



HOCKEY LEAGUE RULE BOOK

(Version 6.4)

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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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RULES AND REGULATIONS

USA Hockey rules and regulations are used as a guideline at the TOYOTA SPORTS CENTER. The League Rule Book contains additional rules to the USA Hockey Rule Book. For any ruling not addressed in this Rule Book, USA Hockey rules will apply. The League reserves the right to make any final determination for any action committed at the TOYOTA SPORTS CENTER.

1. LEAGUE PHILOSOPHY

The philosophy of the Hockey Leagues is to promote the game for players of all skill levels in a competitive and organized environment. We strive to foster camaraderie, friendship and physical fitness while maintaining a fun, enjoyable and safe recreational environment. All Hockey Leagues at the TOYOTA SPORTS CENTER are recreational non-check.

2. THE HOCKEY DEPARTMENT

Danny Paterson	Director – Adult Hockey Operations	EXT 4401
Lacy Ostendorf	League Administrator	EXT 4414
Michel Voyer	Director – Officiating	

3. LEAGUES AND DIVISIONS

- Adult Ice Hockey League
- Lady Kings Ice Hockey League
- Adult 4 on 4 Hockey League
- Legends Ice Hockey League
- Youth Elite Ice Hockey League
- High School Ice Hockey League
- Youth Elite 3 on 3 League

Adult Divisional Rankings

- Elite – Expert
- Gold – Advanced
- Silver A– Upper Int.
- Silver B – Intermediate
- Bronze AA – Lower Int.
- Bronze A – Lower Int.
- Bronze B – Upper Novice
- Novice – Beginners ONLY
- Lady Kings – Women ONLY
- Over 40

High School Divisional Rankings

- Varsity
- JV – A
- JV – B

Legends Divisional Rankings

- Vachon – 6 and under
- Gretzky – 8 and under
- Robitaille – 10 and under
- Dionne – 14 and under
- Taylor – 17 and under
- **League may adjust age groups and/or definitions. Check with the Hockey Office for any updates.**

4. HOLIDAYS – NO GAMES

- New Year's Day (1/1)
- Martin Luther King Day (1/19)
- President's Day (2/16)
- Memorial Day (5/31)
- Independence Day (7/4)
- Labor Day (9/6)
- Thanksgiving Weekend
- Christmas Eve and Day (12/24 – 12/26)
- New Year's Eve (12/31)

5. PRIVATE ENTITY
 - 5.1. Polar Ice Venture Company, LLC is a **PRIVATE** entity. All hockey leagues operated by Polar Ice Venture Company, LLC are **PRIVATE**. Polar Ice Venture Company, LLC reserve the right to refuse service to anyone.
 - 5.2. The Hockey Committee reserves the right to change, modify and/or alter this Rule Book, **at any time**, should the Hockey Committee determine the best interests of the League is served.
6. INDIVIDUAL REGISTRATION PROCESS
 - 6.1. TOYOTA SPORTS CENTER MEMBERSHIP
 - 6.1.a. All players must register online and complete the Toyota Sports Center's online membership process prior to the start of EVERY season.
 - 6.1.b. All players must submit individual payment.
 - 6.1.c. Cash, Check payable to "LA ICE VENTURE" or credit card (Master Card / VISA) accepted.
 - 6.1.d. All player must have a unique jersey number (0-99)
 - 6.1.e. Submitting **PARTIAL** payment **DOES NOT** guarantee placement in the league.
 - 6.2. TSC offers 2-payment or 3-payment plans. Please ask at time of registration.
7. DEFAULT PAYMENTS
 - 7.1. Any player whose payment defaults (i.e. NSF check, credit card declination, etc.) will be ineligible to play in the League until his account returns to good standing.
 - 7.2. A \$25.00 penalty will be issued for any returned check.
 - 7.3. Players with outstanding funds from previous season will be ineligible to re-register with the league until all balances are paid in full.
8. PRIOR TO THE START OF THE GAME
 - 8.1. Team Reps or designate are required to check in all players and goalies with the Scorekeeper prior to the start of the game.
 - 8.2. Players who are late to the game must check in with the scorekeeper before participation.
 - 8.3. At all times, it is the responsibility of the player to ensure that fines are paid promptly before the start of the game. It is not the scorekeeper's responsibility to "chase down" players who owe monies; all payments must be brought to the scorekeeper prior to the start of the game.
 - 8.3.a. Scorekeepers DO NOT ACCEPT CASH or CREDIT CARDS – **CHECKS ONLY** PAYABLE TO **"LA ICE VENTURE"**
 - 8.4. If a player plays before paying any dues/penalties, that player may be suspended pending a Hockey Committee's review.
 - 8.5. All players are required to show valid photo ID as proof of identity/age during registration and upon request **AT ANY TIME** during the season.
 - 8.6. Should a Referee or Scorekeeper have a question about a player's identity, that player must show the League official a valid driver's license or state issued photo ID. **Failure to do so will place that game under "Protest" with a subsequent League investigation.**
 - 8.7. Any team found using a player who is participating under a false identity may be issued the following penalties:
 - 8.7.a. Team rep and/or player(s) involved will face severe supplemental discipline including expulsion from league with no refund.
 - 8.7.b. The game will be forfeited.

