

ALBERTA SUMMER HOCKEY LEAGUE LTD.

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LEAGUE RULES AND REGULATIONS

2011

TEAM REGISTRATION AND PLAYER REGISTRATION

1. Each team, upon registration, shall submit the Registration Form, listing the name, address, home and work phone numbers of its Team Spokesman.
2. Each team will submit a Team Rep Form, designating two Team Spokesmen, listing the names, addresses, home and work phone numbers of its Team Spokesmen, at the organizational meeting before League start-up.
3. Each team will submit an Interim Team Roster prior to the first league game, on the form provided.
4. The Team Registration Form will be submitted by April 30th. **THERE ARE NO EXCEPTIONS.** It is the Team Spokesman's responsibility to have EACH players name listed and signed by each player. Should a player be unable to sign the Registration Form by the deadline date, individual waiver forms are available on the website or from timekeepers, they are to be signed before playing any games. Any player that plays without signing either form will be considered an illegal player. This Registration Form will not exceed 25 players, 3 of which may be goaltenders. Teams may dress the maximum for games as provided by Hockey Canada Rules That is twenty players, including two goaltenders. "No player plays without signing either form!!"

NOTE: A TEAM NOT COMPLYING WITH THIS RULE WILL HAVE TWO POINTS DEDUCTED FOR AS LONG AS THE REGISTRATION FORM AND/OR WAIVER FORMS ARE OUTSTANDING.

5. Any player not registered with a team (illegal player) found playing on a team after Final Roster deadline will constitute forfeiture of the game and loss of points for the team.

EXCEPTION

Goaltenders can register with one team only within the league, however, they can be utilized as spares within their own division or a higher division. Once signed with a Team, a goaltender cannot play in any lower division games!

FINANCIAL COMMITMENTS

LEAGUE FEES

1. Failure to make payments as per the prescribed payment structure will result in:

- a) The loss of 2 points from their point standings each game they play while in arrears.

NOTE: points are not reinstated once team is no longer in arrears.

NOTE: NSF CHEQUES ARE CONSIDERED AS NON PAYMENT, AND CARRY A \$25.00 NSF CHARGE.

Team payments are to be made at the League Office only. Payments cannot be made at the arenas.

FINES

1. All fines will be paid in **CASH ONLY**. All fines will be paid before the player returns. Fines are to be paid to the timekeepers prior to the start of the game. (Timekeepers do not carry change)
2. A player found playing before their fine is paid, may be given further suspension.
3. All fines will be paid to the League Office before the Playoffs start.
4. All fines will carry over to the next season and will be paid before the player is allowed to play in the League.

BONDS

1. In certain circumstances, the League shall be empowered to require a performance bond to be posted by an individual or team, or both.
2. The amount of the bond will not exceed \$500.00, and if the requirements of the League are met, the bond will be refunded at the close of the season.

PROTESTS

1. In the event of a protest, a protest bond in the amount of \$50.00 in cash will be required from the protesting team. The League must be notified of the impending protest within 24 hours of the incident and the protest in writing along with the \$50.00 cash bond must be received by the league within 48 hours.
2. If the protest is declared valid, the protester shall recover his \$50.00 bond. If the protest is declared invalid, the protester shall forfeit his \$50.00 bond.

GENERAL PROCEDURES

RULES OF PLAY

1. Teams must have a minimum of six (6) players to start a game as per the Hockey Canada Rules. These six do NOT have to include a goaltender. Forfeited games may be played with refs ,if both teams agree , however no goals/points will be counted but penalties will.

2. Forfeits :

Teams forfeiting a game will be penalized as follows:

- A. Failing to ice a team at game time will result in a \$150.00 fine- \$100.00 will go to the non-offending team and \$50 to the League.
- B. A second offence by a team will result in the same fine structure.
- C. A third offence , will result in EXPULSION from the league and there is NO REFUND of league fees.

3. Players are required to play in eight (8) games in order to be eligible for Playoffs. Goaltenders are exempt, however must be signed by the team or given League approval prior to the playoffs.

4. PLAYERS are permitted to play in only one division and on one team. Should a player be found abusing this rule, all teams involved, plus the player will be subject to discipline: i.e., loss of points for the teams, and possible expulsion from the league for the player.

