

# **GENERAL RULES FOR LLHH**

## **Section 1: PRESEASON, TOURNAMENT and PLAYOFF PROCEDURES**

### **1-G-1 DIVISIONS**

- A. Varsity Division-defined as combined or pure teams registered through AHAI as a Varsity High School team.
- B. Junior Varsity Division-defined as combined or pure teams registered through AHAI as a Junior Varsity High School team.
- C. Team-defined as being made up of 14 to 25 players either from one school (pure) or combined high schools (combined) as the districting committee recommends.
- D. The LLHH Board of Directors will determine team assignments to divisions.

### **1-G-2 SEASON – LEAGUE GAMES**

- A. League games will start in November and be completed, including makeup games, by the end of March. The LLHH board can determine any variation to this schedule
- B. At, all Varsity league games there will be a gate charged for entry into the games. Players, Coaches and Game Officials will be admitted at no charge. There will be no charge for entry to Junior Varsity games.
- C. The LLHH board will determine the amount charged for entry to the Varsity league games.

### **1-G-3 FINES and FEES**

- A. All outstanding league fines and fees must be paid according to the league fee schedule. A club will forfeit all scheduled games played until such fines/fees are paid. All fines assessed during the regular league season must be paid prior to the start of the playoffs.
- B. Any fines accrued during the playoffs must be paid before the next scheduled playoff game. Any fines incurred in the last playoff game must be paid within thirty (30) days of the game date.
- C. Teams with outstanding fines/fees will not be allowed voting privileges until such fines/fees are paid in full.

### **1-G-4 PRACTICE, EXHIBITION and TOURNAMENT GAMES**

- A. **TOURNAMENT GAMES**  
Any LLHH team participating in a tournament, either in or out of the Springfield area at any time during the year, shall give notice of such participation to the league Registrar at least 24 hours before the start of the tournament. The team shall also furnish a copy of the score sheets to the league office within seven (7) days after completion of the tournament. Failure to furnish notice and the score sheets may result in a forfeiture of the next league game and/or an appropriate fine.
- B. **PRACTICE and EXHIBITION GAMES BEFORE LEAGUE PLAY BEGINS**
  - 1. **Penalties**  
Any game misconduct and/or Match penalties occurring in games involving any LLHH team on/or before November 1 in a new season may be examined by the Disciplinary Committee for possible additional discipline.

## C. PRACTICE and EXHIBITION GAMES AFTER NOVEMBER 1

### 1. LLHH Rules and Referees

All practice or exhibition games after league play begins and until the end of the season involving any LLHH team shall be conducted under LLHH rules and, when in the Springfield, shall use qualified referees from the officials association used by the LLHH.

### 2. Notice

Each team is responsible to notify LLHH registrar of such practice or exhibition games (1-G-4C) in writing or by telephone at least 24 hours prior to the start of the games.

a. The teams are responsible to make sure they are properly rostered before playing in any games or practices.

b. The teams are responsible to make sure they obtain a travel permit from the AHAI registrar to play any non AHAI team.

### 3. Score Sheets

Each team is responsible for forwarding a copy of the score sheet for such practice or exhibition games (1-G-4C) signed by at least one referee to the league office within seven (7) days of such games. Failure to do so may result in forfeiture of the next league game by either or both teams and/or an appropriate fine.

### 4. Suspension Penalties – Carry Over

Any suspension penalties received by a player in such practice or exhibition games (1-G-4C) will be applied to and served only in the next regular scheduled games either a scheduled practice game or LLHH game. Failure to serve these penalties will result in the forfeiture of the appropriate number of games in which the player participated. Individual team coaches are responsible for self-enforcement of game suspensions.

### 5. Suspension Penalties – Permanent Suspension

Any suspension penalties received by a player in such practice or exhibition games (1-G-4C) will not count in the total required for a player's permanent suspension from the league. However, the Disciplinary Committee for possible additional discipline will examine match penalties in these games.