10. SCORE SHEET

- 10.1.** The Score sheet is the official document that records:
- Score Sheet No.
 - Player, Ref and Scorekeeper Attendance
 - Date/Time/Rink
 - League/Division/Teams
 - Penalties
 - Scoring
 - Shots on Goal
 - Injuries
- 10.2.** Copies of the score sheet are available **ONLINE** at the Leagues website.
- 10.3.** The League is **NOT** obligated to make modifications to individual player's goals and/or assists after a game has concluded.
- 10.4.** A Referee may modify/change a score sheet with in 24 hours of the games conclusion.
- 10.4.a. The League may notify via e-mail any change to a score sheet if the change is made **AFTER** the game. This is a courtesy notification, not a requirement.
- 10.5.** Team Reps have 24 hours from the time a score sheet is posted to the League website in order to request a correction to a players attendance. All requests must be done in writing via email to the League Supervisor.
- 10.6.** Any team requesting a correction to a player's attendance who did not actually play, as determined by the League, may be issued the following penalties:
- 10.6.a. The Team Rep may be fined \$30 and suspended for 2 games including but not limited to dismissal.
- 10.6.b. The player may be fined \$30.00 and suspended for 4 games including but not limited to dismissal.
- 10.6.c. The game may be forfeited.

11. ROSTERS

- 11.1.** **NON-REGISTERED** players are **NOT** allowed to skate in any League at any time.
- 11.2.** Absolutely **NO SKATERS** will be allowed on the ice without completion of the **TOYOTA SPORTS CENTER** online membership registration process.
- 11.3.** All players in the Adult Ice and Roller Hockey Leagues must be at least eighteen (18) years of age upon registration to be eligible to play.
- 11.3.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.
- 11.4.** Adult Ice Hockey League Roster Rules
- 11.4.a. **INDIVIDUAL PAYMENT TEAMS**
- 11.4.a.i. 14 registered players (13 players and 1 goalie) **MINIMUM** prior to the start of the regular season.
- 11.4.b. **TEAM PAYMENT TEAMS**
- 11.4.b.ii. 20 registered players (18 players and 2 goalies) **MAXIMUM** prior to the start of the regular season.
- 11.4.c. **REASONABLE PARITY**
- 11.4.c.iii. **EXCEPT** for the **NOVICE** division - Adult Ice Hockey Teams are limited to players, from 1 division above, during any game. **Violation of this rule may result in the Team Rep fine (\$30) and suspension (2 games), including but not limited to dismissal. Also, the player may be fined \$30.00 and suspended for 4 games including but not limited to dismissal. In addition, the game may be forfeited.**
- **GOLD** is limited to 5 players from **ELITE**.
 - **SILVER A** is limited to 4 players from **GOLD –ELITE**
 - **SILVER B** is limited to 4 players from **SILVER A – NO GOLD B or ABOVE**
 - **BRONZE A** is limited to 3 players from **SILVER B – No SILVER A or ABOVE**
 - **BRONZE B** is limited to 3 players from **BRONZE A – No SILVER B or ABOVE**
 - **COPPER** is limited to 1 player from **Bronze B ONLY – No BRONZE A or ABOVE**
 - **OVER 40** open to all players who are 40 years of age **PRIOR** to their 1st game (see Goalies section 17.4)
- 11.5.** Youth Hockey Leagues Roster Rules
- 11.5.a. Ice hockey teams are limited to 15 players and 2 goalies

11.6. High School Hockey Leagues Roster Rules

- 11.6.a. 14 players (14 players and 1 goalie) must register for a ICE hockey team to be eligible.
 - 11.6.a.iv. VARSITY Ice hockey teams are limited to 15 players and 2 goalies MAX.
 - 11.6.a.v. JV Ice hockey teams are limited to 18 players and 2 goalies MAX
- 11.6.b. 9 players (8 players and 1 goalie) must register for a INLINE hockey team to be eligible.
 - 11.6.b.vi. VARSITY Inline hockey teams are limited to 10 players and 2 goalies MAX.
- 11.6.c. All games are played at the Toyota Sports Center.
- 11.6.d. The High School League is an In-House program administered and operated by the Hockey Office.
- 11.6.e. All players must submit a copy of school **PHOTO ID** on or before the **FIRST GAME**.
- 11.6.f. Players who enroll online and falsely state they attend the school when in fact they do not may be removed from the League immediately.
- 11.6.g. All free agent players must attend the draft – NO EXCEPTIONS.
- 11.6.h. No grandfather players from previous seasons.
- 11.6.i. Same school district does not include actual school.
- 11.6.j. **JR VARSITY ROSTER RULES**
 - 11.6.j.vii. All JV players must attend the actual school to which the team represents.
 - 11.6.j.viii. 7th and 8th graders may play JV only with Hockey Office approval.
 - 11.6.j.ix. Pee wee, Bantam OR Midget AA AND/OR AAA level players are NOT eligible to play JV.
 - 11.6.j.x. 7th and 8th graders may NOT take a roster spot from any JV player who attends the school.
 - 11.6.j.xi. Seniors with travel hockey experience (B, A, AA, AAA) may NOT play JV.
 - 11.6.j.xii. Coaches may NOT recruit HS aged players from other High Schools to play JV.
- 11.6.k. Coaches are required to comply with the rules. Failure to comply may result in removal from the League.
- 11.6.l. No person may be behind the bench without League approval.
- 11.6.m. The League reserves the right to place all players in the appropriate division.
- 11.6.n. The League reserves the right to place any team in the appropriate division.

12. PLAYER RELEASES

- 12.1.** All players who achieve playoff eligibility are in turn assigned to that team for future consecutive seasons.
- 12.2.** Team Reps are allowed to release players (with League approval) as long as the required number of players is maintained on the roster.
- 12.3.** Players who wish to be released from their team to play on another team in the same division must get current team reps and league approval.
 - 12.3.a. In the event a team rep does not grant approval, players must sit 1 complete season in order to become a “free agent” and join another team in the same division.
- 12.4.** Should any team miss a season, all players on that team’s roster become “free agents”.

