



ADULT HOCKEY LEAGUE HANDBOOK

Skatetown's adult hockey program is intended 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

By signing the Skatetown Ice Hockey Program Registration Form and participating in the Skatetown Adult Hockey League, all player are subject to and shall adhere to the Rules in this Handbook and the Skatetown Code of Conduct.

Harassment of Skatetown employees and sub-contractors, including but not limited to scorekeepers, Hockey Directors, Assistant Hockey Directors, Referees, Cashiers, Guest Service, Pro Shop staff, and Zamboni Drivers is prohibited by the Equal Employment Opportunity Commission and as such, we must strictly enforce this policy or suffer Compensatory & Punitive Damages.

Severe or repeat harassment of Skatetown Employees and Officials may result in ejection from the League without a refund.

Harassment includes offensive jokes, slurs, epithets, name calling, physical assault or threats, intimidation, ridicule or mockery, insults or put-downs, yelling and cursing.

Skatetown reserves the right to make any determination with regard to any rule or situation or to change and/or amend the Rules and Regulations, at its sole discretion without prior notice.

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

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:

- Each team must register a goalie
- All players must be eighteen (18) years or older to play in the Adult Hockey League.
- NO PLAYER is permitted on the ice without completing a registration form and being added to the roster by the Hockey Department.
- Rosters must be submitted to the Hockey Department by September 2nd 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 Department 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 Department and Captain Committee. This means players are limited to playing in no more than two divisions. Exception to this rule are players playing in Bronze Stanley, Wales and Silver A. These players may play in Stanley, Wales and Silver A or Stanley, Wales and Bronze A.
- All players playing down a division will be subject to approval of Hockey Department and Captain Committee.
- Captains may ask the Hockey Director to determine if a player is too skilled to play in the Division.
- At any time the Hockey Department 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 back to the roster for that team for the remainder of the season.
- Rosters will be frozen on November 8th
- Players must play in eight regular season games to qualify for the playoffs in the fall/winter league, and six regular season games in the spring/summer league.
- 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 for summer and eight games for fall/winter, 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.
- Captains must check in with Scorekeepers prior to each game to review rosters.

Team Fees

- Team fees are due by **August 23rd**. Any team not able to pay their fees by the August 23rd 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 individual payment plans or partial payments are allowed within a team fee payment structure. 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.

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 Department, or Skatetown representative, shall inform the referees and scorekeepers that the game will proceed using the Run Time format. If the game is a tie or within a one goal differential in the last 2 minutes of the game, the game will still be allowed to stay on stop time.

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.

- 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.
- If a team steps on the ice before the ice is ready, and the Zamboni gate is shut, the offending team will be issued a bench minor and will have to start the game shorthanded.
- A team must play a game with at least six players. If a team cannot field at least six players, they must forfeit the game. The game can still be played and it is permissible to add players from the opposing team.

Tied Games:

- Regular Season – If a game is tied after regulation and the teams have not used up the 75 minute ice slot, a 4 on 4 4 minute run time overtime format will be used. During the last minute of overtime, stop time will be used. If after the overtime round is complete and the game is still tied, the game will be called a tie.
- Playoffs – There will be a five-minute stop time 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 of the five minute overtime period will not be permitted to participate in the shoot-out.
- No timeouts will be permitted in overtime

Equipment:

- Skatetown requires the following protective equipment: HECC approved helmet, elbow pads, ice hockey gloves, hockey girdle with padding, and shin pads. Equipment must be in the manner for which it is designed and no alterations may be made from the original manufacturing specifications as any alterations shall cause said equipment to be illegal.
- Skatetown recommends that all players wear full face mask and unaltered, full size shoulder pads with plastic protective caps (not NHL style thin foam pad type), in addition to the required equipment.
- Should a player be injured, or should the injury be made worse, due to failure to wear required and recommended protective equipment, Skatetown may choose not to file a claim with the insurance company they purchase secondary insurance from. Skatetown, as the buyer of this secondary insurance, determines which claims it wishes to file.
- Full face shields/cages and shoulder pads are required in the Bronze Leagues and Senior Division.
- Half shields are required in the Silver B Leagues. Face shields/cages are optional in the Gold league
- According to USA Hockey rule 304, helmets must be worn with the chin strap fastened during the handshake line
- Any player who does not comply with ALL equipment rules may not participate in the game until he or she is fully compliant.

Jerseys:

- All players must have matching color jerseys. Each jersey must have a permanent 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. All player numbers must correspond with the sign-in sheet and scoresheet.

- Each team must have a set of **white** away and **dark** home jerseys with matching numbers. The home team must wear their dark home jersey.
- If a player on any team is not in compliance with the matching jersey policy, they will be asked to leave the ice until they get a matching jersey.

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 Department 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 one level of play of the team that they are substituting for. *Goalie substitutions during playoff games must be cleared through the Hockey Department prior to playing in a game.*
- 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 use an alternate goalie enabling the registered goalie to skate as a player.
- The League Director has the final authority on any and all matters of player eligibility and any other matters relative to the league.

