



HOCKEY LEAGUE RULE BOOK

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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 Hockey leagues at the KHS Ice Arena. 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 KHS Ice Arena.

2. LEAGUE PHILOSOPHY

The philosophy of the Hockey Leagues is to provide an encouraging and family friendly environment, promote health and wellness; strive to remove common barriers to entry into hockey; provide affordable, safe, and organized programming for all ages and abilities; and to develop character and life skills.

3. THE HOCKEY DEPARTMENT

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4. LEAGUES AND DIVISIONS

- Adult 5 on 5 Hockey League
- Adult 3 on 3 Hockey League
- Youth Ice In-house Hockey League
- Youth Spring Select Hockey League
- Youth 3 on 3 Hockey League

Adult Divisional Rankings

- Elite
- Advanced
- 40+
- Intermediate
- Rookie

Youth Divisional Rankings

Youth Recreational In-house League

- Mini-Mites – 6 and under (Cross-Ice)
- Mite – 8 and under (Cross-Ice)
- Squirt – 10 and under
- Pee wee – 12 and under
- Bantam – 14 and under
- Midget – 17 and under League may adjust age groups and/or definitions. Check with the Hockey Office for any updates.

Youth Spring Select and 3 on 3

Mites-8 and Under

Squirts-10 and Under

Peewee-12 and Under
Bantam-14 and Under
Midget-17 and under

5. HOLIDAYS – NO GAMES

- New Year's Eve and Day
- New Year's Day
- Martin Luther King Day
- President's Day
- Easter
- Memorial Day
- Independence Day
- Labor Day
- Thanksgiving Weekend
- Christmas Eve and Day

6. PRIVATE ENTITY

6.1. KHS, LLC is a PRIVATE entity. All hockey leagues operated by KHS, LLC are PRIVATE. KHS, LLC reserve the right to refuse service to anyone.

6.2. 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.

7. INDIVIDUAL REGISTRATION PROCESS

All players must have the following completed before playing in a league at KHS:

- 1) Payment for league
- 2) Registration form with waiver
- 3) Proof of current USA Hockey membership on file. Registration online through www.usahockey.com will be the only process for registering players.

8. DEFAULT PAYMENTS

8.1. Any player whose payment defaults (i.e. NSF check, credit card declination, etc.) will be ineligible to play in the League until their account returns to good standing.

8.2. A \$25.00 penalty will be issued for any returned check.

8.3. Players with outstanding funds from previous season will be ineligible to re-register with the league until all balances are paid in full.

9. PRIOR TO THE START OF THE GAME

9.1. Team Reps or designate are required to check in all players and goalies with the Scorekeeper prior to the start of the game.

9.2. At all times, it is the responsibility of the player to ensure that any outstanding balance 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 box office prior to the start of the game.

9.2 a). If a player plays before paying any dues/penalties, that player may be suspended pending a Hockey Committee's review.

9.3. 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.

9.4. 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.

9.6. Any team found using a player who is participating under a false identity may be issued the following penalties:

9.6.a. The Team Rep may be suspended for 2 games including but not limited to dismissal.

9.6.b. The player may be suspended for 4 games including but not limited to dismissal.

9.6.c. The game may be forfeited.

10. ROSTERS

10.1. NON-REGISTERED players are NOT allowed to skate in any League at any time.

10.2. Absolutely NO SKATERS will be allowed on the ice without completion of the KHS Ice Arena Registration Form and Waiver AND Proof of USA Hockey Membership/Insurance. 10.3. All players in the Adult Hockey Leagues must be at least eighteen (18) years of age upon registration to be eligible to play.

10.3.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.

10.4. Adult Ice Hockey League Roster Rules

10.4.a. INDIVIDUAL PAYMENT TEAMS

10.4.a.i. 14 registered players (13 players and 1 goalie) MINIMUM prior to the start of the regular season.

10.4.b.

TEAM PAYMENT TEAMS 10.4.b.i. 20 registered players (18 players and 2 goalies) MAXIMUM prior to the start of the regular season

10.4.c. REASONABLE PARITY

10.4.c.i. 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 suspension (2 games), including but not limited to dismissal. Also, the player may be suspended for 4 games including but not limited to dismissal. In addition, the game may be forfeited.

- Advanced is limited to 5 players from ELITE.
- Intermediate is limited to 4 players from Advanced – NO ELITE
- Rookie is limited to 5 players from Intermediate—No Elite, No Advanced
- OVER 40 is limited to players who are 40 years of age PRIOR to their 1st game – NO ELITE PLAYERS or players the Hockey Office deems to skilled for the division.