13. REGULATION OF PLAYERS AND TEAMS

- 13.1. As a method of controlling player placements after the season has begun, all new players must receive **League Approval** before arbitrarily placing him/herself on a team.
- 13.2. Should any player and/or team are found to be playing in an inappropriate level, the Hockey Committee has the right to move and/or remove that player and/or team accordingly.
 - 13.2.a. This policy does not apply to the **ELITE** division.
- 13.3. League representatives randomly monitor games throughout the season to maintain reasonable team parity for each division.
- 13.4. In most cases, player and/or team movements will be remedied at **season's end** when a **"NOTICE TO ADVANCE"** may be issued to players and/or teams who appear to be "too skilled" for their current level.
 - 13.4.a. Players classified as **"ADVANCE PLAYER"** for their respective division may not play in a lower division.
- 13.5. The Hockey Committee has the sole authority to adjudicate on any player and or team so that the best interests of the League are served.
- 13.6. The League may review any issue that may have occurred outside and or inside the facility and act accordingly in the best interests of the League which may include but is not limited to player suspension and/or dismissal.
- 13.7. Players may only play on one (1) team in the same division.
- 13.8. Any player who meets the playoff eligibility game count in the given division is automatically classified at that level.

14. NON-REGISTERED PLAYERS

- 14.1. Any team found using a player who is participating under a false identity, not registered with the league and/or in violation of section 9.7.c at any time during the season may be issued the following penalties:
 - 14.1.a. Violation of this rule may result in the Team Rep may be fined \$30 and suspended for 2 games including but not limited to dismissal,
 - 14.1.b. The player(s) may be fined \$30.00 and suspended for 4 games including but not limited to dismissal.
 - 14.1.c. The game may be forfeited.
- 14.2. Should a game be declared a forfeit prior to the start of a game, the teams may stay and split the ice to participate in a "practice session". Referees and scorekeepers will not be provided.
 - 14.2.a. The League is not responsible for teams and/or players who fail to attend games. Consequently, the League will not re-schedule games or provide compensation to teams unable to play games as a result of another team's forfeiture.

15. PLAYOFFS AND ELIGIBILITY

- 15.1. 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.
- 15.2. **ROSTERS ARE FROZEN PRIOR TO PLAYOFFS.** Teams may **NOT** add players to their roster after this deadline.
 - 15.2.a. **ALL DIVISIONS – ROSTER FREEZE AFTER the 10th game.**
 - 15.2.b. **ELITE DIVISIONS – NO ROSTER FREEZE**
 - 15.2.c. **OVER 40 DIVISION – NO ROSTER FREEZE**
- 15.3. Players must play a minimum number of games to be eligible for the playoffs. Violation of this rule may result in the Team Rep may be fined \$30 and suspended for 2 games including but not limited to dismissal, the player may be fined \$30.00 and suspended for 4 games including but not limited to dismissal and/or The game may be forfeited.
 - 15.3.a. **ALL DIVISIONS – 5 GAMES MINIMUM**

15.4. High School Ice/Inline Hockey Leagues

- 15.4.a. Rosters are frozen prior to playoffs. Teams may NOT add players to their roster after this deadline.
15.4.a.xiii. 10 games schedule – ROSTER FREEZE AFTER the 5th game.
- 15.4.b. All players should maintain a 2.0 grade point average or higher during the season.
15.4.b.xiv. Grade point average compliance is managed by the individual team.
- 15.4.c. All players must play a minimum number of games to be eligible for the playoffs.
15.4.c.xv. 10 game schedule – 5 GAMES MINIMUM
- 15.4.d. Exceptions are at the sole discretion of the Hockey Director.

16. TIE BREAKING CRITERIA – ALL LEAGUES

- 16.1.** If two teams are tied at the conclusion of the regular season, the following tie-breaking procedure will be implemented:
 - 16.1.a. Most wins.
 - 16.1.b. Team with the fewest losses.
 - 16.1.c. Superior head-to-head record.
 - 16.1.c.xv.a. 3 teams or greater
 - 16.1.c.xv.b. Win = +1, Loss = -1, Tie = 0
 - 16.1.c.xv.c. All head-to-head games counted (Greatest total advances)
 - 16.1.d. Team with the fewest penalty minutes.
 - 16.1.e. Team with the fewest forfeits.
 - 16.1.f. Superior head-to-head goal differential.
 - 16.1.g. Superior league goal differential.
- 16.2.** Unless otherwise determined, all quarterfinal and semi-final rounds will be 1-game sudden-death elimination.
- 16.3.** Unless otherwise determined, all final rounds will be a two-out-of-three elimination during the Fall season. The Summer season will consist of a single game final round.

17. GOALIES

- 17.1.** Each team may have two (2)-registered goalies that may only play for that team in the division.
- 17.2.** Provided that the regular team goalie is registered and in good account standing, teams may use a substitute goalie in emergency situations. Any abuses in the use of subs -- i.e. deliberately using a substitute goalie of a higher skill level -- will be subject to League review and possible forfeiture. As such, when attempting to secure a substitute goalie, Team Reps are required to find a goalie from the same level or lower. If you cannot secure a goalie from the appropriate level, call the League office.
- 17.3.** 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.
- 17.4.** O40 DIVISION – Rostered goalies must be at least 37 years of age All substitute goalies must be a minimum of 35 years old. (TSC Management reserves the right to approve goalies who do not meet this age requirement. Any team who uses a goalie under the age requirement must receive written approval from the league)

18. INJURIES

- 18.1.** All injuries must be reported, in writing, to the Scorekeeper or League Office within 24 hours

