



Put Some Excitement In Your Life

YOUTH HOCKEY LEAGUE HANDBOOK

Our youth 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 noted below. Skatetown reserves the right to modify these rules as deemed necessary. A copy of the rules can be found at USAHockey.com

THE SKATETOWN YOUTH 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 occur, but will be dealt with per USA Hockey Rules and the Skatetown amendments stated below.

Rosters:

- All participants must be registered before their first game. No player is permitted on the ice without payment.
- “No Pay - No Play”: If a player defaults on a payment of league fees, player will be dropped from the roster. Once a player is dropped from the roster for non-payment, they will not be allowed to register in future programs at Skatetown until defaulted payments have been paid.

Game Set - Up:

- Time: 3 – 12 minute stop-time periods.
- All youth league games are to be finished within their designated 60 minute ice time slot. In the event a game is in jeopardy of not completing within the allocated time slot, the Hockey Department or manager 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 36 minutes have been played.
- Teams are permitted to play with six players. The sixth player cannot act as a goalie. (i.e., covering puck in the crease, taking shots, etc.)
- All tied games will go into a three man shoot out time permitting. Otherwise game will end in a tie. If no goals are scored after the three man shoot out, it will move to sudden death shoot out.

Mites Game Set – Up:

- Mite games will be played cross-ice with no official score kept. Advantages to Cross-Ice are:
 - Players will become better skaters in traffic, as well as better puck handlers.
 - Allows players to learn concepts of time and space
 - Develops hockey sense/enhances decision making skills

Teams will be made up of three players and a goalie and will play rotating games each game day.

Equipment:

- Mouth guards: Per USA Hockey rule 304(f) all players under 18 must wear a *colored* mouthpiece.
- Skatetown requires the following protective equipment: Full face mask, helmet, shoulder pads, elbow pads, ice hockey gloves, ice hockey pants with padding, and shin pads. Skatetown reserves the right to reject claims for injuries that occur as a result of a violation of league rules such as fighting or failing to wear recommended equipment.
- Neck guards must be worn for both practices and games.
- Numbers are not required on players jerseys
- Each team needs to have a set of white and teal Skatetown jerseys.

Locker Rooms:

- All players are required to arrive at the rink wearing their hockey base layers or shorts and t-shirts or equivalent (in good condition - no holes or tears in clothing) under their street clothes. All members of the team must have this minimum attire before entering a co-ed locker room so that no player of one gender has the opportunity to see players of the opposite gender in a state of dress/undress. If a player of either gender is not dressed appropriately at that time, then it is that player that must leave the locker room until he/she is dressed and can join the team.
- A youth league coach will monitor the locker rooms while in use – 30 minutes prior to the game and 15 minutes after the game
- Squirt/Peewee and High School parents are not allowed in the locker room. Mite parents are allowed in the locker room.

Substitutions/Illegal Players:

- Prior to game day, a coach can either confirm or request substitutions if they know that their team will be down to less than six players (excluding the goalie). Substitutions can be added so that the team's player count totals six or more (excluding the goalie). Substitutions must come from players registered in the current youth league and the same level of play. No substitutions are to be made without prior approval of the Hockey Department or opposing coach. Any substitution, which is not approved by the Hockey Department or coach, will be considered illegal and will cause the game to be a forfeit.
- The Hockey Department or coach reserves the right to move players between teams and divisions as we deem necessary and appropriate for parity.
- Travel players need to be approved by the Hockey Department prior to registration to ensure parity.
- If a registered goalie is unable to play, goalie substitutes are permitted. Substitute must be currently registered on a Skatetown youth league team or approved by the hockey director. Prior approval of the substitute goalie must be given by the Hockey Department in advance of the change so that the change can be noted on the score sheet.
- If a game is declared a forfeit, the teams involved are allowed to stay and play during their designated ice time.

Penalties:

- The Hockey Director reserves the right to increase any suspension after review.
- Major penalties: Any two major penalties incurred within one game will result in a balance of game and one additional game suspension.

- 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.

Checking:

- Checking and fighting penalties are monitored and participants who repeatedly check or fight will be warned. Players that continue to check or fight after being warned are subject to suspension or ejection from the league without a refund of league fees.
- 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.

Fighting: Suspension guidelines:

- Wrestling, scuffle, one punch – balance of game, (2) game suspension.
- Fight, two or more punches – balance of game, (4) game suspension.
- Third Man In – balance of game and (2) game suspension. Subsequent penalties may follow after review by the Hockey Director.
- Second Fight in one season – Automatic suspension from league for 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 pending an investigation. The player will be notified within 30 days of the incident if the suspension will be extended and if any conditions are required prior to possible reinstatement.

Suspensions:

- Suspensions will be given during the week after the incident prior to following game. Email will be sent to the coach, and coach is to notify the player's parents.
- If a suspended player skates without serving their suspension, the player will receive an equal suspension to the first given. Additional suspensions may occur upon review.
- A player who receives a major penalty within the last five minutes of the 3rd period will be given a game misconduct for the next game in place of the five minute major.
- Player history will be considered when dealing with suspensions.

CODES OF CONDUCT

Participation in sports can be a great learning experience for players, coaches, referees, and parents. These experiences often transfer into our daily lives at home, at school and in the office or during our recreational time.

The following codes of conduct have been developed to establish standards for ice hockey participation. All participants are encouraged to adopt these policies in order to provide a positive and rewarding experience for everybody involved. These codes of conduct are based on sportsmanship and fair play while creating a fun and positive environment

PLAYERS CODE OF CONDUCT

Play for FUN and enjoyment of the sport

Learn the rules and play by them. Always be a good sport

Winning is a consideration, but not the only one, nor the most important one

Respect your coaches, teammates, parents, opponents and the officials

Work hard to improve your skills

Be a team player - get along and cooperate with your teammates

Never argue with the decision of an official or coach, they will not change their minds
Learn teamwork, sportsmanship, and discipline
Respect the arena and its facilities, without them you would not have a place to play
Be on time for all games and practices

PARENTS CODE OF CONDUCT

Encourage your child to play by the rules
Remember, children learn best by example, so applaud the good plays of both teams
Do not embarrass your child by yelling at players, coaches or officials
By showing a positive attitude toward the game and all of its participants, your child will benefit
Emphasize the benefits of skill development and practices. De-emphasize competition in the lower age groups
Know and study the rules of the game and support the officials
Applaud a good effort in victory and in defeat enforce the positive points of the game
Never yell or physically abuse your child after a game or practice
Work toward removing the physical and verbal abuse in youth sports

[..\..\Policies\Skatetown Code of Conduct, Safety and Risk Management Policies.docx](#)