11. SCORE SHEET

11.1. 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

11.2. The League is NOT obligated to make modifications to individual player's goals and/or assists after a game has concluded.

11.3. A Referee may modify/change a score sheet within 24 hours of the games conclusion.

11.4.. 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.

11.5. 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:

11.6.a. The Team Rep may be suspended for 2 games including but not limited to dismissal.

11.6.b. The player may be suspended for 4 games including but not limited to dismissal.

11.6.c. The game may be forfeited.

12. REGULATION OF PLAYERS AND TEAMS

12.1. 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.

12.2. This policy does not apply to the ELITE division.

12.3. League representatives randomly monitor games throughout the season to maintain reasonable team parity for each division.

12.4. 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.

12.4.a. Players classified as "ADVANCED PLAYER" for their respective division may not play in a lower division.

12.5. 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.

12.6. 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.

12.7. Players may only play on one (1) team in the same division.

12.8. Any player who meets the playoff eligibility game count in the given division is automatically classified at that level.

13. NON-REGISTERED PLAYERS

13.1. Any team found using a player who is participating under a false identity, not registered with the league at any time during the season may be issued the following penalties:

13.1.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,

13.1.b. The player(s) may be suspended for 4 games including but not limited to dismissal.

13.1.c. The game may be forfeited.

13.2. 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.

13.2.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.

14.PLAYOFFS AND ELIGIBILITY

14.1. 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.

14.2. ROSTERS ARE FROZEN PRIOR TO PLAYOFFS. Teams may NOT add players to their roster after this deadline

14.2.a. ALL DIVISIONS – ROSTER FREEZE AFTER THE 4th game.

14.2.b. ELITE DIVISIONS – NO ROSTER FREEZE.

14.3. Players must play a minimum of 4 games to be eligible for the playoffs. Violation of this rule may result in the Team Rep may be suspended for 2 games including but not limited to dismissal,

the player may be suspended for 4 games including but not limited to dismissal and/or The game may be forfeited.

15. TIE BREAKING CRITERIA – ALL LEAGUES

15.1. If two teams are tied at the conclusion of the regular season, the following tie-breaking procedure will be implemented:

15.1.a. Most wins.

15.1.b. Team with the fewest losses.

15.1.c. Superior head-to-head record.

15.1.d. Fewest Goals Against

15.1.e. Most Goals For

15.1.f. Result vs. Highest Seed

15.1.g. Team with the fewest forfeits.

15.1.h. Coin Toss differential.

15.2. Unless otherwise determined, all quarterfinal, semi-final, and final rounds will be 1-game sudden-death elimination.

16. GOALIES

16.1. 16.2. 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.

Each team may have two (2)-registered goalies that may only play for that team in the division.

16.3. 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. INJURIES

17.1. All injuries must be reported, in writing, to the Scorekeeper or League Office within 24 hours to comply with League and USA Hockey Membership Guidelines.

18. UNIFORMS

18.1. All players must have a Home (WHITE) and Away (DARK) matching team jersey.

18.1.a. Color and patterns must be the same.

18.1.a.v. Jersey crests are optional.

18.1.b. All players must have an assigned number (no duplicates with another player) that is permanently attached on the back.

18.1.b.vi. Tape or markers are not allowed

18.2. Home team does NOT get to choose jersey color.

18.2.a. If both teams arrive in White Jerseys, Visiting Team is obligated to change into their dark set of jerseys.

18.2.b. If both teams arrive in Dark Jerseys, Home Team is obligated to change into their white set of jerseys.

18.2.c. If both teams arrive in non-conflicting colors, teams are NOT obligated to change regardless of Home or Away status.

18.2.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:

- 18.2.d.viii. Play the game without protest.
- 18.2.d.ix. Play the game and file a protest with the scorekeeper PRIOR to the start of the game.
- 18.2.d.x. Do not play the game and file a protest with the scorekeeper.
- 18.3. The scorekeeper and referees will proactively enforce the PLAYER uniform code prior to the start of a game.
- 18.4. By the fifth game of the season 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.
- 18.5. Should a team fail to have at least 5 skaters in uniform by the start of the game, the game will be declared a forfeit.
- 18.6. All players must have complete matching uniforms by the fifth game of the season.
- 18.7. The League reserves the right to make all final determinations regarding jerseys and compliance with the League jersey rules.