19. UNIFORMS

- 19.1.** All players must have a **Home (LIGHT)** and **Away (DARK)** matching team jersey.
- 19.1.a. Color and patterns must be the same.
19.1.a.xvi. Jersey crests are optional.
- 19.1.b. All players must have an assigned number (no duplicates with another player) that is permanently attached on the back.
19.1.b.xvii. Tape or markers are not allowed
- 19.1.c. All players must wear color-coordinated socks. (League Approval)
19.1.c.xviii. Sweat pants are not allowed
- 19.2.** Home team does **NOT** get to choose jersey color.
- 19.2.a. If both teams arrive in White Jerseys, Visiting Team is obligated to change into their dark set of jerseys.
- 19.2.b. If both teams arrive in Dark Jerseys, Home Team is obligated to change into their white set of jerseys.
- 19.2.c. **If both teams arrive in non-conflicting colors, teams are NOT obligated to change regardless of Home or Away status.**
- 19.2.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:
19.2.d.xix. Play the game without protest.
19.2.d.xx. Play the game and file a protest with the scorekeeper **PRIOR** to the start of the game.
19.2.d.xxi. Do not play the game and file a protest with the scorekeeper.
- 19.3.** The scorekeeper and referees will proactively enforce the **PLAYER** uniform code prior to the start of a game.
- 19.4.** By the fifth game of the season (incl. Exhibition) any player not in proper team uniform will be assessed a ten (10) minute misconduct penalty -- which will not be recorded on the score sheet -- at the start of the game.
- 19.5.** Should a team fail to have at least 5 skaters (ICE) / 4 skaters (INLINE) in uniform by the start of the game, the game will be declared a forfeit.
- 19.6.** All players must have complete matching uniforms by the fifth game (exhibition games included) of the season.
- 19.7.** Should your uniform be "on order", you will be required to show a paid receipt to the League office in order to be exempt from the uniform violation penalty.
- 19.8.** The League will issue you a "Uniform Waiver" that must be presented to the scorekeeper prior to any League game.
- 19.9.** The League reserves the right to make all final determinations regarding jerseys and compliance with the League jersey rules.

20. EQUIPMENT

20.1. All players must wear the following:

- H.E.C.C. approved helmet with a fastened, regulation strap.
- Face protection is optional but strongly recommended.
- The lightweight JOFA helmet is **NOT ACCEPTABLE**
- Elbow pads
- Knee pads/shin guards
- Protective cup
- Hockey gloves
- Hockey pants
- Hockey skates
- Matching jersey & socks
- Neck Guard (Youth Hockey)
- **Any alterations made to an H.E.C.C. approved helmet (e.g. removal of protective ear (flaps) will VOID your USA Hockey liability policy.**

21. SUPPLEMENTS TO USA HOCKEY RULES – ALL LEAGUES

21.1. Minor penalties

- 21.1.a. All minor penalties are 3 minutes during running time.
21.1.a.i – Legends In-house all penalties are 2 minutes
21.1.a.ii – Youth Elite League minor penalties result in penalty shot.
- 21.1.b. All minor penalties are 2 minutes during stop time.
21.1.b.xxii. For all 4 on 4 penalty formats see page 22

21.2. Coincidental minors

- 21.2.a. Unlike the NHL, penalties called at the same time to both teams will, in effect, cancel each other with no reduction in manpower.
- 21.2.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.

21.3. Major penalties

- 21.3.a. All major penalties are 7 minutes during running time.
- 21.3.b. All major penalties are 5 minutes during stop time.
- 21.3.c. Game ejection and 5 minutes counted towards CAP.
- 21.3.d. **All Major penalties may carry a 2 GAME SUSPENSION AND \$30 fine**

21.4. Misconducts

- 21.4.a. 10 Minute Misconduct (10 minutes counted towards CAP): No fine or suspension.
- 21.4.b. Game Misconduct (10 minutes counted towards CAP): \$15.00 fine, 1 game suspension.

21.5. Game ejection

- 21.5.a. Should an any player be ejected for the balance of a hockey game(4 penalties in a game), he/she may be subject to review including additional suspensions and/or fines.

21.6. Match Penalties

- 21.6.a. **All Match penalties are subject to the Hockey Committee Review process and may result in but not limited to immediate dismissal.**
21.6.a.xxiii. Match – Intent to Injure: \$60.00 fine and 4 game suspension (**MIN**).
21.6.a.xxiv. Match – Spitting on player: Indefinite suspension (**ALL LEAGUES**)
21.6.a.xxv. 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.

21.7. Goal on a Delayed Call

- 21.7.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.

21.8. Third man in

- 21.8.a. A player who intervenes in an altercation shall receive a game ejection and a \$15.00 fine.
- 21.8.b. All third man in penalties shall be reviewed by the Hockey Committee to determine if a suspension is warranted.
- 21.8.c. Be advised that fighting penalties do not have to be called for a player to be assessing a third man in penalty.

21.9. Diving/Embellishment

- 21.9.a. Any player or goalkeeper who blatantly dives, embellishes a fall or a reaction shall be penalized a minor penalty.

21.10. Off Ice Officials

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

21.11. Abuse of Officials

- 21.11.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, fined and/or suspended pending review by the Hockey Committee.
- 21.11.b. The League will use all USA Hockey rules as a guideline regarding Abuse of Officials.
- 21.11.c. All Abuse of Officials penalties are subject to the Hockey Committee Review process
- 21.11.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.
- 21.11.d.xxvi. **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.*
- 21.11.d.xxvii. **Category Two - Four or more game suspension.** *Example – Shoving pushing, skating into and/or physical contact that may result in the referee falling down.*
- 21.11.d.xxviii. **Category Three - Two or more game suspension.** *Example – Bumping, pushing, skating into and/or physical contact. No intent to injure is apparent.*

