEN PLAYER ID CARDS ONLY!)

- 14.1. This is only for circumstances in which the Adult Hockey Director IS NOT AVAILABLE.
- 14.2. This policy will be good for those players who have completed the following:
 - 14.2.a. Registered online
 - 14.2.b. Completed a waiver
 - 14.2.c. Have a Player ID Card
- 14.3. How do you know if a player has those things?
 - 14.3.a. Only players with all the above requirements completed will appear on the online scoresheet.
- 14.4. ***The only people that can be added to the scoresheet by a scorekeeper are *sub* goalies.***
- 14.5. Players MUST do the following:
 - 14.5.a. Give you their driver's license (or another valid photo ID)
 - 14.5.b. Player must sign the form
 - 14.5.c. Team Rep/Captain must sign the form
 - 14.5.d. Pay \$30 to the Adult Hockey Department PRIOR to their next game.
 - 14.5.e. Scorekeepers are not allowed to take payment.
- 14.6. If the Adult Hockey Department Director is available, players should see the Adult Hockey Director to replace their card PRIOR to their game.

15. REGULATION OF PLAYERS AND TEAMS

- 15.1. Adult Hockey League representatives (director, referees, scorekeepers) randomly monitor games and report to the Adult Hockey League Director in order to maintain reasonable team parity within each division.
- 15.2. Once the season has started, all new players must receive Adult Hockey League Approval prior to being placed on a team.
- 15.3. At the discretion of the Adult Hockey Director any team that wins a championship may be required to move to the next highest league prior to the start of the next season.

- 15.4. In most cases, player and/or team movements will be remedied at the end of the season when a "NOTICE TO ADVANCE" may be issued to players and/or teams who appear to be "too skilled" for their current level.
- 15.5. The Adult Hockey League may review any issue that may have occurred outside and or inside the facility and act accordingly in the best interests of the Adult Hockey League which may include, but is not limited to player suspension and/or dismissal.
- 15.6. **Players may only be registered, rostered and play on one (1) team within each division.**

16. PLAYER RELEASES

- 16.1. Team Reps are allowed to release players with Adult Hockey League Director's approval, as long as the required number of players is maintained on the roster.
- 16.2. Players who wish to be released from their team to play on another team in the same division must get current team representative's and Adult Hockey League Director's approval.

17. PLAYOFFS AND ELIGIBILITY

- 17.1. Unless otherwise specified, at the end of the regular season, the top four teams in each division advance to the playoffs -- 1st vs. 4th, 2nd vs. 3rd.
- 17.2. **ALL players will have their ID cards checked by a representative from the Adult Hockey League PRIOR to the start of any playoff or championship game.**
- 17.3. **ONLY full time registered rostered players are eligible for playoffs. Substitutes are NOT eligible to participate in playoffs.**
- 17.4. **ROSTERS ARE FROZEN PRIOR TO PLAYOFFS.** Teams may NOT add players to their roster after the established deadline.
 - 17.4.a. ALL DIVISIONS – ROSTER FREEZE AFTER the halfway point of the season.
 - 17.4.b. Emergency situations involving injuries will be addressed on a case by case basis by the Adult Hockey League Director.
- 17.5. Players must play a minimum of five (5) of the scheduled games in order to be eligible for the playoffs. Violation of this rule may result in the Team Representative being suspended for two (2) games including but not limited to dismissal, the player may be suspended for four (4) games including but not limited to dismissal and/or the game may be forfeited.

18. TIE BREAKING CRITERIA – ALL LEAGUES

- 18.1. If two teams are tied at the conclusion of the regular season, the following tie-breaking procedure will be implemented:
 - 18.1.a. Team with the fewest forfeits.
 - 18.1.b. Most wins.
 - 18.1.c. Superior head-to-head record.
 - 18.1.c.i.a. 3 teams or greater
 - 18.1.c.i.b. Win = +1, Loss = -1, Tie = 0
 - 18.1.c.i.c. All head-to-head games counted (Greatest total advances)
 - 18.1.d. Superior head-to-head goal differential.
 - 18.1.e. Superior league goal differential.

