

Knoxville Amateur Hockey Partnership

Adult Hockey League Policies

Revised: (27 April 2011)

1 Purpose

- 1.1 The goal of the following policies are intended to encourage a safe, enjoyable, and fair environment for the members of the adult hockey leagues.

2 Fair Play

- 2.1 For the adult league to grow, improve the skill of the players and provide and enjoyable environment, every team and player must feel that they have a fair chance to win a game against any of the other teams in their division.

3 Team Skill Level and Status

- 3.1 The teams will be divided by the following skill levels:

D League - Beginner
C League - Intermediate
B League - Advanced
A League - Expert

- 3.2 Each team must designate a team representative and at least one alternate to represent the team in all league activities.
- 3.3 If a team(s) is dominating a division due to the presence of one or two players, the team will be asked either to release the player(s) from their roster or the team may play up in the next division. If a player(s) are released from a team, the player(s) will be placed on a higher division team for the rest of the season.
- 3.4 If there are more than two players that allow a team to dominate a division, the team will be asked to move to the next higher division.

4 Team Representative Responsibilities

- 4.1 Provide the league with a complete and accurate roster before the beginning of a season.
- 4.2 Inform teammates of the league and USA Hockey policies.
- 4.3 Inform teammates of any changes in game schedule, before or during the season.

- 4.4 Ensure that suspended players do not play the required number of suspended games. Failure to do so will cause the team to forfeit each game the suspended player participated.
- 4.5 Inform the timekeeper before the game of any substitute player(s) that will be playing during the game. The captain must provide the player's name, jersey number, and affiliated team if the player is recruited from another team.
- 4.6 Inform the timekeeper if a substitute goalie will be playing. The team representative must provide the player's name, jersey number, and affiliated team if the player is recruited from another team.

5 Team Rosters and Players

- 5.1 All players must be registered with USA Hockey.
- 5.2 A player can not be rostered on a team that plays below the player's skill level.
- 5.3 Each team must provide a roster before the beginning of each season before they are allowed to play. The roster must contain the player's name, jersey number, and if they are the team representative or alternate(s). A team can have a maximum of two alternates designated on the roster.
- 5.4 A team may add/drop a player(s) to their roster provided the team representative or alternate notifies league official at least one day before the team is scheduled to play as well as provide any required paperwork.
- 5.5 When adding a new player, the team representative or alternate must submit a league and USA Hockey registration form to a league official.
- 5.6 When dropping a player, the team representative or alternate must submit a drop/add form to a league official.
- 5.7 A team can designate a maximum of two (2) substitute players whose skill level is the same as the team's division.
- 5.8 Designated substitute players can replace rostered players that will not be present at a game.
- 5.9 A roster can contain a minimum of eight (8) players and a maximum of fourteen (14) players plus two (2) substitute players.
- 5.10 A player can not move to another team without the permission of the team representative.
- 5.11 New players assigned to a team that have not been rated, will be evaluated for three (3) games to determine their skill level. If it is determined that the player's skill level is not appropriate for the division, the player will be moved to a team in a division that best matches the player's skill level.

6 Substitute Players

- 6.1 A substitute player is a player that appears on a team's roster. A fill-in player is a player that is recruited from another team from the same division.
- 6.2 A substitute or fill-in player can only play in the division at or above their skill level. For example, a player at a division C skill level can substitute or fill-in for a C or B division game. A player at a division B skill level will not be allowed to substitute or fill-in in a division C game.
- 6.3 A substitute or fill-in player can not replace a suspended player, except in the case of a goalie.
- 6.4 A team may use a maximum of 2 substitute or fill-in players during a game excluding goalies.
- 6.5 No substitute or fill-in players will be allowed to play during playoff games.
- 6.6 A team can use their designated substitute(s) players to replace a rostered player that will not be present at a game.
- 6.7 A team can use two fill-in players during regular season games if there are 6 or less rostered players present before the game, excluding the goalie, without consent of the opposing team.
- 6.8 A team can use one fill-in player during regular season games if there are 7 rostered players present before the game, excluding the goalie, without consent of the opposing team.
- 6.9 A team may use two fill-in players during regular season games if there are 8 rostered players present before the game, however the opposing team must be consulted. The opposing team can chose to allow or refuse one or both of the fill-in players to play during the game.
- 6.10 A team may use one fill-in player during regular season games if there are 9 rostered players present before the game, however the opposing team must be consulted. The opposing team can chose to allow or refuse the fill-in player to play during the game.
- 6.11 A team with 10 or more rostered players present before the game is not allowed to use fill-in players.
- 6.12 Violation of any substitute player policies will cause the team to forfeit the game.