19. EQUIPMENT

- 19.1. All players must wear the following:
- H.E.C.C. approved helmet with a fastened, regulation strap.
 - Face protection is optional but strongly recommended for adult hockey
A full face mask and mouthpiece is required for all players under the age of 18
 - The lightweight JOFA helmet is NOT ACCEPTABLE
 - Elbow pads
 - Knee pads/shin guards
 - Protective cup
 - Hockey gloves
 - Hockey pants
 - Hockey skates
 - Matching jersey
 - 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.

20. SUPPLEMENTS TO USA HOCKEY RULES – ALL LEAGUES

- 20.1. Minor penalties
- 20.1.a. All minor penalties are 3 minutes during running time.
- 20.1.b. All minor penalties are 2 minutes during stop time.
- 20.2. Coincidental minors
- 20.2.a. Unlike the NHL, penalties called at the same time to both teams will, in effect, cancel each other with no reduction in manpower.
- 20.2.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.
- 20.3. Major penalties
- 20.3.a. All major penalties are 7 minutes during running time.
- 20.3.b. All major penalties are 5 minutes during stop time.
- 20.3.c. Game ejection and 5 minutes counted towards CAP.
- 20.3.d. All Major penalties carry a 2 GAME SUSPENSION.
- 20.4. Misconducts
- 20.4.a. 10 Minute Misconduct: No fine or suspension.
- 20.4.b. Game Misconduct , 1 game suspension.
- 20.5. Game ejection
- 20.5.a. Should an any player be ejected for the balance of a hockey game, he may be subject to review including additional suspensions and/or fines.
- 20.6. Match Penalties
- 20.6.a. All Match penalties are subject to the Hockey Committee Review process and may result in but not limited to immediate dismissal.

- 20.6.a.xiv. Match – Intent to Injure: 4 game suspension (MIN).
- 20.6.a.xv. Match – Spitting on player: Indefinite suspension (ALL LEAGUES)
- 20.6.a.xvi. 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.
- 20.7. Goal on a Delayed Call
- 20.7.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.
- 20.8. Third man in
- 20.8.a. A player who intervenes in an altercation shall receive a game ejection.
- 20.8.b. All third man in penalties shall be reviewed by the Hockey Committee to determine if a suspension is warranted.
- 20.8.c. Be advised that fighting penalties do not have to be called for a player to be assessing a third man in penalty.
- 20.9. Diving/Embellishment
- 20.9.a. Any player or goalkeeper who blatantly dives, embellishes a fall or a reaction shall be penalized a minor penalty.
- 20.10. Off Ice Officials
- 20.10.a. The Scorekeepers, Hockey Office, Operations and Facility Security staff persons are considered Off Ice Officials.
- 20.11. Abuse of Officials
- 20.11.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.
- 20.11.b. The League will enforce all USA Hockey rules regarding Abuse of Officials.
- 20.11.c. All Abuse of Officials penalties are subject to the Hockey Committee Review process
- 20.11.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.
- 20.11.d.xvii. 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.
- 20.11.d.xviii. Category Two - Four or more game suspension. Example – Shoving pushing, skating into and/or physical contact that may result in the referee falling down.
- 20.11.d.xix. Category Three - Two or more game suspension. Example – Bumping, pushing, skating into and/or physical contact. No intent to injure is apparent.

21. ADDITIONAL PENALTIES

- 21.1. Attempted Head Butt: Double minor penalty, no suspension.
- 21.2. 4 penalties one game (Adult): Game ejection.
- 21.3. 4 penalties one game (Youth): Game ejection.
- 21.4. Major High Sticking (accidental) 1st offense: Game ejection, no suspension.
- 21.5. Major High Sticking + Game Misconduct (careless): Game ejection, 2 game suspension (min), and review
- 21.6. Match High-Sticking (deliberate): Game ejection, 4 game suspension (min), and a review
- 21.7. Major Blindside trip and/or slew foot: Game ejection, 2 game suspension and a review.
- 21.8. Major Head Butting: Game ejection, 2 game suspension and a review.
- 21.9. Major Kneeing Game ejection, 2 game suspension and a review.
- 21.10. Major Fight: Game ejection, 2 game suspension (min) and a review.
- 21.11. Major Fight Second Offense same season, Season ejection and review
- 21.15. Obscene Gesture: Game ejection, and Hockey Committee's review.