- 18.2. Unless otherwise determined, all quarterfinal and semi-final rounds will be one (1) game sudden-death elimination.
- 18.3. Unless otherwise determined, the championship will be a one (1) game sudden-death elimination.

19. FORFEITS

- 19.1. Players are expected to be present at the scheduled game time.
 - 19.1.a. All teams will receive a five (5) minute warm-up clock.
 - 19.1.b. Any team or teams not properly dressed or having the required minimum amount of players at the end of the warm-up clock and their allotted time out will result in a forfeit.
 - 19.1.c. 5x5 ice must have 6 players minimum (including goalie). 4x4 ice must have 5 players minimum (including goalie).
 - 19.1.d. Teams requiring only one more player may take a delay of game penalty and start the game short-handed (5 players for 5x5 ice, 4 players for 4x4 ice). If the final player needed is not present and ready when the penalty expires, the game will result in a forfeit.
- 19.2. Forfeit
 - 19.2.a. 1st Forfeit: Lose the game.
 - 19.2.b. 2nd Forfeit: Lose the game. Written warning of possible expulsion from the league.
 - 19.2.c. 3rd Forfeit: Lose the game, and Adult Hockey League Committee's review which could include expulsion from the league.

20. GAME CANCELLATIONS

- 20.1. Toyota Sports Center Adult Hockey League reserves the right to change or cancel any game.
- 20.2. If a game must be changed or cancelled, the Adult Hockey League Director will contact each team representative immediately.
- 20.3. If any game is cancelled, it will be rescheduled prior to playoffs.

21. INJURIES

- 21.1. All injuries must be reported, in writing, to the Scorekeeper or Adult Hockey League Office within 24 hours of occurrence.

22. EQUIPMENT

- 22.1. **The following hockey equipment is mandatory for all players:**

- All players must wear a HECC approved helmet.
- Helmets, facemasks, or visors may not be modified and must be worn as intended by the manufacturer.
- Elbow pads
- Shin guards
- Hockey gloves
- Hockey pants
- Hockey skates

- 22.2. **Equipment Penalties:** The following will occur for players missing and/or using inappropriate equipment:
- 22.2.a. The offending player will be sent off the ice until the equipment issue is corrected.
 - 22.2.b. Any player who commits a second equipment offense will be assessed a ten (10) minute misconduct penalty at the start of the game.

23. UNIFORMS

- 23.1. All players must have a Home (LIGHT) and Away (DARK) matching team jersey.
- 23.1.a. Color must be the same.
 - 23.1.a.i. Jersey crests are optional.
 - 23.1.b. All players must have an assigned unique jersey number (0-99). **NO DUPLICATE NUMBERS.**
 - 23.1.c. The number must be **permanently attached** on the back of the jersey. **Taped or drawn numbers are not allowed.**
- 23.2. Home team does NOT get to choose jersey color.
- 23.2.a. If both teams arrive in White Jerseys, Visiting Team is obligated to change into their dark set of jerseys.
 - 23.2.b. If both teams arrive in Dark Jerseys, Home Team is obligated to change into their white set of jerseys.
 - 23.2.c. **If both teams arrive in non-conflicting colors, teams are NOT obligated to change regardless of Home or Away status.**
 - 23.2.d. Should all members of a **TEAM** fail to wear the appropriate uniform which results in a conflict (is the same color) the compliant team has the following options:
 - 23.2.d.i. Play the game without protest.
 - 23.2.d.ii. Play the game and file a protest with the scorekeeper **PRIOR** to the start of the game.
 - 23.2.d.iii. Do not play the game and file a protest with the scorekeeper.
- 23.3. **The scorekeeper and referees will proactively enforce the uniform code prior to the start of a game.**
- 23.4. By the fifth game of the season, any player not in proper team uniform will be assessed a ten (10) minute misconduct penalty at the start of the game.
- 23.5. The Adult Hockey League reserves the right to make all final determinations regarding jerseys and compliance with the Adult Hockey League uniform rules.