22. ADDITIONAL PENALTIES WITH FINES*

- | | | |
|--------|---|---|
| 22.1. | Attempted Head Butt: | Double minor penalty, no suspension. |
| 22.2. | 4 penalties one game (Adult): | Game ejection. No additional penalty minutes towards the CAP. |
| 22.3. | 4 penalties one game (Youth): | Game ejection and 1 game suspension. |
| 22.4. | Major High Sticking (accidental) 1 st offense: | Major Penalty, no ejection, no suspension, \$15 fine. |
| 22.5. | Major High Sticking (accidental) 2 nd offense: | Major Penalty, 1 game suspension (min), \$15 fine and a review |
| 22.6. | Major High Sticking + Game Misconduct (Deliberate): | Game ejection, 2 game suspension (min), \$30 fine and a review |
| 22.7. | Match High-Sticking (deliberate): | Game ejection, 4 game suspension (min), \$60.00 fine and a review |
| 22.8. | Major Blindside trip and/or slew foot: | Game ejection, 2 game suspension \$30.00 fine and a review. |
| 22.9. | Major Head Butting: | Game ejection, 2 game suspension \$30.00 fine and a review. |
| 22.10. | Major Kneeing | Game ejection, 2 game suspension \$30.00 fine and a review. |
| 22.11. | Major Fight (Adult Leagues): | Game ejection, 2 game suspension \$30.00 fine and a review. |
| 22.12. | Major Fight (Youth Elite League – Midget) | Game ejection, 2 game suspension and a review. |
| 22.13. | Major Fight (Youth Elite League – Mite thru Bantam) | Game ejection, Automatic indefinite suspension pending review |
| 22.14. | Major Fight (High School and Youth Leagues): | Game ejection, Automatic indefinite suspension pending review |
| 22.15. | Obscene Gesture: | Game ejection, \$15.00 fine and Hockey Committee's review. |
| 22.16. | Racial and/or Gender Slur: | Game ejection, 4 game suspension (min), \$60.00 fine and a review |
| 22.17. | Blow to the Head (Match Penalty): | Game ejection, Automatic indefinite suspension pending review |

*** Fines are not applicable for Youth In-House, High School and Youth Elite League players.**

***All major penalties are subject to review by hockey committee.**

PENALTY CAP

22.18. Penalty CAP Index = 2 minutes per game scheduled – ALL LEAGUES.

22.18.a. **1st Cap = Total games X CAP Index**

Example – 20 games X 2 CAP Index = 40 minutes

22.18.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 and a \$15.00 fine.

Note - fines are not applicable in the High School and/or Youth Leagues.

22.18.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.**

22.18.d. Once playoffs begin, all players who are under the 1st Penalty Cap shall have their penalty minutes are reset to zero.

22.18.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.

22.18.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

22.18.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.

23. REINSTATEMENT

23.1. All players applying for re-instatement following a "Season-Ending Suspension" must submit their request in writing to the Hockey Committee.

23.1.a. If reinstated, the player's may not exceed the 20 min probation cap.

23.1.b. Any reinstated player exceeding the probation cap will receives a **season-ending and indefinite future season suspension** with no refund for games not played.

23.1.c. Any reinstated player who receives a MAJOR and/or MATCH penalty will receives a **season-ending and indefinite future season suspension, no refund for games not played and are subject to dismissal.**

23.2. For any season length not listed above, the Hockey Office will determine all suspensions, caps and probation limits.

23.3. Any player attempting to play while on suspension or with an unpaid fine may cause his team to lose by forfeiture, as determined by the Hockey Committee.

23.4. Players who successfully complete their reinstated season are returned to "regular" player status the following season.

24. FORFEITS

24.1. Players must be present at the scheduled game time.

24.1.a. All teams will receive a five-minute warm-up clock.

24.1.b. Any team(s) not properly dressed or having the required minimum amount of players at the end of the warm-up clock will result in a forfeit.

24.1.c. Ice must have 6 players minimum.

24.1.d. Inline must have 5 players minimum.

24.1.e. Teams requiring only one more player(s) may take a delay of game penalty and start the game short-handed (5 players for ice, 4 players for inline). If the final player needed is not present and ready when the penalty expires, the game will result in a forfeit.

24.2. 1st Forfeit: Lose the game.

24.3. 2nd Forfeit: Lose the game. Written warning of possible expulsion from the league.

24.4. 3rd Forfeit: Lose the game, and Hockey Committee's review (possible expulsion from the league).

25. DELAYING THE GAME

- 25.1. 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.

26. SUPPLEMENTARY DISCIPLINE

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

27. REFEREE INCIDENT REPORT

- 27.1. **ALL** Game Misconducts, Major and Match penalties require a completed and signed Referee Incident Report, which is submitted to the Hockey Office with the score sheet.
- 27.1.a. Referee Incident Report documents a detailed summary and diagram of the incident to the Hockey Committee.
- 27.1.b. Team Reps may review Referee Incident Reports in person at the Hockey Office. Copies of the Referee Incident Report are not provided to the Team Rep and/or players.
- 27.2. **ALL** infractions carry the minimum standards per the League Rule Book.

