



ADULT HOCKEY LEAGUE HANDBOOK

Skatetown's adult hockey program is designed to be a recreational hockey league where emphasis is placed on having fun and promoting safety for players and officials. The games are played under USA Hockey rules with the amendments stated below. A copy of the USA Hockey rules can be found at usahockey.com → "officials" → "Publications" → "2009-11 Official Rules of Ice Hockey."

THE SKATETOWN ADULT HOCKEY LEAGUE IS A NON-CHECKING, NON-FIGHTING LEAGUE

Captains to notify HD if brand new player joins team so HD can follow up with player's history

While this league is a non-checking/non-fighting league, participants need to be aware that checking and fighting may still occur, but will be dealt with per USA Hockey Rules and the Skatetown amendments stated below.

Rosters:

- NO PLAYER is permitted on the ice without completing a registration form and being added to the roster by the Hockey Director.
- Rosters must be submitted to the Hockey Director by August 31st and must include player's name and jersey number.
- After a roster has been submitted, any additional roster changes must be submitted to the Hockey Director 48 hours in advance prior to a game. All roster changes must be made prior to player playing a game.
- Players must play no more than one level lower than their skill level as determined by the Hockey Director and Captain Committee. This means players are limited to playing in no more than two divisions.
- All players playing down will be subject to approval of Hockey Director and Captain Committee.
- At any time the Hockey Director or Committee determines a player is too skilled to play in a particular division, Skatetown reserves the right to require that player to move up a division.
- If a player is removed from a roster, the player cannot be added to the roster for that team for the remainder of the season.
- Rosters will be frozen on December 20, 2010.
- Players must play in eight regular season games to qualify for the playoffs.
- If a player is on the roster at the beginning of the season and suffers an injury preventing them from playing in the required six games, and they return in time for the playoffs, that player will be permitted to play in playoffs. A doctor's note verifying the injury may be required.

Team Fees

- Team fees are due by September 29, 2010. Any team not able to pay their fees by the deadline will not be able to use the Team Fee structure.

- Rosters for teams selecting the Team Fee option are permitted up to 18 skaters and 1 goalie.
- **Team Fee terms:** When a team selects the Team Fee option, a flat fee is paid to Skatetown and the team captain determines who is on that team and how much each player pays. Team fees are offered, assuming that a single team fee payment is made at the beginning of the season and that Skatetown has reduced administrative costs related to that team since the captain will be dealing with the financial aspects of the team. No payment plans or partial payments are allowed. Teams have the ability to add and remove players and also must deal with the finances related to these roster changes. If a player leaves a team for any reason, including injury, suspension or ejection from the league, the captain is responsible for finding a replacement player and dealing with related finances for those changes.
- Skatetown will not be involved in refunding fees related to teams that select the Team Fee option.

Individual Fees

- Individual per player teams will have a maximum of 15 players and a goalie. Skatetown may add players until the maximum number of players is reached. A team that pays individual fees may not have substitute players with the exception of goalies as discussed under “substitutions/illegal players.” All players must pay to be on the team. There will be no per game rates or pro-rating.

Game Set Up:

- Time: 3 – 15 minute stop-time periods. All league games are to be finished in their designated 75 minute ice time slot.
- In the event a game is in jeopardy of not completing within the allocated time slot at the end of the second period, the Hockey Director, or Skatetown representative, shall inform the referees and scorekeepers that the game will proceed using the Run Time format. Scorekeepers are also instructed to run the time clock due to unnecessary delays. If a delay is due to Skatetown, and not due to the players, the game will continue as long as necessary until all 75 minutes have been played. Games with a one goal differential will go to stop time for the last two minutes.
- If a team is more than ten minutes late, but still intends to play, they will be issued a two minute delay of game penalty and the game will go to a Run Time. Subsequent periods will go to run time if needed to complete on time.

Tied Games:

- Regular Season – There will be no overtime during the regular season. If a game is tied after regulation, a three-man shoot-out will be used. If after the three-man round is complete and the game is still tied, a one-man round will be used until a winner is declared.
- Playoffs – There will be a five minute overtime period, that is played five on five. If the game is still tied after overtime, a three -man shoot-out will be used. If after the three -man round is complete and the game is still tied, a one -man round will be used until a winner is declared. Each team must go through their entire roster once before duplicating a shooter.
- Any player receiving a penalty which has not expired at the end of regulation or the five minute overtime period will not be permitted to participate in the shoot-out.

Equipment:

- Skatetown requires the following protective equipment: HECC approved helmet, elbow pads, ice hockey gloves, hockey pants with padding, and shin pads.
- Skatetown recommends that all players wear full face mask and shoulder pads in addition to the required equipment.
- Full face shields/cages and shoulder pads are required in the Bronze League.
- Half shields are required in the Silver A & B Leagues. Face shields/cages are optional in the Gold B, Gold A and Platinum Leagues.