## Section 2: ROSTER & REGISTRATION

### 2-G-1 ROSTERS

- A. A. Each team, both varsity and junior varsity, must submit their printed roster in alphabetical order with no more than 25 players at least seven (7) days before the first league game. A team with fewer than 25 names on the original roster is permitted to add additional players to their roster bringing the maximum number to 25 in accordance with AHAI rules. No player may be dropped from the original roster to add a new player, but the Rules Committee may review hardship cases. Failure to comply with the above deadline (7 days before the first League game) may result in a \$200.00 fine to the team and the team will not be allowed to compete until the fine is paid in full. (See 1-JV-2).
- B. Out of district players may play if the LLHH determines they qualify for eligibility.
- C. If a team has been formed or will be formed for the new season at the player's school of current attendance, the player must play at that school. The player will not be allowed to play for any other high school team in the LLHH or for any team in any other high school league.

### 2-G-2 ROSTER ADDITIONS

- A. PLAYER NEW TO THE TEAM ORGANIZATION THIS SEASON:

Additions to a team's roster can be made at any time up to the playoffs if allowed by AHAI. The team must submit its request for additions by hand delivery to the league Registrar. The request should state the name of the player and any other information required on the original roster (2-G-3, 2-G-4).

**B. PLAYER ALREADY ON JV ROSTER**

A player can be transferred to the varsity roster at any time if in accordance with Rule 2-G-1 and AHAI Seven up Seven down Rule and with the permission of the LLHH President

**C. Failure to comply with the procedures for additions to the roster may result in forfeiture of games or fines as determined by the Disciplinary Committee and the Board of Directors.**

**2-G-3 REGISTRATION FORMS**

- A.** Each player on the submitted roster must complete the LLHH Registration and Consent Form that is to be signed by the player and the player's parent or guardian. These forms are to be submitted to the LLHH Registrar before the player's first game and will be kept by team representative. Failure to submit these forms will cause the individual player to be declared ineligible until such time as they are submitted. Forms for "roster addition" players must be submitted within ten (10) days of the addition request, or before the beginning of the playoffs, whichever comes first
- B.** Before a team's first league game and at every game thereafter the coach should have on the bench for each player a Player Participation and Emergency Medical Treatment Agreement which is to be signed by the player's parent or guardian. Failure to submit this form could cause the individual player to be declared ineligible until such time as the form is submitted. This form is to be kept with the first aid kit (4-G-5).

**2-G-4 BIRTH CERTIFICATES**

Each team is responsible for securing and holding in their files a copy of each player's birth certificate and is required to make it available to the LLHH upon request. Failure to produce the birth certificate within forty-eight (48) hours when required will result in player ineligibility.

**2-G-5 ROSTERING OF BACK-UP GOALTENDER**

Each team with only one goaltender must list on their roster a back-up goaltender for their organization. No team will be granted the use of another team's rostered goaltender.

**2-G-6 TEAM PHOTOGRAPHS**

All Varsity and Junior Varsity teams will submit individual player photos for the LLHH website. All teams are encouraged to have a team picture taken

**Section 3: SCORING, SCORE SHEETS, STANDINGS & STATISTICS**

**3-G-1 PLAYER LIST**

One copy of a typed or legibly printed lineup is to be submitted to the scorekeeper by the both teams with the starting lineup and suspended players within 15 minutes of the start of the game.

**3-G-2 ADDING PLAYERS**

Players' names can be added to the original player list after the start of the game provided that the referee deems the omission to be an inadvertent clerical error. A bench minor will be assessed for each player added. Any goals scored by the player(s) will count.

### **3-G-3 NO SHOW PLAYERS ON SCORE SHEET**

Any player who does not dress for the game but whose name is on the game score sheet must have his/her name scratched from the sheet at the end of the game. Failure to do so may result in a penalty (monetary fine or other disciplinary action against the player, team, coach, or coordinator as determined by the LLHH President, Disciplinary Committee or Board of Directors) for playing an illegal player.

### **3-G-4 SCORE SHEETS**

LLHH score sheet will be printed off of the website by both coaches with the scorekeepers original going to the LLHH office.