24. PLAYING RULES

- 24.1. Game duration (5x5) There will be a five (5) minute warm up and three (3) 20 minute running time periods. All games will start and end in accordance with the daily rink schedule.
- 24.2. Game duration (4x4) There will be a three (3) minute warm up and three (3) 15 minute running time periods. All games will start and end in accordance with the daily rink schedule.
- 24.3. Stop time Stop time is in effect the last 1:00 minute of the 1st and 2nd periods. Stop time is in effect the last 10:00 minutes of 3rd period (5x5) and last 3:00 minutes of 3rd period (4x4).
- 24.4. Mercy Rule (5x5) If a team leads by a goal differential of six (6) or higher AFTER the 10 minute mark of the 3rd period, the remainder of the game will continue in running time. The

mercy rule will remain in effect and there will NOT be stop until the margin decreases below three goal mark after the 10 minute mark. If a 10 goal or greater margin in the 1st period – game is called. If a 15 goals or greater margin in the 2nd and/or 3rd period – game is called.

- 24.5. Mercy Rule (4x4) If a team leads by a goal differential of three (3) or higher AFTER the 3 minute mark of the 3rd period, the remainder of the game will continue in running time.
- 24.6. Ties/Overtime If the score is tied at the end of regulation during any REGULAR SEASON game in any division, a shootout will immediately commence with each team selecting three skaters to alternate attempts at a penalty shot. If any player is in the penalty box at the end of regulation, they are not eligible to participate in the shootout. The Home team determines who will start the shootout. If the three player shootout results in a tie, each team will then select players one by one until there is a winner. All players on the current game roster must participate before a player can shoot a second time. If one team has less players, once all players on the team with less players shoot, the same players may shoot of the opposing team as well. The winning team will have one extra point in the final score.
- 24.7. Playoffs/Championship For all divisions: If a game is tied at the end of regulation during the Playoff/Championship there will be a five (5) minute stop time sudden death overtime period. If the score is still tied after the overtime period, the game will commence in a shootout with the rules above. If any player is in the penalty box at the end of overtime, they are not eligible to participate in the shootout.
- 24.8. Time Outs Each team will receive a 30 second time out during each game. A one (1) minute break between periods will be in effect (except before overtime – no break). No time outs are allowed during the last 10 minutes if the mercy rule is in effect.
- 24.9. Forfeits If a team is forced to forfeit a game for any reason, the opponent shall receive an automatic 1-0 victory. All players shall have the opportunity to utilize the ice slot for practice or scrimmage. **Forfeits will not be rescheduled.**
- 24.10. Delays If a fight breaks out during running time, the clock will NOT stop. In the event of an extraordinary time-consuming delay where the clock is stopped (i.e. injury, ice maintenance, etc. and/or the facility is behind schedule for any reason) the Adult Hockey League, Scorekeeper and Referees shall have the authority to run the clock on “straight time” and/or modify the period time allocation for the balance of the game should the arena ice schedule be seriously compromised.

TOYOTA SPORTS CENTER RESERVES THE RIGHT TO CHANGE, MODIFY AND/OR ALTER ANY GAME FORMAT SHOULD IT BE NECESSARY TO MAINTAIN THE FACILITY SCHEDULE.

THE ADULT HOCKEY LEAGUE MAY NOT RESCHEDULE GAMES IN THE EVENT OF ACTS BEYOND THE CONTROL OF TOYOTA SPORTS CENTER WHICH MAY PREVENT ANY GAME FROM FULL COMPLETION. SHOULD ANY GAME REACH THE 10:00 MARK OF THE 2ND PERIOD, THE ADULT HOCKEY LEAGUE RESERVES THE RIGHT TO CALL THE GAME AS IS IN THE EVENT THAT THE TOYOTA SPORTS CENTER SCHEDULE OR ANY EVENT MAY PREVENT THE GAME FROM COMPLETION.

