



OFFICIAL LEAGUE RULES

2011-12 Season

TEAM & PLAYER INFORMATION:

LEAGUE FEES

Failure to meet the league payment schedule will result in suspension of all team members until such time that the team account is brought into good standing. In order to minimize this potential, **all teams will be required to provide a credit card number and authorization at the start of the season. Should a team account become 14-days past due, this credit card will be charged the amount due, regardless of the original intent of payment**

ROSTER

Each team is permitted to carry a **maximum** of 24 players, including goaltender(s) on their roster. NOTE: You may drop a previous player from your roster to conform to the 24 player maximum; however a player dropped may not be added back to the team again. You may add players up until **Game #19 - (for Winter League) and Game #9 - (for Spring League)**. For minimum number of players you must have at least a goaltender and 5 players or 6 players if no goaltender is present. **It is up to the team captain to let the league manager and the other team captain know at least 48 hrs before the scheduled game if you want to forfeit the game.**

GAME SHEETS

Game sheets and active players for each game must be registered between the scorekeeper and team captain at least 5 minutes prior to warm-up. **Please ensure accurate and honest line-ups. Referees and scorekeepers will check numbers on the each team match the score sheet line-up.**

PLAYER ELIGIBILITY (or if late)

Players arriving after the commencement of a game must be fully dressed and signed-in on the official game sheet **prior to the start of the second period**. Any player arriving after the second period has begun will not be eligible to play in that game and will not be credited for a game played.

***All players must be 19 years of age or older.**

****No new players may be added to team rosters after Game #19 - (for Winter League) and Game #9 - (for Spring League) for each individual team.**

PLAYOFF ELIGIBILITY

For a player to be eligible for playoff competition, the player must have played in **10 games (Winter League) and 5 games (Spring League)** of the team's regular season league games. In addition, all players must have played in at least **1 game before the end of the team's #19th game (Winter League) and #9th game (Spring League)** in order to be eligible for the team's remaining regular season games and playoffs. **The only exception is for goaltenders, in the case of an emergency, which must be cleared by the League Manager (see below).** All players who are checked on the official game sheet and who play before the start of the second period will receive credit for a game played. The only possible exception to this rule is the case of player injury. If a player is expected to miss any length of games due to an injury the expected length of absence must be declared PRIOR to these games. League management may require medical verification as proof of a team's claim. **If a captain approaches the League**

Manager at the conclusion of an injury, consideration will not be given towards providing a credit towards playoff eligibility.

SUSPECT AN ILLEGAL PLAYER (NO RINGERS PLEASE!!!!!!)

Any questions regarding the eligibility of a player or goaltender during the regular season or playoffs must be addressed to the referees prior to the start of the second period. The referees can only check to see if that player is who he claims to be by viewing the player's identification. Referees cannot confirm if they have the minimum number of games to be eligible for the playoffs, so this will be done by the league manager. If a player is who they claim to be, the player's team will receive a penalty shot and the questioning team will receive an additional minor penalty for delay of game. If the player is not who they say they are or cannot produce identification verifying who they are, that player will be deemed ineligible to play and the team automatically forfeits the game. If the team continues to use the questioned player and is still found to be ineligible by not having the minimum games, or is under suspension, then that team will forfeit the game whether they won or lost. Referees and league officials will do random checks throughout the playoffs.