### **3-G-5 SIGNING SCORE SHEET**

The referee in charge of the game must sign the score sheet. Both coaches must also sign the original score sheet. No changes shall be made on the score sheet without the approval of the referee and all changes shall be made on the original with the referee's initials next to the change. After the original score sheet has been signed by the referee no other change can be made. The coach's signature on a score sheet only indicates that he/she received a copy of the score sheet. The coach's signature does not relinquish the right to protest, nor does it excuse the coach from recognizing penalties/suspensions, etc. Failure to sign the score sheet may result in game forfeiture.

### **3-G-6 STATISTICS**

The LLHH website will maintain league standings and individual player statistics

### **3-G-7 STANDINGS**

Final division standings shall be determined by total game points in conference play. If there is a tie in game points, standings shall be determined as follows:

- A. Total points between the tied teams in games against each other
- B. Total number of wins in all conference games
- C. The goal differential in games played head to head involving the tied teams
- D. The goal differential (goals for minus goals against) in all conference games
- E. Fewest goals against
- F. Most goals for

Should a tie still exist at this point, the final team/division standings shall be determined by the flip of a coin by the LLHH President with the tied teams' representatives present.

### **3-G-8 POINTS EARNED**

- A. The winning team earns 2 points.
- B. Each team for a tie earns 1 point.
- C. The losing team earns no points.
- D. Players earn 1 point for each goal scored and 1 point each for first and second assists.

- E. In forfeited games: the forfeiting team will not be credited with any goals or points. The other team will be credited with two (2) points and 1 goal if the game was not played or all goals they have scored if the game was played.

## **Section 4: UNIFORMS, PROTECTIVE EQUIPMENT**

### **4-G-1 UNIFORMS**

- A. All players on a team must be dressed in similar color and design jerseys, pants and socks worn in the intended and in reasonable condition and repair. Failure to have proper uniforms during the game will disqualify those players from that game until the violation is corrected. The LLHH Board of Directors may give a written waiver to this rule, but the team must have this waiver present at each game. Only with Board approval will a player display on his/her uniform anything other than the school name, logo, player's name and number or captaincy designation. Advertising, sponsors, and other information must be approved by and in accordance with LLHH guidelines for sponsorship advertising.
- B. Goaltenders are not required to wear team socks.
- C. If for any reasons one or more schools consolidate, the LLHH will decide which school name(s) may be printed on the jersey and which colors and logos that team will display.
- D. The home team will wear light color uniforms. The away team will wear dark color uniforms. The LLHH may designate a single color for each team to defray the start up costs. Teams will wear colors and markings as approved by LLHH.

### **4-G-2 WARM- UP PROTECTIVE EQUIPMENT**

All players on the ice during warm-ups must wear all protective equipment, including helmets and facemasks, properly secured.

### **4-G-3 MOUTHPIECES**

All players including goalkeepers are required to wear a colored internal mouthpiece, unless specifically prescribed by a dentist. A player with a specially prescribed mouthpiece must be able to produce documentation upon request by an official. Failure to produce documentation immediately may result in a penalty (s) as directed by game officials. Players removing their internal mouthpiece during stoppage of play will not receive a misconduct penalty.

### **4-G-4 PENALTIES: IMPROPER PROTECTIVE EQUIPMENT**

#### **A. BEFORE THE GAME**

A player appearing on the ice before the puck is dropped to start the first period of the game, who in the opinion of the referees is not wearing proper protective equipment, shall receive a warning stating that the player will not be allowed to play until the deficiency is corrected.

#### **B. DURING THE GAME**

If after the puck is dropped starting the game, the referee observes a lack of proper protective equipment, the player shall be penalized with a misconduct penalty (10 minutes), and may not continue to play in the game until the deficiency is corrected. In order to receive such a penalty, the player does not have to receive a warning, but must have participated in the play on the ice. The referee's judgment is final.

#### **4-G-5 FIRST AID KIT**

A first aid kit must be with each team at every game. It is most desirable that each team has someone familiar with first aid treatment on the bench during a game. A set (one for each player) of the Player Participation and Emergency Medical Treatment Agreement forms must be kept with the first aid kit.

### **Section 5: INSURANCE**

#### **5-G-1 INSURANCE**

The LLHH will carry the USA Hockey insurance package liability coverage on all participating players, coaches and officials.