21.16. Racial and/or Gender Slur: Game ejection, 4 game suspension (min), and a review
21.17. Blow to the Head: Game ejection, Automatic indefinite suspension pending review

Any adult player receiving 5 penalties in one game, and any youth player receiving 3 penalties in one game will be ejected from that game

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. 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 are subject to dismissal.

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

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.b. 5 on 5 leagues must have 6 players minimum.

24.1.c. 3 on 3 leagues must have 4 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 5 on 5, 3 players for 3 on 3). If the final player needed is 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).

THE LEAGUE IS NOT REQUIRED TO RESCHEDULE GAMES ONCE THE SCHEDULE IS RELEASED AND/OR IF A TEAM MISSES A SCHEDULED GAME

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 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.
- 27.2. 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.
- 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.
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- 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.
- 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.
- 29.6. 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.
- 29.11. It is the responsibility of the Team Rep to check the score sheet after the game and ensure that any players with suspensions are aware that they are suspended 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 Box 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 hockey department 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.

PAYMENT POLICY:

1. For individual registrations, full payment is required before being placed on a team.
2. For Team registrations, a \$1000 non-refundable deposit is due before being placed on the schedule.
3. For team registrations, the full team fee will be due BEFORE the start of the 4th game, otherwise the team will forfeit the game.
4. If the team does not complete payment, they will forfeit any and all money paid to the league and risk expulsion for all players from KHS Ice arena.

DRAFT SKATE POLICY:

1. All Individual registered players may be required to attend a draft skate at the beginning of the season.
2. Players will be placed on teams by the league director and then notified by the captain or coach of the team's first game.

SEASON STRUCTURE:

- The league will consist of 10 games plus playoffs
- Only 4 teams are guaranteed to make playoffs
- There will be four seasons per year:

Winter-Jan, Feb, Mar.
Spring-Apr, May, Jun
Summer-July, Aug, Sep.

Fall-Oct, Nov, Dec

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.

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.

COACHES, TEAM OFFICIALS, PARENTS & PLAYERS POLICY: CODE OF CONDUCT

1. Coaches, team officials, parents and players will encourage and support the concepts and philosophy of the Youth Hockey Leagues at KHS Ice arena 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 KHS ICE ARENA 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.

YOUTH HOCKEY COACHES/MANAGERS POLICY: APPLICATION AND REGISTRATION REQUIREMENTS

1. Individuals interested in Youth In-House Hockey program must complete:

- a. New Member Registration Form
- b. Disclosure Statement

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.

YOUTH HOCKEY LEAGUES POLICY: SPECIAL REQUESTS

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.
5. If any customer’s special request cannot be accommodated prior to the start of the season, the League will process a full refund upon request.
6. If any roster change is in conflict with a players/families desire, the League will process a full refund upon request.

YOUTH HOCKEY POLICY: JERSEYS

FORMAT AND FEES TO BE ANNOUNCED

LEAGUE FEES POLICY: DISCOUNTS

NOTE – THERE ARE NO DISCOUNTS FOR TEAM PAYMENTS.

1. Additional Siblings Discount
 - 1.1. \$25 off the individual rate
 - 1.1.a. No Limit.
2. Goalie Discount
 - 2.1. 50% discount off the individual rate.
 - 2.1.a. Limited to one team per League per season.

INDIVIDUAL PLAYER STATISTICS POLICY: CHANGES TO GOALS OR ASSISTS

Individual player statistics may be posted to the League bulletin boards and website.

Please note, individual statistics are NOT a requirement of the League and are NOT included in any individual or team fee.

Individual statistics are a courtesy and the League discourages any importance to this information as they pertain the Youth Leagues.

Changes to Game Played and/or Penalties must be reported to the League within 24 hours of the games completion.

Changes to Goals and Assists must be reported to the League within 24 hours of the games completion.

The League will NOT make any changes to Goals and/or Assists to any Youth game after the games completion.

LEAGUE FORMATS POLICY: ALL LEAGUES HAVE A STANDARD OPERATING FORMAT

All leagues will have a 5-minute warm-up with 1-minute in between periods.

YOUTH ICE HOCKEY LEAGUE (IN-HOUSE)

1. 3 Periods – 15 minutes run time.