PLAYING ON MULTIPLE TEAMS

1. A player is eligible to play on more than one team within the same division or another division (no more than 2 divs apart). **HOWEVER, A PLAYER CANNOT PLAY FOR MORE THAN 1 TEAM DURING THE PLAYOFFS. HE MUST DECLARE WHICH TEAM HE IS GOING TO PLAY FOR PRIOR TO PLAYOFFS.**
2. Players wishing to play for more than one team must receive written or verbal permission from the league manager. Also the two teams must be a maximum of two divisions apart. Meaning a player in Div. 1 cannot play for a team in Div. 4
3. Any player playing on multiple teams in different divisions who is suspended, must await the completion of that suspension with the team represented at the time of the infraction before returning to play on any team within any division of the TAHL

SUBSTITUTE GOALTENDERS AND GOALTENDER INJURY

1. Substitute goaltenders (regular season or playoffs) of appropriate skill level may only play with the approval of the league manager.
2. If a goaltender is kicked out of a game for a game misconduct, major (except accidental high-sticking) or match and the team has no alternate goaltender, the team must continue immediately with a 6th player and no goalie.
3. If a goaltender goes to the players' bench due to an injury, he must be replaced by an alternate goaltender and no warm-up will be permitted if an alternate goalie is dressed.

SKILL LEVEL / BALANCING OF TEAMS

The TAHL reserves the right to place teams in any division deemed appropriate at the beginning of the season and to move a team(s) during the season to a different division based on skill level and prediction of league wide competitive play

JERSEY CONFLICTS

All players must wear matching sweaters, and be numbered differently. In the event of a conflict of team colors (the referees and team representative will determine if there is a conflict) the **Visiting** team must wear alternate jerseys. Numbers should be consistent for both jerseys.

COACHES/MANAGERS ON THE BENCH

A team is allowed two non-dressed personnel (coach's, manager) behind the bench during a game. Suspended players cannot be anywhere on the bench while serving a suspension.

GENERAL RULES of the GAME

WARM-UP

Teams will be permitted up to a 5-minute warm-up prior to each game. Warm up will begin precisely at the scheduled game time regardless if players are ready or not.

ICING

All stoppages for icing will be initiated when the puck crosses the goal line of the non-offending team. All icing calls will be initiated by the offending team shooting the puck into the defending zone from behind the center red line

NOTE: If a goaltender leaves the crease area to **play the puck**, the icing will automatically be waived off. Each goalie will be given one verbal warning per game not to leave the crease. Referees are aware that some goalies may just go behind the goal line to retrieve the puck. If this is the case, the goalie must put his arm in the air to show that he is not leaving the crease to '**play the puck**'.

FACEOFFS

All face-offs will originate at the nearest dot to where the play was stopped. **Deliberate high sticks** and **penalties** will result in the face-off automatically being done in the defensive zone of the offending team.

OFFSIDE PASSES

The center red line will not be in play at any time for off-side passes

GOAL CREASE

Players in the offensive zone are not permitted to enter the crease area under any circumstance before the puck enters the crease area. If a Player's skate(s) enters the crease voluntarily in any manner, the Referee has the discretion to blow down the play, and a face-off will take place at the nearest spot in the neutral zone.

STICK MEASUREMENTS AND EQUIPMENT MEASUREMENTS

Stick and Equipment measurements will not be permitted. However, if in the opinion of an official, any stick or equipment poses a threat to the safety of other players, and/or causes an unfair advantage, the player will be asked to remove it from the game

DEFAULTED/FORFEITED GAMES

All teams must dress a minimum of 5 players and 1 goaltender. Teams are expected to be ready to play at the scheduled start of their game. Any team unable to ice the proper number of players after five minutes, the team will receive a two minute minor penalty. If after eight minutes the team still does not have enough players, the team will receive an additional two minute minor penalty. If after ten minutes, the game will then be defaulted. In the event of a defaulted game, the team with the required number of players will receive 2 points for a 3 - 0 win.

***Defaulted/forfeited games will not be re-scheduled and the offending team will be charged \$100.00 if your forfeit is not declared 36 hours (3 days) prior the scheduled game time. The \$100 will go directly to the other team. No exceptions.**

Should players elect to play in a scheduled time that has been ruled a default. ***Under no circumstances are the referees required to stay and ref the game.*** The ice time will automatically be deemed a practice time and no league rules will apply.