5. ADDITION OF PLAYERS – registered ASHL players will be allowed to be added to the team’s roster after the start of the game and be allowed to participate for the remainder of the game.

6. SCORESHEETS – the timekeepers will initiate the scoresheets and it is the Team Spokesmans responsibility to fill out in a legible and readable manner, or stats will not be kept for the offending team. ONE PERSON is to fill out the scoresheets and the player’s names are to be printed legibly AND NOT SIGNED BY EACH INDIVIDUAL PLAYER. NOTE: A Delay of Game Penalty will be assessed to the team responsible for not getting the scoresheet to the Timekeeper on or before the start of the Game Permit.

7. CAPTAINS AND ALTERNATES – Team entries will have their Captains and Alternates designated at the start of the League. These persons will be designated on the scoresheets, and on the team sweaters.

NOTE: Only players and coaches are allowed on the players bench.
Suspended or ejected players are NOT to be on players bench.

8. DURATION OF GAMES – All games are of 1¼ hour duration. All periods will be 15 minutes stop time duration . There will be a 3 minute warm up at the start of permit time. The game will be declared when the permit time elapses. When there is 5 minutes left on the permit, the Referee will be signaled by the timekeeper and the Clock will be dropped to 2 minutes.

EXCEPTION: in PLAYOFF GAMES where additional ice time is available, the CLOCK WILL NOT BE DROPPED.

9. MERCY RULE – The game is over after there is a ten goal spread – no further goals/points will be recorded, but penalties will. The game will continue in normal stop time to the end of permit time.

10. SUSPENDED PLAYERS – If a team is caught playing a suspended player, that team will lose 2 points whether or not they won that game. The offending player and/or team will post a bond of \$150.00 (CASH) which will be refunded at the end of the season if no further major infractions occur, **OR** said player will be suspended from the League for the balance of the year and said player or team will NOT receive a refund.

NOTE – Suspended players must be listed in the penalty columns on all game sheets prior to the commencement of the games.

11. GOALTENDERS – May be picked up at anytime from the same or a lower Division, but NOT from a higher division. During playoffs, goaltenders may be picked up from a team in their same division ONLY if the team has been Eliminated from the playoffs.

12. NO GOALTENDERS – If a team has to play without a goaltender, **SLAPSHOTS above the knee** will not be allowed By either team. Any player using a slapshot will be assessed a minor penalty.

ALL GOALS SCORED AGAINST THE TEAM WITHOUT A GOALTENDER WILL BE SCORED FROM INSIDE THE ATTACKING BLUE LINE.
Unless the team uses a “skater” as the goalie.
The player can be one or the other NOT both.

13. SHORT PLAYERS – When a team is short players (6 or less skaters) and coincidental minor penalties become a factor, the team short players can play shorthanded to a minimum of three (3) skaters before the game is forfeited.

NOTE – this rule is for **COINCIDENTAL MINOR PENALTIES ONLY** and when the team short players cannot field the five (5) skaters for the ice and the player (s) to serve the coincidental minor (s).

14. **NO BODY CHECKING** hockey will be played. This is determined by the Hockey Canada Rule Book, and will be a referees judgement call.
15. **SLAP SHOTS** are allowed in all divisions of play.
16. **COINCIDENTAL MINOR RULE** will be called according to the Hockey Canada Rule Book. (when this occurs teams play 5 on 5).
17. The centre red line for the purposes of the 2 line offside pass will be eliminated.
18. Face offs for penalties will occur in the offending teams defensive zone.
19. **NO TIMEKEEPER RULE** In the event of no timekeeper, the clock will run , home team keeps the scoresheet. The game will be 3- 20 minute running time periods, with minor penalties being 3 minutes. Team Reps are to have the referees contact the league office immediately (403-276-2340) to obtain access to scoresheets.
20. For health/safety reasons (reducing risk of exposure), there will be **NO HANDSHAKING** of opposing teams at the end of games.

UNIFORMS AND PLAYER IDENTIFICATION

1. UNIFORMS

- a) Teams will be equipped with at least one complete set of matching sweaters.
- b) Players not having the same base colour sweater will not be allowed to play. **Goalies are excluded.**
- c) The sweaters will be numbered with a permanent number and no 2 players shall have the same number. The use of tape for numbers will be allowed **ONLY** to alter a permanent number when two players have the same permanent number on their sweaters.
- d) The Captain and Assistant Captains will be clearly designated on the sweaters.
- e) As a rule, the home team, when possible, will wear the lighter coloured

sweaters.