Jerseys:

- All players must have matching jerseys. Each jersey must have a legible number on the back. Duplicate numbers are not permitted. Players must use the same number throughout the season. If a player cannot produce a jersey with his/her number, and they skate with a different number, they must instruct the scorekeeper as to his/her number change prior to the start of the game. Any player who does not meet these jersey requirements will be asked to leave the ice until he can produce an appropriate jersey.
- Each team must have a set of light and dark jerseys with matching numbers. The home team must wear their light jerseys unless the captains mutually agree on a variation.

Substitutions/Illegal Players:

- Our league does not allow substitute players; only permanent roster changes, with the exceptions of goalies as noted below.
- Any player on the ice without being placed on the preprinted roster or approved by the Hockey Director in writing will be considered illegal and subsequent penalties/suspensions will be assessed.
- Any team using an illegal player will forfeit the game. The Captain/Alternate of the offending team will be given a minimum of a one game suspension.
- If a rostered goalie is unable to play, goalie substitutes are permitted. Substitute must be currently registered on a Skatetown Adult Hockey League team within two levels of play of the team that they are substituting for.
- If a game is declared a forfeit, the teams involved are allowed to stay and play during their designated ice time.
- Goalies registered to a team cannot have an alternate goalie enabling the registered goalie to skate as a player.

Penalties:

- The Hockey Director reserves the right to increase any suspension after review.
- Game Misconduct penalties: – Minimum one game suspension. Three Game Misconducts in a single season will lead to immediate suspension from the league for the remainder of the season.
- A player who receives a major penalty within the last five minutes of the 3rd period will be given a game misconduct in place of the five minute major.
- Silver A & B, Gold B, Gold A & Platinum Divisions: Any player accumulating 50 PIM during the regular season will receive a one game suspension. Any player accumulating 65 PIM will receive a second game suspension. Any player accumulating 80 PIM during the regular season will be suspended for the remainder of the season. All suspensions will carry into playoffs and the next season.
- Bronze Division: Any player accumulating 40 PIM during the regular season will receive a one game suspension. Any player accumulating 55 PIM will receive a second game suspension. Any player accumulating 60 PIM will be suspended for the remainder of the season. All suspensions will carry into playoffs and the next season.

Checking:

- While our league is a non-checking league, participants need to understand that checking may still occur, but will be dealt with as follows.
- Any check a referee deems intentional will result in a minimum of a five minute major penalty and up to a four game suspension.
- Two major checking penalties will result in a two game suspension.
- Checking and penalties are monitored and participants who repeatedly check will be warned. Players that continue to check after being warned are subject to suspension or ejection from the league without a refund of league fees.

Fighting:

- Wrestling, scuffle, one punch, or head contact will result in balance of game and two game suspension.
- Fight, two or more punches will result in balance of game and five game suspension.
- Third Man In will result in balance of game and two game suspension. Subsequent penalties may follow after review by the Hockey Director and Captain Committee.
- A second Fight in one season will result in an automatic suspension from the league for the remainder of season and forfeiture of all league fees.
- Players involved in an off-ice fight will be suspended from Skatetown for a minimum of one year.

Suspensions:

- No outside alcohol is allowed. Anyone caught bringing outside alcohol on to, or consuming outside alcohol, on Skatetown premises is subject to suspension from the League without a refund of league fees.
- Suspensions will be communicated the week after the incident and prior to following game.
- If a suspended player participates in a game without serving his/her suspension, the player will receive an equal suspension to the first given and the captain will receive a game misconduct.

Complaints/Communication/Cooling off Period:

- If a player/captain has a complaint regarding a game, referee, opponent, etc., the complaint must be submitted in writing via email, or letter, and forwarded to the Hockey Director after a period of 24 hours from when the incident took place. Complaints submitted verbally or prior to the 24 hour cooling off period has elapsed will not be considered.

Captain's Meetings

- Captains must attend the captains meeting. If a captain cannot make the meeting, they are responsible for sending a team representative in their place. No more than one team representative is allowed per team. Captains who continually fail to participate in the captain's meetings may be asked to find another captain for that team. Captains who do not attend, or fail to send a representative to meetings, will not be included in the voting process. A proxy vote may be submitted to the Hockey Director before the meeting only. Votes submitted after the meeting will not be counted.

Captain's Committee

- Each division will be ran by a captain committee, **consisting of one captain from each team**, that will deal with league issues such as team and individual parity as well as provide input on suspensions.
- Captains will review rosters at the beginning of each season and decide which teams will be in the division and which players will be allowed to play in the division, based on the league rules including limitations on upper level players.
- Suspension and parity issues brought up during the season will be submitted to the captain committee with all the support information such as video surveillance, referee reports and player history and they will be asked to develop a supermajority (2/3 of participating captains) vote on the matter. The captain committee vote will be given to the Hockey Director for final determination.