Any player currently suspended at the time of a default game shall be dealt with in the following manner

If the suspended player plays on the team who has defaulted, that player shall not receive credit for a game missed. However if the suspended player represents the opposing team, credit for that game shall be applied to the suspension as a game missed.

ICETIMES AND GAME FORMAT

BEGINNING GAMES ON TIME

It is the team's responsibility to start each game promptly at their scheduled time. Warm-up is 5 minutes in duration and the game is to begin immediately after. Referees have been instructed to begin the game as soon as there are 6 players available on each team (goalie or no goalie) and the schedule start time has lapsed.

LENGTH OF GAME

Each game shall consist of three **13-minute** stop-time periods. **In the event that a game is running behind due to an occurrence(s) within the game, the third period may be shortened at the referee's discretion. Please note that league officials will monitor game lengths and this schedule may change as necessary.**

TIME-OUTS

Each team is permitted one 30 second time-out per game

GAMES TIED at the end of REGULATION

Time permitting; a 3-minute sudden-death overtime will be played 4-on-4 (stop time). If no goal is scored, teams will enter a 3-player shoot-out (Home team can choose to shoot first or last). Winning teams will receive 2-points in the standings, OT or shoot-out losers will receive 1-point. **It is solely up the refs to decide if there is time for OT or go directly to a shootout.**

OVERTIME IN PLAYOFF GAMES

Period Four - 4 minutes (stop time) 4-on-4

Period Five - 3 player shoot-out (Home team can choose to shoot first or last)

For period Five, the following will occur:

- Referees use CHA procedures for penalty shot
- **Any penalty in the fourth period, that has not expired, will eliminate the penalized player from shootout participation.** If necessary, following the first three shooters, single shooters will continue until a winner is decided

All players must shoot before any player takes a second shot. The deciding factor will be the smaller bench strength, before a player takes a second shot

TIES IN STANDINGS

Final standings will be based on **total points** from the team's Win/Loss record for the entire season. Because team movement is imminent, winning % within division will be present.

In the event of a tie in the standings (total pts) after the regular season, final results will be decided by:

- a) Winning % within division
- b) Most Wins
- c) Record against the team(s) you are tied with
- d) Goal Differential (goal for minus goals against)
- e) Least Penalty Minutes (average per game in all games played)
- f) Least Goals Against

PENALTIES

Elbowing, hooking, tripping, interference, holding, kneeling, unsportsmanlike conduct, and too many men penalties, although not outlined below, will be monitored based on the CHA rule book which is available online at www.hockeycanada.ca

HIGH STICKING

IT IS THE RESPONSIBILITY OF ALL PLAYERS TO BE IN CARE AND CONTROL OF THEIR STICK AT ALL TIMES DURING THE GAME. A player who contacts an opponent above the normal height of his shoulders with a high stick shall be assessed an automatic 2 minute **minor**, major, or match penalty at the discretion of the Referee. If an injury results, blood has been drawn or the referees deem necessary a minimum of a major penalty or match penalty will be assessed. **The infraction whether accidental or**

not will warrant a minimum 2 minute minor. Any suspension normally associated with the referees call may be waived at the league manager's discretion.

BODY CONTACT / BODY CHECKING / BOARDING/ CHARGING

Deliberate body contact is not permitted anywhere on the ice! An automatic **double-minor** will be assessed for any 'body contact' infraction. This will count as 2 penalties and towards the '3 minor penalty' rule. Any collisions or contact will be strictly a referee judgment call based on the following definition of contact; no player is entitled to use his body to intentionally body-check or bump an opponent

BUTT-ENDING

A minor, double minor, major or Match penalty will be assessed to any player who butt-ends or attempts to butt-end an opponent. Intent will be the determining factor for which penalty call is made and will be at the discretion of the referee

ROUGHING

A minor penalty, double-minor or major penalty shall be assessed to any player who, in the referee's judgment, is guilty of unnecessary rough play. The league manager, at their own discretion may choose to monitor and/or review any player who's rough play is deemed to be potentially detrimental to the league. Any review may result in suspension from play

FIGHTING

Fighting is deemed as throwing one punch or more regardless if the gloves are on or off. It is the referee's discretion whether the player(s) will receive a 'fighting major'. If assessed, it will be reviewed by the league manager and suspensions are imminent. Number of games to be suspended for is up to the league manager.