25. REFEREES

- 25.1. All Toyota Sports Center Adult Hockey League games are officiated by members of the LAHOA. All on-ice officials have jurisdiction and all rulings made by an official during a game will be supported by the Adult Hockey League and Adult Hockey League Committee.

- 25.1.a. Players will not confront any official following a game. This includes, but is not limited to accessing the Referee's locker room.
- 25.1.b. Players will not abuse/threaten any referee verbally or physically on or off the ice.
- 25.1.c. Any player who violates this rule shall be subject to a suspension from the league.
- 25.1.d. Players are responsible for conducting themselves in a professional manner.
- 25.1.e. **There is a zero tolerance policy when it comes to the abuse of referees.**

26. SCOREKEEPERS

- 26.1. Scorekeepers are off-ice officials and are responsible for time management, stats and the scoresheets. They may also report any off-ice misconduct by any players during the game. All off-ice officials will be supported by the Adult Hockey League and Adult Hockey League Committee.
 - 26.1.a. Players will not confront any scorekeeper following a game.
 - 26.1.b. Players will not abuse/threaten any scorekeeper verbally or physically on or off the ice.
 - 26.1.c. Any player who violates this rule shall be subject to a suspension from the league.
 - 26.1.d. Players are responsible for conducting themselves in a professional manner.
 - 26.1.e. **There is a zero tolerance policy when it comes to the abuse of scorekeepers.**

27. SCORESHEET

- 27.1. The Scoresheet is the official document that records:
 - Player, Referee, Scorekeeper
 - Date, Time, Rink
 - League, Division, Teams
 - Penalties, Scoring
 - Total Shots on Goal
- 27.2. Copies of the scoresheet are available online on the Toyota Sports Center website.
- 27.3. The Adult Hockey League is NOT obligated to make modifications to individual player's goals and/or assists after a game has concluded.
- 27.4. A Referee may modify/change a scoresheet within 24 hours of the games conclusion.
 - 27.4.a. The Adult Hockey League may send a courtesy notification via e-mail to notify the Team Representative of any change to a scoresheet if the change is made AFTER the game.
- 27.5. Team Representatives have 24 hours from the time a scoresheet is posted to the Toyota Sports Center website in order to request a correction to a players attendance. All requests must be done in writing via email to the Adult Hockey League Director.
- 27.6. Any team requesting a correction to a player's attendance who did not actually play, as determined by the Adult Hockey League, may be issued the following penalties:
 - 27.6.a. The Team Representative may be suspended for 2 games including, but not limited to dismissal.
 - 27.6.b. The player may be suspended for 4 games including, but not limited to dismissal.
 - 27.6.c. The game may be forfeited.