28. SUSPENSION NOTIFICATION AND APPEAL PROCESS

- 28.1. The Hockey 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.
- 28.2. Should a player arrive at the rink and is suspended per the score sheet, the player may not participate in the game.
- 28.3. All appeals to any "Initial Determination" must be made in writing.
- 28.4. All suspensions are in effect during any appeal process.
- 28.5. The Hockey Committee may issue a "Final Determination" within 30 days upon receipt of a written appeal request; **HOWEVER**, it is not a requirement.
- 28.6. The Hockey Committee reserves the right to review, change and/or modify any initial determination should the Committee determine the best interests of the League is served.
- 28.7. Should a "Final Determination" not be issued, the "Initial Determination" shall stand.
- 28.8. Players who receive an "Indefinite Suspension" may submit a request for reinstatement letter the following season.
- 28.8.a. All requests for reinstatement must be in writing to the Hockey Committee.
- 28.8.b. All request letters should detail an explanation of the event that resulted in the player's suspension.
- 28.8.c. All request letters should detail an explanation of what actions the player has taken to avoid a similar incident in the future.
- 28.8.d. The Hockey Committee reviews all requests for reinstatement.
- 28.8.e. All determinations are at the sole discretion of the Hockey Committee.
- 28.8.f. All reinstatement requests will be answered in writing within 60 days.
- 28.8.g. There are **NO REFUNDS** from the League for any player who receives an "Indefinite Suspension".
- 28.9. Players who receive a "League Dismissal" are not eligible for reinstatement.
- 28.9.a. There are **NO REFUNDS** from the League for any player who receives a "League Dismissal".
- 28.10. **Any player and/or Team Rep who is unwilling to cooperate and/or comply with any FINAL DETERMINATION issued by the Hockey Committee is subject to immediate dismissal from the League.**

29. CHECKLIST FOR TEAM REPS (COACHES/MANAGERS)

- 29.1. The Team Rep is the liaison between the players of his team and the League.
- 29.2. It is the responsibility of the Team Rep to establish and maintain a full roster.
- 29.3. It is the responsibility of the Team Rep to advise your team members that the League does not provide refunds.
- 29.4. It is the responsibility of the Team Rep to insure that every team member has your phone numbers and knows how to reach you.
- 29.5. It is the responsibility of the Team Rep to arrive early and attend every game or designate a substitute who is familiar with the team and this Rule Book.

- 29.6.** It is the responsibility of the Team Rep to make sure that your team is ready to play at the designated time.
- 29.7.** It is the responsibility of the Team Rep to check with the scorekeeper and score sheet before every game to find out if any player owes dues, fines or other League business.
- 29.8.** It is the responsibility of the Team Rep to make sure that players owing money bring it with them and get it paid before the warm-up is over.
- 29.9.** It is the responsibility of the Team Rep to instruct all new players to complete the registration process.
- 29.10.** It is the responsibility of the Team Rep to instruct all new players to have proper equipment and matching team jersey and socks.
- 29.11.** It is the responsibility of the Team Rep to pick-up the score sheet after the game and is sure that any players with suspensions or fines are aware that they are suspended or have a fine due before the next game. Please be advised that any score sheet changes must be done at the game by the scorekeeper.
- 29.12.** It is the responsibility of the Team Rep 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 Hockey Office.
- 29.13.** It is the responsibility of the Team Rep to make sure that your goalie is planning to be at your game. If he isn't and you cannot find a substitute, call the League office and we'll try to locate one for you.
- 29.14.** It is the responsibility of the Team Rep 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.
 - 29.14.a.** Failure to comply with this rule may result in forfeiture of the game. If forfeiture is the result, the game will not be re-scheduled.
- 29.15.** It is the responsibility of the Team Rep to keep in mind that all players are entitled to equal ice time. We know that it's nearly impossible to ensure this for all players but as Team Rep, it's your responsibility to try.
- 29.16.** It is the responsibility of the Team Rep to make sure that you keep your players up-to-date with League news, especially with memos sent directly to you. Communication is vital!
- 29.17.** Should a Team Rep know that he/she will be absent from a game, please call the League office and advise us as to whom you have appointed as acting Team Rep.
 - 29.17.a.** If you are absent and no individual has been appointed to act in your place, the Team Captain will be the designated Team Rep.
 - 29.17.b.** Should the Team Captain be absent, one or all Assistant Captains will be designated as Team Rep.

SUBJECT: PARENTS AND SPECTATOR'S
POLICY: SPORTSMANSHIP POLICY
Updated: 9/1/11
Author: Hockey Office
Approved: Brad Sholl, General Manager

SPORTSMANSHIP POLICY REGARDING PARENTS AND SPECTATORS.

1. At the discretion of the Referees, the game may be stopped when the parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators or participants of the game. The Referee may identify violators to the coaches/captains for the purpose of removing parents/spectators from the spectator viewing and game area. Violators may be subject to further disciplinary action by the local governing body and/or the facility. This inappropriate and disruptive behavior shall include:
 - a. Throwing objects in the spectators viewing area, player's bench, penalty box or the playing surface that in any manner causes a safety hazard.
 - b. Taunting players, coaches, officials, or other spectators by means of baiting, ridiculing, threatening physical violence, or physical violence.
 - c. Using obscene or vulgar language in a boisterous manner to anyone at anytime.
2. **Abuse of this policy may result in police action.**

SUBJECT: PARENTS AND SPECTATOR'S
POLICY: ZERO TOLERANCE
Updated: 9/1/11
Author: Hockey Office Directors
Approved: Brad Sholl, General Manager

ZERO TOLERANCE POLICY REGARDING PARENTS AND SPECTATOR'S.

- The game will be stopped by on ice officials the when parents / spectators displaying inappropriate and disruptive behavior interfere with other spectators or participants of the game. The on-ice officials will identify violators to the coaches for the purpose of removing parents/spectators from the viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the local governing body. This inappropriate and disruptive behavior shall include:

- Using obscene or vulgar language in a boisterous manner to anyone at anytime.
- Taunting players, coaches, officials or other spectators by means of baiting, ridiculing, threaten physical violence, or physical violence.
- Throwing any object in the spectator viewing area, player bench, and penalty box or on the ice surface, that in any manner creates a safety hazard.