Penalties:

- The Hockey Department reserves the right to increase any suspension after review.
- Game Misconduct penalties: – Minimum one game suspension. Game misconducts are to be served in the following game. Three Game Misconducts in a single season will lead to immediate suspension from the league for the remainder of the season.
- 5 Minute major GM: A player who receives a major penalty within the last five minutes of the 3rd period will be given a game misconduct *in addition* to serving the five minute major. If a major plus game misconduct is received within the last five minutes of the 3rd period, an additional game misconduct may be assessed upon review of the incident.
- Bronze A & B Division: Any player accumulating 40 PIM during the fall/winter season or 30 minutes during the spring/summer regular season will receive a one game suspension. Any player accumulating 55 PIM in the fall/winter season and 45 PIM in the spring/summer will receive a second game suspension. Any player accumulating 60 PIM in the fall/winter and 50 in the spring/summer will be suspended for the remainder of the season.
- Silver A & B, Gold Divisions: Any player accumulating 50 PIM in the fall/winter and 40 in the spring/summer during the regular season will receive a one game suspension. Any player accumulating 65 PIM in the fall/winter and 55 in the spring/summer will receive a second game suspension. Any player accumulating 80 PIM in the fall/winter and 70 in the spring/summer during the regular season will be suspended for the remainder of the season.
- 50+ League: Majors are upgraded to Game Misconducts.
- No one is allowed to play on a team in the league while on suspension from another team. Players may not play for any team in the league until they have finished serving a suspension for the team with which the suspension was received. A player playing on multiple team risks missing multiple games.

Captains are responsible for notifying all players of the League Rules and Player Suspensions. All suspensions will carry into playoffs and the next season

- Too many penalties in a single game: Per USAH rules, a player receiving 5 penalties in a single game will be ejected from the game in addition to a game misconduct. Senior league is a maximum of 3 penalties in a given game.

Suspensions:

- 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.
- If a player receives a suspension and they are enrolled in multiple Adult Leagues Divisions, they are suspended from those divisions in addition to the original division they were suspended from for the duration of the suspension.

Checking:

- While our league is a non-checking league, participants need to understand that contact 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 USA Hockey Rule 615 – below is the Skatetown addendum:

- 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 Department 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.

Complaints/Communication/Cooling off Period UPDATED:

- If a player/captain has a complaint regarding a game, referee, opponent, etc., the complaint must be submitted, by the captain of the team only, in writing via email, or letter, and forwarded to the Hockey Department 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 Captain/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 Department before the meeting only. Votes submitted after the meeting will not be counted.

Locker Room Policy

Goals:

Protect the players' belongings and protect Skatetown property

Method:

Keep locker rooms locked when not in use.

Check teams in and out of the locker rooms & inspect them when teams are done

A team coach, captain, or representative will come to the front desk or pro shop and request a locker room. Staff must determine which locker room that they are assigned to and give them the appropriate key. We require collateral such as car keys in exchange for the locker room key. This ensures that the customer will not drive home with our locker room key by mistake.

After each group is finished with the locker room and returns the key, a Skatetown teammate will visit the locker room after the group has vacated and inspect the restroom and locker room. They will make sure there are no “stray” pieces of hockey tape, trash, locker room damage, inappropriate locker room items, etc. Once this is done, check out is complete.

We also ask that you try to keep the locker room doors closed so that no one is inadvertently exposed to an unclothed individual.

Outside Alcohol Policy:

Skateown has adopted a Zero Tolerance policy on the consumption of outside alcohol on the premises, or consumption of alcohol in the parking lot.

Anyone caught consuming outside alcohol on the premises, or consuming alcohol in the parking lot, will be subject to suspension of a minimum of one game. Second violations will result in suspension from the league for the remainder of the season and no refund will be provided.

If we find evidence that outside alcohol was consumed in the locker room during our locker room check out, or during our random visits to the locker rooms, the offending team will be required to forfeit the next game. Continued violation of our policies will result in more severe consequences.

Our Assistant Hockey Director is charged with enforcing our alcohol policies and will advise management of anyone he/she observes violating our alcohol policies so we can take appropriate action.

Our night Janitor comes in at midnight to clean the facility so he may ask you to move out to the patio if you are still in the lounge after midnight. You are welcome to consume alcohol purchased from Skatetown on the patio.

Damage to Facility

If you intentionally damage the facility by, including but not limited to, hitting the dasher glass with your stick, slamming a dasher or locker room door open or closed, hitting a wall with a skate or stick, hitting the side dasher glass with a slapshot, shooting a puck at the player bench wall, or shooting a puck through an open dasher door, you will be asked to pay for the cost of repair. Failure to pay for the repair will result in ejection from the league without a refund.

Signing in on game nights:

Players must sign the scoresheet prior to the game starting. Scoresheets are kept on the front lobby counter. The scoresheet is then to be turned into the scorekeeper to check the players in for the game. **Please note that any**

players who are not on the scoresheet are not currently registered in our leagues and will not be allowed on the ice until they register.

If there are any issues with the players' names not displaying on the scoresheet, please contact the Assistant Hockey Director overseeing the games that night to check on the registration issue.

IHONC

Captains should leave weekly official evaluations on the IHONC website in order to help improve the quality of officiating. The IHONC website is ihonc-ca.com. Regular constructive feedback makes your input more valued by IHONC.

Cameras

The use of Go-Pro camera equipment will not be allowed on the ice or in any location accessible by the players. Cameras can be mounted on the outside of the glass, or in a location that is not accessible by the players, and does not interfere with any other Skatetown function or pose any safety issues to guests, players or employee's.