FIGHTING: OFF THE PLAYING SURFACE

The TAHL will not tolerate this and an indefinite suspension of the players involved, the team captain(s) and/or the entire TEAM will occur pending review by the league manager

SPEARING

A minor, double-minor, major or match penalty shall be assessed to any player who pokes or jabs or attempts to jab an opposing player with the toe of the blade of the stick. A match penalty shall be assessed to any player who deliberately spears or deliberately attempts to spear by jabbing forcefully with the toe of the blade of the stick or who injures an opponent by any spearing action

SLASHING

A "slashing" penalty shall be assessed to any player who swings his stick at an opponent (whether out of range or not) without actually striking him, or who, on the pretext of playing the puck, makes a wild swing at the puck with the object of intimidating his opponent. A minor, double minor, major or match penalty at the discretion of the referee, shall be assessed to any player who impedes or seeks to impede the progress of an opponent by "slashing" with his/her stick

CROSS-CHECKING

A minor, double-minor, major or match penalty at the discretion of the referee, shall be assessed to any player who cross-checks an opponent. A minimum of a major penalty and game misconduct penalty shall be assessed to any player who injures an opponent as a result of a cross-check

SLOUGH-FOOTING or CHECKING FROM BEHIND

There will be an automatic game misconduct for any player penalized with a slough-footing or checking from behind penalty during a game. A minor, double-minor, major penalty or match penalty at the discretion of the referee shall be assessed to any player who injures an opponent. Any player that persists in committing these infractions will be further suspended from league play

ATTEMPT TO INJURE

An attempt to injure, in the opinion of the referee is an automatic match penalty, regardless of whether it causes injury or not, and will be reviewed by the league manager. The pending results of the injury will be considered by the league manager when determining if additional penalties are to be handed out

GAME EJECTION

Any player receiving **three (3) minor penalties** or a second 10-minute misconduct in one game will receive a game ejection penalty. Such an infraction shall not carry any suspension unless the last penalty is a Game Misconduct. If a goaltender receives a game ejection for penalties, the goaltender will be allowed to stay in the game, and then will be suspended for the next scheduled game. A repetition in game ejections during the same season will be looked at and a possible suspension will be looked at.

SUSPENSIONS

All infractions occurring before, during and after any scheduled game are subject to review by league officials. League officials may assess suspensions at any time during the regular season or playoffs.

NEW: It is the responsibility of each team to review Pointstreak regularly to remain up to date with suspensions. Teams will not be notified in every instance there is a suspension

MINIMUM SUSPENSIONS

- Fighting Minimum (First Offense) **1 or 2** Games (reviewed by league manager)
- Fighting Minimum (Second Offense) **4 or 5** Games (reviewed by league manager)
- Fighting Minimum (Third Offense) Season
- Major Penalty Minimum (First Offense) = Game **Ejection** and review by League Manager
- Major Penalty Minimum (Second Offense) = Game **Ejection** plus 1 additional Game and review by League Manager
- Major Penalty Minimum (Third Offense) = Game **Ejection** plus 3 additional games and review by League Manager
- Gross Misconduct = Indefinite suspension pending review by League Manager
- Match Penalty = Indefinite suspension pending review by League Manager
- Game Misconduct = Balance of Game plus review by League Manager

- 10–Minute Unsportsmanlike Misconduct = Upon receiving a 3rd 10-minute unsportsmanlike misconduct at any point during the season the player shall receive an automatic minimum 2 game suspension and review by the League Manager (a 10-minute misconduct in the final 10 minutes of the game will result in a *Game Ejection*)
- Game Ejection - Balance of Game – Accumulation of 4 Game Ejections will result in an automatic minimum 2 game suspension and review by the League Manager.