2. Stop time - last 1:00 minute of the 3rd period if the score is within 2 goals.
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 the scorekeeper will NOT put the additional goals on the scoreboard. The goals WILL be documented on the score sheet.
 - 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.
5. Overtime regular season games – no overtime – game ends in a tie
6. Overtime playoffs
 - One 5 minute run time period.
 - If still 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 run time
2. Stop time – last 2:00 minutes if score is within 2 goals.
3. MERCY RULE
 - 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.
4. If tied at the end of three periods in regular season
 - Game ends in a tie
5. Overtime playoffs
 - One 5 minute run time overtime period
 - If game still results a tie, then 3 PLAYER shootout.
 - Coach/Captain decides shooters.
 - 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 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.

GOALIE AVAILABILITY LIST – ADULT HOCKEY LEAGUE POLICY: BE ADVISED

All goalies who complete the registration process 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 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.

PRIVATE LESSONS POLICY: RESTRICTED TO REGISTERED PROFESSIONAL INSTRUCTORS REQUIREMENTS

1. All private lessons are restricted to Coaches who have completed the registration process with the Hockey Office.
 - a. Private Ice instruction is restricted to Professional Coaches.
 - c. Under NO CIRCUMSTANCE may an individual teach a private lesson that is NOT a registered Coach with the Hockey Office.
 - d. Private lessons may be taught during facility stick times and/or public skating sessions.

ON-ICE PRIVATE LESSON FORMAT

1. The Ice rinks are limited to a MAXIMUM of 6 instructors during facility designated stick times.
 - a. Actual number of instructors depends on the number of players participating in the general stick time.
2. Instructors are limited to 6 students unless they receive approval from the Director of Hockey Operations.

RESTRICTIONS

1. In-House Head Coaches are NOT permitted to teach private lessons.

RULES

1. All clients must pay Stick Time fees and wear a Stick Time receipt sticker at all times.
2. All Professional League Coaches are responsible for setting up, breaking down and returning cones, border patrols, pucks, shooter tutors, etc. All private lesson stations must be designated with the use of cones and/or border patrols. Failure to setting up, breaking down and returning cones, border patrols, pucks, shooter tutors, etc. may be subject to disciplinary action and/or suspension of private lesson privileges. Disciplinary action may include, but is not limited to, termination of employment or contract
3. Anyone who teach(s) a private lesson(s) during stick time(s) and is not approved by the Director of Hockey Operations may be subject to disciplinary action. Disciplinary action may include, but is not limited to, termination of employment or contract.

KHS ICE 3 ON 3 RULES

TEAM MAKE-UP:

Each team will need to roster a minimum of 9 and a maximum of 12 skaters and 1 goalie. Every player must have a waiver form signed and on file with the KHS Ice Arena.

Each Team must Supply one goalie per game.

Each team is required to have at least 1 parent/coach and no more the 2 parents/coaches on the bench to help supervise the team.

GAME TIME:

Every game is 50 minutes running time. Two 25 minute running time periods with a 3 minute warm-up and 1-minute intermission. Teams will need to be on time and ready to go when the score clock starts.

LINE CHANGES:

For all Mite games, the on-ice official will blow the whistle every one (1) minute for a change up. 3 new players from each team will come onto the ice after each change up whistle.

For all players that are Squirts, Peewee, Bantams and above will change on the fly. If at any time there are more than three (3) players on the ice, a penalty for too many players shall be assessed.

AFTER A GOAL IS SCORED:

When a team scores a goal, ALL three (3) players from the scoring team must leave the zone and tag up on the opposing blue before attacking the opposition.

PUCK FROZEN BY A GOALTENDER:

The offensive team must leave the defendant's zone and let the opposition bring the puck out from the goalie.

PUCK OUT OF PLAY:

If the puck leaves the ice but is kept in the rink by the safety netting, the puck shall be played live. If the puck goes over the boards or into the bench, there shall be a face-off at center ice.

PENALTIES:

The KHS 3 on 3 league is a NO CHECKING league. This rule will be strictly adhered to. The KHS Ice Arena 3 on 3 League follows USA Hockey rules regarding the type of penalties that are assessed.

When a penalty occurs, a penalty shot shall be awarded. All players must stay out of the zone until the shot is taken. Once the shot occurs, if the player scored, refer to the "After scoring a Goal" rule. If the player did not score, the puck will be played live, and the player who shot the puck cannot shoot again until another player plays the puck.

SEVERE PENALTIES:

Severe penalties are as follows: Checking from behind, Fighting, Roughing and if the on-ice official believes there has been any type of severe misconduct on behalf of any player.

If a player receives a severe penalty, or two (2) roughing penalties, the player will be immediately ejected from the game. It is the on-ice official's decision if further disciplinary action needs to be taken.