- f) When both teams playing have only one set of sweaters, and they are the same colour, the home team will wear the League's supplied sweaters.

ARENA USE RULES

City of Calgary bylaw "No Alcohol on Premises" as per gaming and liquor act section 85/1.

As League Ice permits are at risk of cancellation, **ANY TEAM** that violates this bylaw and is caught with alcohol in an arena will be expelled from the league for the duration of the season. **NO REFUNDS** will be provided!!

The League does not condone alcohol in any arena.

Dressing rooms **MUST** be vacated 30 minutes after the ice time ends.

ALL arena rules of behavior must be adhered to at all times(ie: the **NO spitting Rule**)

2. PLAYER IDENTIFICATION

- a) When a player is questioned as to his identity by either other players, referees or timekeepers, he will be required to produce Photo I.D. to the timekeepers and referees. If he is unable to do so, he will not participate in that game. **HE WILL ALSO NOT BE ALLOWED ON THE PLAYERS BENCH FOR THAT GAME.**

Note 1: Players are allowed to go to their dressing room to get their Photo I.D., but play continues. At the first stoppage of play, the I.D. can be checked.

Note 2: Only reasonable requests for photo I.D. will be completed by the officials. **IE:** Requests for numerous players' I.D.'s will not be tolerated and will result in delay of game penalties. Should the team persist, the game will be ended and the points awarded to the other team.

FACIAL PROTECTORS – They are not required for male players 18 years of age and over, however they are recommended (As per Hockey Canada Rules).

GOALTENDERS – Goaltenders helmets must be CSA approved. Goalie masks with the cat-eyes are acceptable, however, goaltenders must realize they are fully responsible for any injury they may suffer as a result of using these masks.

PLAYERS – All players 17 years of age and under and all female players shall wear CSA approved facial protectors. All other players shall wear CSA

approved helmets to which the chin strap shall be properly fastened.
NOTE- The Joffa Ball Hockey helmet is not approved for ice hockey, and **WILL**
NOT be used in this league.

AWARDS

Individual awards will be given to the top three scorers in each Division and to the top goalie(s) of each Division.

NOTE: Goalies have to play a minimum of 15 games in the REGULAR SEASON games to be eligible for the Top Goalie G.A.A. Award.

PLAYOFFS

1. In division play, teams that are tied for playoff seating positions, the ties will be broken as follows:

- 1) Win, loss, tie record.
- 2) Record against each other.
- 3) Goals for.
- 4) Goals against.

2. In Playoff competition, ties will be played out as follows:

- 1) A 6 minute stop time **SUDDEN VICTORY** period. This overtime period will remain 5 on 5 with penalties carrying over from regular time.
- 2) If still tied, a shootout as follows:
 - a) 3 players from each team;
 - b) if still tied, one player from each team until tie is broken.
 - c) the Home Team will decide which team shoots first.

NOTE: no player will be allowed a second shot until all players on the team have participated.

NOTE: the total amount of players shooting on each team will be equal to the team who has the least players.

NOTE: If a player has been assessed a minor penalty that is not expired in overtime, he will be allowed to participate in the shootout. However, if any player is out of the game for a major, 3 penalty ejection, misconduct etc he **WILL NOT** be permitted to shoot.

The number of teams participating in Playoffs will be determined by the League Commissioner and will be dependant on the size of each division.

NOTE: All suspensions carry over from League Play to the Playoffs. **SUSPENDED PLAYERS** will **NOT** be allowed on the players bench.

PENALTY FORMAT

VERBAL AND PHYSICAL ABUSE towards League Officials (Referees/ Timekeepers) will not be tolerated to any degree. Each incident will be reviewed by the League Commissioner and Director of Discipline and additional suspensions and fines could result-including expulsion from the league- again no refunds

1. **FIGHTING** – automatic ONE game suspension, (game it occurred, plus one), and a \$25.00 fine to be paid before the player return.
If a fight occurs in the last 5 minutes of the game, a further 1 Game suspension will be added.