28. SUPPLEMENTS TO USA HOCKEY RULES – ALL LEAGUES

- 28.1. **Minor penalties**

- 28.1.a. All minor penalties are 3 minutes during running time.
28.1.b. All minor penalties are 2 minutes during stop time.
- 28.2. **Coincidental minors**
28.2.a. Unlike the NHL, penalties called at the same time to both teams will, in effect, cancel each other with no reduction in manpower.
28.2.b. The penalized players will be required to serve their entire penalty time and must wait for a stoppage in play before being allowed back on to the ice.
- 28.3. **Major penalties**
28.3.a. All major penalties are 7 minutes during running time.
28.3.b. All major penalties are 5 minutes during stop time.
28.3.c. Game ejection and 5 minutes counted towards CAP.
28.3.d. **All Major penalties carry a 2 GAME SUSPENSION – minimum standard.**
- 28.4. **Misconducts**
28.4.a. 10 Minute Misconduct (10 minutes counted towards CAP): No suspension.
28.4.b. Game Misconduct (10 minutes counted towards CAP): 2 game suspension.
- 28.5. **Game ejection**
28.5.a. Should an any player be ejected for the balance of a hockey game, he may be subject to review including additional suspensions.
- 28.6. **Match Penalties**
28.6.a. **All Match penalties are subject to the Hockey Committee Review process and may result in but not limited to immediate dismissal.**
28.6.a.i. Match – Intent to Injure: 4 game suspension (**MINIMUM**)
28.6.a.ii. Match – Spitting on player: Indefinite suspension (**ALL LEAGUES**)
28.6.a.iii. Match – Deliberate Intent to Injure: Indefinite suspension (**ALL LEAGUES**)
- Note – At the Referees discretion, a match penalty-intent to injure may be assessed for any action, which appears to have the potential for injury to another player. A match penalty-deliberate intent to injure maybe assessed for any action, which appears to result in injury to player.***
- 28.7. **Goal on a Delayed Call**
28.7.a. If the Referee signals an additional minor penalty(s) against a team that is already shorthanded because of one or more minor/bench penalties, and a goal is scored by the non-offending team before the whistle is blown, the goal shall be allowed, the delayed penalty **shall be assessed** and the first minor penalty being served shall terminate automatically.
- 28.8. **Third Man In**
28.8.a. A player who intervenes in an altercation shall receive a game misconduct.
28.8.b. All third man in penalties shall be reviewed by the Hockey Committee to determine if a suspension is warranted.
28.8.c. Be advised that fighting penalties do not have to be called for a player to be assessing a third man in penalty.
- 28.9. **Diving/Embellishment**
28.9.a. Any player or goalkeeper who blatantly dives, embellishes a fall or a reaction shall be penalized a minor penalty.

28.10. Off Ice Officials

28.10.a. The Scorekeepers, Hockey Office, Operations and Facility Security staff persons are considered Off Ice Officials.

28.11. Abuse of Officials

28.11.a. Any verbal abuse or uncooperative attitude toward any On Ice and/or Off Ice Official may cause a player/team rep/coach to be penalized and/or suspended pending review by the Hockey Committee.

28.11.b. The Adult Hockey League will enforce all USA Hockey rules regarding Abuse of Officials.

28.11.c. All Abuse of Officials penalties are subject to the Hockey Committee Review process.

28.11.d. Any physical abuse of any official or injury to, or attempt to injure any official may be regarded as a Match Penalty. Suspensions will be based upon one of three categories.

28.11.d.i. **Category One - Immediate dismissal from league.** *Example – Punching, kicking, spitting, and/or shooting a puck at and or any physical contact that may result in an injury to the referee.*

28.11.d.ii. **Category Two - Four or more game suspension.** *Example – Shoving pushing, skating into and/or physical contact that may result in the referee falling down.*

28.11.d.iii. **Category Three - Two or more game suspension.** *Example – Bumping, pushing, skating into and/or physical contact. No intent to injure is apparent.*

29. DELAYING THE GAME

29.1. A bench minor penalty shall be assessed to any team, which, after a warning by the referee, fails to place the correct numbers of players on the ice, thereby causing a delay in any manner.

30. REFEREE INCIDENT REPORT

30.1. **ALL** Game Misconducts, Major and Match penalties require a completed and signed Referee Incident Report, which is submitted to the Adult Hockey League Office with the score sheet.

30.1.a. Referee Incident Report documents a detailed summary and diagram of the incident to the Hockey Committee.

30.1.b. Team Representatives may review Referee Incident Reports in person at the Adult League Hockey Director's office. Copies of the Referee Incident Report are not provided to the Team Representative and/or players.

30.2. **ALL** infractions carry the minimum standards per the Adult Hockey League Rule Book.

31. SUSPENSION NOTIFICATION AND APPEAL PROCESS

31.1. The Adult Hockey League Committee will make every attempt to issue an "Initial Determination" prior to the next game; **HOWEVER**, receipt of an "Initial Determination" is **NOT** a requirement.

31.2. Should a player arrive at the rink and is suspended per the scoresheet, the player may not participate in the game.