7 Illegal or Too Many Players

- 7.1 An illegal player is a person that takes the ice with a team that is not rostered with the team as a player or substitute. The team rosters will be provided at the scorekeeper's table to allow team captains to verify a player's status.
- 7.2 If a team captain becomes aware before a game that the opposing team are fielding illegal player(s), the team captains should meet before the game to discuss the issue and choose from the following remedies. Once a decision is made, it is the responsibility of the team captains to inform the referees of their decision.
1. Allow the illegal player(s) to participate in the game. The game will count as a normally played game and will be recorded in the league statistics as such. If the illegal player(s) are allowed to play, the game can not be ruled a forfeit.
 2. Ask the opposing team to remove the illegal player(s) from the bench. If the opposing team does not comply, the game will be ruled a forfeit.
- 7.3 If a team captain becomes aware before a game that the opposing team is fielding too many players, the team captains should meet before the game to discuss the issue and choose from the following remedies. Once a decision is made, it is the responsibility of the team captains to inform the referees of their decision.
1. Allow the team to participate in the game. The game will count as a normally played game and will be recorded in the league statistics as such. If the team is allowed to play, the game can not be ruled a forfeit.
 2. Ask the opposing team to remove the enough players from the bench to meet the maximum number of players allowed on a team. If the opposing team does not comply, the game will be ruled a forfeit.
- 7.4 If a team captain becomes aware after a game that the opposing team was fielding illegal player(s), the team captain should immediately inform the league officials. If it is determined that the opposing team fielded illegal player(s), the game will be ruled a forfeit and recorded in the leagues statistics as such.
- 7.5 If a team fields a player that has been suspended, the team will forfeit the game. The game will not count against the suspended player's game suspension.

8 Team Uniforms

- 8.1 All members of a team must wear a jersey that are approximately the same color and must have a PERMANENT number on the back of the jersey. A number made from tape is NOT considered permanent.
- 8.2 Any player without a number will not be allowed to play.
- 8.3 Each player must have a unique number. Duplicate numbers are not allowed.

- 8.4 If two teams are scheduled to play that have the same primary color, it is the responsibility of the home team to provide different color jerseys for their players or make arrangements with the away team to wear a different color.
- 8.5 The on-ice officials have the authority to not allow a player(s) to participate in a game until the uniform policy is met.

9 Game Statistics

- 9.1 The following statistics will be recorded for each game.
1. Number of goals scored by each team.
 2. Number of shots on goal.
 3. The player who scores a goal and players who assist.
 4. Penalties imposed by the on-ice officials including the names of the player(s) penalized, the infraction(s) penalized, the duration of each penalty and the time each penalty was imposed.
 5. Record the player that scores the 'go ahead' goal during a shoot-out.
 6. During a the season, a team will be awarded two points for a win, one point for a tie or overtime loss and zero points for a loss for the purpose of seeding the playoff brackets at the end of a season.
 7. The league will attempt to provide accurate and timely game and player statistics.

10 Tie Games

- 10.1 In the event of a tie game at the end of three periods of play, the winner of the game will be determined by a shoot-out. The winner of the shoot-out will be awarded a win in the game statistics. The losing team will be awarded an overtime loss.
- 10.2 The shoot-out will use the following format.
1. Three players from each team will be allowed to take a shot on goal.
 2. The visiting team will take the first shot on goal then the home team player will take a shot on goal. The rotation will continue until all three players of each team have taken a shot on goal.
 3. The team that has more goals will be declared the winner of the match.

4. If the number of goals scored by each team is the same after a rotation of three players from each team, the shoot-out format will then change to 'sudden death'. One player from each team who has not taken a shot on goal will be selected. The visiting player will take the next shot on goal and then the home team player.
5. The shoot-out will continue until after one round of players, one team has scored a goal where the other has not.
6. In the event that all of the players on a team have taken a shot on goal, the team then starts over in the player rotation.
7. The scorekeeper will record the final score of the game by adding one goal to the winning team's score as it existed at the end of regulation. If the score at the end of regulation was 3 to 3, then the final score will be 4 - 3. Only the player that scored the 'go ahead' goal will receive a goal on the statistics.

11 Playoffs

- 11.1 If a playoff is scheduled during a session the seeding will follow a 'First vs. Worst' format. Seeding will be determined by the following:

1. Overall points
2. Number of wins
4. Goals scored
5. Goals against
6. Head to head
7. Coin toss

- 11.3 Only players that have been rostered on a team at or longer than one third (1/3) of the season will be eligible to play during the playoffs.