The league manager has the authority to levy at his/her discretion, suspensions not listed above due to extenuating circumstances. Any intent to injure may result in ejection from the league

APPEALS

No appeal may be made on 1-Game suspensions. Any appeal must be received in writing (written, fax or email) within 24 hours following the end of the decision/call in question, and within one hour following a playoff game. All appeals are to be made by one of the two listed team representatives or they will not be reviewed

TEAM GROSS MISCONDUCT

If deemed appropriate by the league manager, a team may be placed under review and suspended indefinitely until such time that the Thunderbird Winter Sports Centre is satisfied that the situation(s) causing review have been remedied in a satisfactory manner

GENERAL INFORMATION:

ARENA & PROPERTY

Any damage to the arena or its' property must be paid for by the team responsible prior to participation in any further league games. Non-compliance will constitute in automatic suspension from the league and further action as necessary

All players are expected to observe and follow building guidelines which are posted throughout the Thunderbird Winter Sports Centre and/or communicated by staff. Please note, **pre-game, all players (and pucks) must remain off the ice until such time that staff have fully completed their ice clean AND the Zamboni doors have been shut. Post-game, all players are expected to leave the ice immediately without any delay for stretching, skating, speaking to officials, etc.**

ALCOHOL / CONTAINERS

Alcoholic beverages and/or glass containers are prohibited in the arena. Failure to comply will result in disciplinary action against the offending individuals and/or associated team(s), including possible suspension from the league. This rule applies to all areas within the facility and associated perimeter areas (including parking lots)

SMOKING

Smoking is not permitted anywhere within the facility. **Teams failing to comply will face stiff disciplinary action, including possible suspension from the league.** This rule applies to all areas within the facility

PERSONAL PROPERTY

UBC, the Thunderbird Winter Sports Centre and the Thunderbird Adult Hockey League accept no responsibility for lost or stolen team/personal property. **Unfortunately, theft can happen and we strongly suggest that no valuables be brought into the arena. If you do bring valuables into the facility, we recommend that you bring them with you to the bench. Locks are not provided for dressing room doors so it is the team's responsibility to lock their dressing room before going on the ice**

NOTICES

All players should check the league bulletin board (Pointstreak.com) for any postings concerning game changes, standings and league news. Team representatives are encouraged to check in with the league office and communicate all concerns to the league manager. **Please note that it is the team captain's responsibility to remain aware of all suspensions handed down by the league. These suspensions will appear on www.pointstreak.com**

SAFETY:

PLAYERS INJURED AND BLOOD DRAWN

If a player is cut during a game and blood is drawn, the player must leave the ice to clean and bandage the wound, prior to being allowed to continue playing in the game. It is strongly recommended that each team carry their own first-aid supplies. **In the case of emergency, payphone (located at north entrance) can be used to dial 9-1-1**

GOALTENDER EQUIPMENT

Goaltenders may not wear homemade masks or "old school" face masks

HELMETS

Helmets are mandatory and must be worn by all players and referees. Helmets must be C.S.A. approved (no "Gretzky" Jofa Helmets) with proper fastened chinstraps

FACIAL EQUIPMENT

Face shields or full masks are strongly recommended for all levels of hockey within the TAHL. **Please note, dental coverage is not provided**

NECK GUARDS

Neck guards are advisable and recommended

ACCIDENTS

All accidents must be reported to the league manager immediately after the accident has occurred

FIRST AID

The Thunderbird Winter Sports Centre and UBC Athletics, encourage all teams and/or participants to provide their OWN FIRST AID supplies. Heart defibrillator machines are located in the building (currently at Rink B & C dressing room areas) and available in

event of an emergency. These machines are accessible to public, but please note that staff may not be trained to assist