- 31.3. A player may not play or sub for any team while on suspension.
- 31.4. If a player plays on multiple teams he/she may not play for any team until the suspension has been completed for the team/division in which they received the suspension.
- 31.5. Any player attempting to play while on suspension may cause his team to lose by forfeiture, as determined by the Adult Hockey League Committee.
- 31.6. There are **NO REFUNDS** from the Adult Hockey League for any player who receives a suspension.
- 31.7. All appeals to any “Initial Determination” must be made in writing.
- 31.8. All suspensions are in effect during any appeal process.
- 31.9. The Adult Hockey League Committee may issue a “Final Determination” within 30 days upon receipt of a written appeal request; **HOWEVER**, it is not a requirement.
- 31.10. Should a “Final Determination” not be issued, the “Initial Determination” shall stand.
- 31.11. Any player and/or Team Representative who is unwilling to cooperate and/or comply with any FINAL DETERMINATION issued by the Adult Hockey League Committee is subject to immediate dismissal from the League.
- 31.12. Players who receive an “Indefinite Suspension” may submit a request for reinstatement letter the following season.
 - 31.12.a. All requests for reinstatement must be in writing to the Adult Hockey League Committee.
 - 31.12.b. All request letters should detail an explanation of the event that resulted in the player’s suspension.
 - 31.12.c. All request letters should detail an explanation of what actions the player has taken to avoid a similar incident in the future.
 - 31.12.d. The Adult Hockey League Committee reviews all requests for reinstatement.
 - 31.12.e. All determinations are at the sole discretion of the Adult Hockey League Committee.
 - 31.12.f. All reinstatement requests will be answered in writing within 60 days.
 - 31.12.g. There are **NO REFUNDS** from the Adult Hockey League for any player who receives an “Indefinite Suspension”.
- 31.13. Players who receive a “League Dismissal” are not eligible for reinstatement.
 - 31.13.a. There are **NO REFUNDS** from the Adult Hockey League for any player who receives a “League Dismissal”.
- 31.14. The Adult Hockey League Committee reserves the right to review, change and/or modify any initial determination should the Adult Hockey League Committee to determine that the best interests of the Adult Hockey League are served.

32. PENALTY CAP

- 32.1. **Penalty CAP Index = 2 minutes per game scheduled – ALL LEAGUES.**
 - 32.1.a. 1st Cap= Total games X *CAP Index*
 Example – 20 games X 2 *CAP Index* = 40 minutes

- 32.1.b. Any player who meets and/or exceeds the 1st CAP over the course of the regular season (including exhibition games) receives a one (1) game suspension.
- 32.1.c. If a player meets and/or exceeds the 1st Cap in the last game of the regular season, **their suspension will be enforced in their team's first playoff game.**
- 32.1.d. Once playoffs begin, all players who are under the 1st Penalty Cap shall have their penalty minutes are reset to zero.
- 32.1.e. Once playoffs begin, all players who are AT OR OVER the 1st Penalty Cap shall NOT have their penalty minutes are reset to zero.
- 32.1.f. 2nd Cap = (((Total games X CAP Index) X 2)) X .75
Example – ((20 games X 2 CAP Index) X 2) X .75) = 60 minutes
- 32.1.g. Any player who meets and/or exceeds the 2nd CAP over the course of a regular season (including exhibition games AND PLAYOFFS) receives a season-ending and indefinite future season suspension with no refund for games not played.

33. REINSTATEMENT

- 33.1. All players applying for re-instatement following a “Season-Ending Suspension” must submit their request in writing to the Adult Hockey League Committee.
 - 33.1.a. If/when the player is reinstated, the player's penalty minutes may not exceed the designated 1st penalty cap.
 - 33.1.b. Any reinstated player exceeding the 1st Penalty Cap will receives a season-ending and indefinite future season suspension with no refund for games not played.
 - 33.1.c. Any reinstated player who receives a MAJOR and/or MATCH penalty will receive a season-ending and indefinite future season suspension, no refund for games not played and is subject to dismissal.
- 33.2. Players who successfully complete their reinstated season are returned to “regular” player status for the following season.