SUBJECT: COACHES, TEAM OFFICIALS, PARENTS & PLAYERS

POLICY: CODE OF CONDUCT

Updated: 9/1/11

Author: Hockey Office Directors

Approved: Brad Sholl, General Manager

1. Coaches, team officials, parents and players will encourage and support the concepts and philosophy of the Youth Hockey Leagues at the TOYOTA SPORTS CENTER at all times. These concepts include:
 - Respecting the USA Hockey rules and concepts.
 - Respecting the opponents.
 - Respecting the officials and their decisions.
 - Giving every player the opportunity to participate equally.
 - Maintaining self control at all times.
2. **Parents are to leave the coaching to the coaching staff and not interfere with or undermine the coaches at anytime. Verbal abuse of a coach will not be tolerated at any time.**
3. **All complaints are to be directed to the League office – not the coach or referees – NO EXCEPTIONS.**
4. Coaches, team officials, parents will remember the players play for their enjoyment, not theirs.
5. Coaches, team officials, parents will remember to make every reasonable effort to have their child attend all scheduled practices and games and they will contact the team manager if they are unable to attend.
6. Coaches, team officials, parents and players understand that verbal and/or physical abuse of the referee; scorekeeper, league official or any staff member at the TOYOTA SPORTS CENTER is strictly prohibited.
7. Parents and players are to agree that playing hockey is a privilege. Parents may feel it appropriate to limit their child's participation in league activities if responsibilities such as family matters or schoolwork are deemed important. Parents and players are to expect full league support if such actions are necessary.
8. Parents are not allowed to lean over the rink Plexiglas to communicate with a player, coach, and/or referees.
9. Parents are not allowed on the bench during practices and or games. **NO EXCEPTIONS.**
10. All Coaches, team officials, parents and players will exhibit absolute adherence to good sportsmanship during practices and games.
11. An appropriate handshake and acknowledgment of a "good game" is to be executed upon the completion of every game. Referee and/or Coach may send teams and/or player(s) directly to locker rooms should such action be deemed necessary.
12. Parents and players shall not communicate to the referees before, during or after games **NO EXCEPTIONS.**
13. Coaches and team officials understand that communication with the referee is at the referee's discretion. Referees are **NOT** obligated to communicate to a coach and/or team official.
14. ***Failure to adhere to the Code of Conduct, The Hockey League Rule Book, USA Hockey Rules and/or Regulations may result in:***
 - ***Verbal warning***
 - ***Written warning***
 - ***Dismissal from the facility and/or League.***
15. ***The Code of Conduct provides the players, parents, managers and coaches a common reference regarding the expectations of one's conduct.***
16. ***All determinations regarding coaches', team officials', parents' and players' conduct and consequences thereof are at the sole discretion of the Hockey Committee.***

SUBJECT: YOUTH HOCKEY COACHES/MANAGERS
POLICY: APPLICATION AND REGISTRATION REQUIREMENTS
Updated: 9/1/11
Author: Hockey Office Directors
Approved: Brad Sholl, General Manager

1. Individuals interested in Youth In-House and/or High School Hockey program must complete:
 - a. New Member Registration Form
 - b. Disclosure Statement
 - c. Pass CAHA Screening
2. The Hockey Committee will review all applications and notify all applicants in writing.
3. The following designations may be offered
 - a. Head Coach
 - b. Assistant Coach
 - c. Team Manager
4. **All Coaches/Assistant Coaches are required to wear a helmet while on the ice.**
5. The role of the Assistant Coach/Manager is to assist the Head Coach. This may include:
 - a. Managing the water bottles and pucks.
 - b. Managing player bench door during games.
 - c. Supervising players during pre and post game in the locker room.
6. Under **NO CIRCUMSTANCE** is an Coach/Manager to be in the locker room alone with a minor.
7. Any Coach and/or Manager may be asked to leave the ice and/or discontinue participation for any reason, with or without cause.
8. All Coaches and/or Managers understand that if they are asked to leave the ice and/or discontinue on ice participation, they will comply immediately upon request.
 - a. **Failure to comply may result in dismissal from the program including any dependants associated with the Coach and/or Manager.**
9. Assistant Coaches and/or Managers understand that participation on the ice during practices is at the sole discretion of the Head Coach and/or Director of Hockey Operations.
10. Head Coaches, Assistant Coaches and/or Managers are required to support the Officials (on and off ice) at all times.
 - a. **Verbal and/or Physical Abuse of an Official (on and off ice) may result in immediate dismissal from the League.**

SUBJECT: YOUTH HOCKEY LEAGUES
POLICY: SPECIAL REQUESTS
Updated: 9/1/11
Author: Hockey Office Directors
Approved: Brad Sholl, General Manager

The League CANNOT guarantee ANY special requests during the registration process.

Please note, the League has a limited amount of time to produce fair rosters, notify parents of team placement and produce schedules.

Please note –

1. Special requests regarding players who only want to “remain on the same team” or “the same coach” will **NOT** be granted.
2. The League cannot guarantee “car pooling requests”.
3. Once rosters have been distributed, the League will **NOT** consider a customer special request.
4. **The League reserves the right to move players AT ANY TIME to insure parity.**

SUBJECT: LEAGUE FORMATS
POLICY: ALL LEAGUES HAVE A STANDARD OPERATING FORMAT
Updated: 9/1/11
Author: Hockey Office Directors
Approved: Brad Sholl, General Manager

LEGENDS HOCKEY LEAGUE (IN-HOUSE)

1. 3 Periods – 15 minutes run time.
2. Stop time - last 1:00 minute 1st, 2nd periods and last 5:00 minute of the 3rd periods.
3. Full slap shots are allowed in all divisions unless otherwise specified by the Hockey Committee.
4. **MERCY RULE**
 - If a six- (6) goal margin exists at any time, the mercy rule will be in effect and there will **NOT** be stop time even if the margin decreases below six goals. In addition, the scorekeeper will **NOT** put the additional goals on the scoreboard. The goals **WILL** be documented on the score sheet.
5. Overtime regular season games – no overtime – game ends in a tie
6. Overtime playoffs
 - 5 minute period – last minute stop time.
 - If still a tie then shootout (3-man)
 - Coach decides shooters
 - All players must shoot once before a player can shoot again