Second Offence – automatic TWO game suspension, (game it occurred, plus two), and a \$50.00 fine to be paid before the player returns.

Third Offence - will result in **EXPULSION** from the League.

2. **MATCH PENALTIES** (Deliberate attempt to injure) – automatic minimum THREE game suspension ,plus a \$50.00 fine before the player can return.

Second Offence – will result in a review by the League Commissioner and will probably result in expulsion from the League for the remainder of the season.

3. **MATCH PENALTIES ON OFFICIALS** – will be reviewed and the offending player is subject to expulsion from League.

4. **VERBAL ABUSE OF OFFICIALS** – game misconducts for continued verbal abuse of Officials will be considered as a Gross Misconduct.

5. **GAME MISCONDUCTS** – carry a one game suspension. This means the one you are playing, **PLUS ONE MORE**.

Second Offence – will carry a **TWO** GAME suspension, and a \$25.00 fine, **PLUS** a review from the League Commissioner & Director of Discipline and **WILL PROBABLY** result in expulsion from the league for the balance of the season.

6. **GROSS MISCONDUCTS** – will carry a **TWO** game suspension, a \$40.00 fine, and further suspensions depending on what other penalties are incurred at the time.

Second Offence- will result in a review by the League Commissioner and Director of Discipline and will most likely result in **EXPULSION FROM THE LEAGUE FOR THE BALNCE OF THE SEASON.**

7. **TEN MINUTE MISCONDUCTS** – occuring during the last five minutes of the game will be served by the player in the next scheduled game.

Second Offence In Season – will result in a one game suspension.

Additional Misconduct penalties will result in increased fines and suspensions Up to and including expulsion from the league.

8. **HIGH STICKING MAJORS** – accidental will include **ONE** game misconduct and no further game suspension.
- major high stick penalties that are intentional will carry a \$25.00 fine and a further one game suspension.
9. **SPEARING MAJORS**- will carry a \$25.00 fine and a further one game suspension.
10. **SLASHING MAJORS** – will carry a \$25.00 fine and a further one game suspension.
11. **CROSS CHECKING MAJOR** – will carry a \$25.00 fine and a further one game suspension.
12. **CHECKING FROM BEHIND** – player assessed a minor penalty and a game misconduct. No further suspension. Player assessed a major penalty and a game misconduct will carry a \$25.00 fine and a further one game Suspension.
- NOTE:** If a player is checked into the boards or the net deliberately, **A MATCH PENALTY WILL BE CALLED.**
13. **MAJOR PENALTIES** for Body Checking and Roughing will carry a \$25.00 fine and a further game suspension
14. **NOTE:** Any combination of **THREE MINOR OR MAJOR PENALTIES** to the same player in a game will result in **EJECTION** in that game.

FURTHER NOTE: GOALTENDERS ARE **NOT EXEMPT FROM THE PENALTY ACCUMULATION PENALTY!**

PLAYERS incurring THREE EJECTIONS during the season will be subject to further SUSPENSIONS from the League.

15. **NOTE:** **ALL SECOND OFFENCES WILL BE CLOSELY REVIEWED AND FURTHER SUSPENSIONS AND FINES, IF WARRANTED, WILL BE SEVERE!!!**
16. **NOTE:** Any player who accumulates a combination of three of any of the following major penalties, will be suspended from the League for the remainder of the season:
- a. Game Misconducts
 - b. Match Penalties
 - c. Gross Misconducts
 - d. Major Penalties
 - i. High Stick Major (intentional)
 - ii. Slashing Major
 - iii. Cross Checking Major
 - iv. Checking From Behind Major
 - v. Fighting/Roughing
 - vi. Spearing Major

It is the responsibility of the Team Spokesman or Alternate to notify his player of his suspensions and ensure that all Fine Payments (CASH ONLY) are made by the player. He will also ensure that a player who is suspended does not play.

Any suspended player found participating in a game while under suspension will be subject to further suspensions and the game will be forfeited by the team.

NOTE WELL: Any Major, Match Penalty, Game or Gross Misconduct incurred in the last of the regular season or the playoffs, including any fines, will carry over to the following season and could require a Performance Bond on behalf of the offending player should he wish to return.

April 17,2011