34. SUPPLEMENTARY DISCIPLINE

- 34.1. In addition to the fines and suspensions previously outlined in these rules, the Adult Hockey League Committee may, at their discretion, investigate any incident that occurs on or off the facility premises. Additional restrictions, suspensions and/or dismissals for any offense committed during the course of a season, game and/or after the game by a player regardless of whether such offense was penalized by the referee.

35. CHECKLIST FOR TEAM REPRESENTATIVES

- 35.1. The Team Representative is the liaison between the players of his team and the League.
- 35.2. The Team representative is required to attend any Adult Hockey League Team Representative meeting. If the Team Representative is unable to attend they must designate a representative from the team to attend in his/her place.
- 35.3. It is the responsibility of the Team Representative to establish and maintain a full roster.

- 35.4. The Team Representative is required to check-in with the scorekeeper **before** every game.
- 35.5. It is the responsibility of the Team Representative to advise their team members that the League does not provide refunds.
- 35.6. It is the responsibility of the Team Representative to insure that every team member has your phone number and knows how to reach you.
- 35.7. It is the responsibility of the Team Representative to arrive early and attend every game or designate a substitute who is familiar with the team and this Rule Book.
- 35.8. It is the responsibility of the Team Representative to make sure that the team is ready to play at the designated time.
- 35.9. It is the responsibility of the Team Representative to instruct all new players to complete the registration process.
- 35.10. It is the responsibility of the Team Representative to instruct all new players to have proper equipment and matching team jersey.
- 35.11. It is the responsibility of the Team Representative to see to it that all your players have a schedule or know where and when the next game will be. Schedules and rulebooks are available online and in the Adult Hockey League Office.
- 35.12. It is the responsibility of the Team Representative to make sure that your goalie is planning to be at your game. If he is not and you cannot find a substitute, please contact the Adult Hockey League Office.
- 35.13. It is the responsibility of the Team Representative to instruct all players that they must stay off the ice until the ice-resurfacing machine has exited the ice and the arena gates are closed.
- 35.14. It is the responsibility of the Team Representative to make sure that you keep your players up-to-date with League news, especially with memos sent directly to you.
Communication is vital!
- 35.15. Should a Team Representative know that he/she will be absent from a game, please designate a player to be acting Team Representative.
 - 35.15.a. If you are absent and no individual has been appointed to act in your place, the Team Captain will be the designated Team Representative.
 - 35.15.b. Should the Team Captain be absent, one or all Assistant Captains will be designated as Team Representative.

36. PLAYER CODE OF CONDUCT

- 36.1. All members of Toyota Sports Center Adult Hockey Leagues are required to conduct themselves in an appropriate manner both on and off the ice while at the facility.
- 36.2. Locker Rooms at Toyota Sports Center are assigned to each team. Keys for locker rooms are available for check out at Security. Each team is responsible for keeping the locker room clean. Please take every precaution with your valuables. Toyota Sports Center is not responsible for lost or stolen personal property.

37. SPECTATORS CODE OF CONDUCT

37.1. At the discretion of the Referees, the game may be stopped when the spectators displaying inappropriate and disruptive behavior interfere with other spectators or participants of the game. The Referee may identify violators to the Team Representative for the purpose of removing spectators from the spectator viewing and game area. Violators may be subject to further disciplinary action by the local governing body and/or Toyota Sports Center. This inappropriate and disruptive behavior shall include:

- Throwing objects in the spectators viewing area, player's bench, penalty box, scorekeeper's box or the playing surface that in any manner causes a safety hazard.
- Taunting players, coaches, officials, or other spectators by means of baiting, ridiculing, threatening physical violence, or physical violence.
- Using obscene or vulgar language in a boisterous manner to anyone at any time.