HIGH SCHOOL ICE AND INLINE HOCKEY LEAGUE

1. 3 Periods – 15 minutes run time.
2. Stop time - last 1:00 minute 1st, 2nd periods and last 5:00 minute of the 3rd periods.
3. Full slap shots are allowed in all divisions unless otherwise specified by the Hockey Committee.
4. **MERCY RULE**
 - If a six- (6) goal margin exists at any time, the mercy rule will be in effect and there will **NOT** be stop time even if the margin decreases below six goals. In addition, the scorekeeper will **NOT** put the additional goals on the scoreboard. The goals **WILL** be documented on the score sheet.
5. Overtime regular season games – no overtime – game ends in a tie
6. Overtime playoffs
 - 15 minute period, last 5 minutes stop time.
 - If game still results a tie, then 3 PLAYER shootout.
 - Coach decides shooters.
 - All players must shoot once before a player can shoot again.

ADULT ICE HOCKEY LEAGUE

1. Periods – 20 minutes (ICE) 15 minutes (INLINE)
2. Stop time – last 1:00 minute 1st and 2nd periods. Last 10:00 3rd period (ICE) and last 5:00 3rd period (INLINE).
3. **MERCY RULE**
 - If a SIX - (6) goal margin exists AFTER the 10 minute mark of the 3rd period, the remainder of the game shall continue in RUN TIME.
 - The mercy rule will remain in effect and there will **NOT** be stop time even if the margin decreases below six goals 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.

ADULT ICE AND INLINE HOCKEY LEAGUE (continued)

1. Overtime regular season – ICE
 - One (1) five (5) minute run time period.
 - 4 on 4 format
 - Last 1:00 minute stop time
 - If still a tie exists a 3 player shootout will take place.
 - If still a tie game after 3 shooters, sudden death until winner is determined.

2. Overtime playoffs
 - 20 minute period, last 5 minutes stop time.
 - 5 on 5 format
 - If game still results a tie, then 3 PLAYER shootout.
 - All players must shoot once before a player can shoot again.

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 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.

TIME OUTS

- Each team is allowed one 30-second timeout.
- A 1 minute break between periods will be in effect (except before overtime – no break).
- No time outs are allowed during the last 10 minutes (Adult) 5 minutes (Youth-High School) if the mercy rule is in effect.

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

THE LEAGUE MAY NOT RESCHEDULE GAMES IN THE EVENT OF ACTS BEYOND THE CONTROL OF THE FACILITY WHICH MAY PREVENT ANY GAME FROM FULL COMPLETION.

SHOULD ANY GAME REACH THE 10:00 MARK OF THE 2ND PERIOD, THE LEAGUE RESERVES THE RIGHT TO CALL THE GAME AS IS IN THE EVENT THE FACILITY SCHEDULE OR ANY EVENT MAY PREVENT THE GAME FROM COMPLETION.

SUBJECT: ADULT 4 ON 4 FORMATS
POLICY: ALL LEAGUES HAVE A STANDARD OPERATING FORMAT
Updated: 9/1/11
Author: Hockey Office Directors
Approved: Brad Sholl, General Manager

ADULT 4 on 4 ICE HOCKEY LEAGUE

1. Periods – 2 – 24 Minute halves
 - a. Teams start on opposite half or ice.
2. Stop time – last 3 minutes in 2nd half if a 3 goal margin exists
3. Overtime – Tie games will result in 3 player shootout.
4. **MERCY RULE**
 - If a THREE - (3) goal margin exists AFTER the 3 minute mark of the 2nd half, the remainder of the game shall continue in RUN TIME.
 - The mercy rule will remain in effect and there will **NOT** be stop time even if the margin decreases below 3 goals after the 3minute mark.
5. **No Icing or Blue Line offside**
 - a. Red Line offside will be enforced. (no passing over red line)
 - b. All offsides will result in end zone face-off
6. **PENALTIES**
 - a. Minor Penalties – Results in a live penalty shot
 - b. Major Penalties – Results in penalty shot & team skates short handed for the duration of the game. Incident will be reviewed by hockey committee
 - c. Fighting – Subject to review and possible expulsion from league with no refund.

SUBJECT: GOALIE AVAILABILITY LIST – ADULT HOCKEY LEAGUE
POLICY: PUBLISHED TO THE WEBSITE
Updated: 9/1/11
Author: *Hockey Office Directors*
Approved: *Brad Sholl, General Manager*

BE ADVISED

All goalies who complete the online registration process at www.toyotasportscenter.com will have their name, email and phone number published to the League website.

Should any Goalie not want their name and contact information made available to the public, they must inform the league when they register.

Failure to inform the League during the online registration process may result the customers contact information posted to the website. Once posted, it may be difficult to remove this information from search engines such as Google, Yahoo, etc.

SUBJECT: HOCKEY LEAGUES
POLICY: REFUNDS
Updated: 08/05/06
Author: Hockey Office Directors
Approved: Brad Sholl, General Manager

As a matter of policy, there are **NO REFUNDS** for any team and/or individual hockey league enrollment.

All exceptions to the NO REFUND policy must be approved by the General Manager.

Requests for refunds must be done in writing and include a signed REQUEST FOR REFUND Form available at Guest Services.

All players who are unable to participate due to medical reasons must provide a note from a California licensed physician documenting the player's limitations which prevent them from participation.

Upon approval, players may receive credit towards future seasons.