12 Penalties and Game Suspensions

- 12.1 Any player receiving a game misconduct will be removed from the game and suspended from playing the next scheduled game. (USA Hockey - Rule 404b, 404c)
- 12.2 Any player receiving 5 penalties during a game will be assessed a game misconduct. (USA Hockey - Rule 404d)
- 12.3 Any player receiving 2 major penalties during a game will be removed from the game and assessed a game misconduct. The player will be suspended from playing the next two scheduled games (USA Hockey - Rule 403b).
- 12.4 A player receiving a match penalty will be suspended from playing any scheduled games until the KAHA Adult Hockey Board has made a decision on

- any disciplinary actions to be taken against the player. (USA Hockey - Rule 405c)
- 12.5 Any player receiving a game misconduct or a match penalty must immediately proceed to their team's locker room, remove their hockey gear, and leave the facility. Players are not allowed to stay at the facility and watch the rest of the game after receiving a game misconduct or match penalty.
- 12.6 If a player receives three game misconducts during a season, the player will be suspended from playing any scheduled games until the KAHA Adult Hockey Board has made a decision on any disciplinary actions to be taken against the player.
- 12.7 Any player receiving a two fisticuffs majors in a 365 day period, will be suspended from play for one calendar year.
- 12.8 For every game suspension assessed to a player by USA Hockey rules, the league will match with a second game suspension. For example:
1. A player assessed a game misconduct for 3rd man during a fight (USA Hockey - Rule 613d), will receive a game misconduct. The game misconduct carries a single game suspension due to USA Hockey rules. The league will add a second game suspension. The player will have to serve a 2 game suspension for the game misconduct.
 2. A player receives two major penalties in a game which carries a 2 game suspension due to USA Hockey rules. The league will add 2 more games to the suspension period for a total of a 4 game suspension.
- 12.9 Before the beginning of play for the day, the league will provide a list of suspended player(s) for use by the on-ice officials that will be located at the score keeper's table.

13 Zero Tolerance

- 13.1 USA Hockey has stressed that all players, coaches, referee and team officials, parents, spectators, and administrators maintain a sportsmanlike atmosphere before, during and after all games.
- 13.2 Players
- 13.2.1 A minor penalty will be assessed for unsportsmanlike conduct when a player:
1. Openly disputes or argues any decision by an official.
 2. Uses obscene or vulgar language at any time, including any swearing even if it not directed at a particular person.
 3. Visually demonstrates any sign of dissatisfaction with an official's decision

13.2.2 Any time a player persists in any of these actions, they shall be assessed a misconduct penalty. A game misconduct shall result if the player continues such action.

13.3 Officials

13.3.1 Officials are required to conduct themselves in a businesslike, sportsmanlike, impartial and constructive manner at all times. The actions of an official must be above reproach. Actions such as "baiting" or inciting player or coaches are strictly prohibited.

13.3.2 Officials are ambassadors of the game and must always conduct themselves with this responsibility in mind.

13.4 Spectators

13.4.1 The game will be stopped by a game official when spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The game officials will identify violators to the team representative for the purpose of removing the spectators from the viewing and game area. Once removed, the play will continue. Lost time will not be replaced and violators may be subject to further disciplinary action by the KAHA board. This inappropriate and disruptive behavior shall include:

1. Use of obscene or vulgar language in a boisterous manner to anyone at any time.
2. Taunting of players, officials, or other spectators by means of baiting, ridiculing, threat of physical violence or physical violence.
3. Throwing of any object in the viewing area, players bench, penalty box, or on ice surface, directed in any manner as to create a safety hazard.

14 Grievance Resolution

14.1 In the event that an individual feels that a concern or problem has not been corrected to their satisfaction or handled fairly, they may file a grievance to be review by the full Adult League board.

14.2 To file a grievance, the team representative must write and present the written report to the head of the adult hockey program. If the individual is not a participant of a team, they will be responsible for writing and filing the report.

14.3 The report should contain the following:

1. The team's captain name and contact information.

2. A list of the individuals involved in the event(s) and contact information if available.
 3. A detailed description leading to the current state of event(s).
- 14.4 After a grievance has been received by the adult hockey board, the board should review and resolve the grievance in a timely manner. The board may interview affected parties if necessary and either schedule a special meeting to resolve the issue or provide a written report of the resolution. The board should respond to a grievance within fourteen (14) days of the grievance being filed.
- 14.5 The affected parties have the right to appeal the decision of the board to the full KAHA board within fourteen (14) days of adult hockey board decision.