### **Section 6: USE OF THE LLHH NAME**

Board members and teams shall have the use of the Lincoln Land High School Hockey League name or its abbreviation, LLHH, for official purposes only. Other uses, without approval from the LLHH in writing, are prohibited.

### **Section 7: CONDUCT**

Each team's coach shall have complete responsibility for and authority over the team's conduct, including the use of profanity. The coach shall at all times stress good sportsmanship and friendship. The LLHH will investigate all incidents involving the conduct of its membership that may reflect upon the LLHH in an unfavorable manner. This includes behavior in all locations, including, but not limited to, rink facilities, locker rooms, warming rooms, spectator stands, refreshment areas, and parking lots. The team's coordinator or a qualified substitute is encouraged to attend all of the team's games.

### **Section 8: PLAYER ELIGIBILITY**

#### **8-G-1 MAXIMUM NUMBER - ROSTER and GAME**

Players on the team roster may not exceed twenty-five (25). A maximum of 20 players, including goalkeepers, shall be permitted to play in a game. The maximum number of players, excluding goalkeepers, shall not exceed 18.

#### **8-G-2 AGES and GRADE IN SCHOOL**

Restricted to amateurs who are full time students (grades 9-12), not to exceed eight (8) consecutive semesters starting with their freshman year who are enrolled and attending the school designated on the team's and player's registration form.

#### **8-G-3 GRADUATION CREDITS COMPLETED**

Those High School students graduating mid year, are no longer full time students and therefore, are not eligible to play on a High School hockey team, effective on the date of their graduation from High School.

#### **8-G-4 MAXIMUM AGES**

A player becomes ineligible when he/she reaches the age of nineteen (19) prior to July 1st of the year in which the current season begins.

#### **8-G-5 OUTSIDE LEAGUE SUSPENSIONS**

When any player owes money and is removed from participation for more than a normal suspension in another hockey program (e.g. youth hockey, junior) the player shall have his/her eligibility in the LLHH subject to review by the Disciplinary Committee. The request for this review shall originate from the suspending program.

#### **8-G-6 MAXIMUM NUMBERS OF SEASONS**

A player shall not participate in more than four (4) seasons after the player's initial entry into the ninth (9<sup>th</sup>) grade. Placement of the player's name on the roster form constitutes a season. If after entry into the program a player becomes ineligible during the season (e.g. inadequate grades), this period shall count as a season.

#### **8-G-7 EARLY RELEASE**

A player who applies for an early release from school and subsequently leaves school any time after the junior year to take advantage of an early release program shall no longer be eligible for competition even though he/she later returns to school.

#### **8-G-8 ELIGIBILITY CHALLENGES, PROCEDURES, FORFEITURES & TIME LIMIT**

##### **A. CHALLENGES & PROCEDURES**

Any team that believes another team is playing an ineligible player under any section of these rules and bylaws must contact the LLHH President in writing to request verification of the player's eligibility. The President will contact the player's coach, and/or coordinator, and/or player, and/or the player's parents or guardian to verify or support the player's eligibility. The player and/or the offending team's representative will be notified of the player's eligibility status within five (5) days after the initial verification request to the President with a copy to the challenging team's representative. If the offending team does not accept the judgment then they may file a protest in writing within five (5) days of their receipt of the notification, with the Chairman of the Rules Committee. This protest letter must state the reason why the player should be eligible in spite of the information furnished by the President. The Rules Committee shall meet within ten (10) days of the receipt of the protest letter. In order to review the protest, the coach, coordinator, player and the complaining party shall be invited to attend the hearing. Failure to comply with a request from the above stated will offer no alternative but to declare the player ineligible. The Rules Committee will make a recommendation to the Board of Directors who will make the final decision.

##### **B. FORFEITURE**

Any games where the player's name appears on the official score sheet while in an ineligible status shall be forfeited and a fine may be assessed. (9-G-2)

##### **C. TIME LIMIT**

There is no time limit as to when player eligibility may be challenged for verification, but during the last twenty (20) days of the season, the Disciplinary Committee shall determine what sanctions shall be taken against the player, team or coach.

## **8-G-9 SCHOOL TRANSFERS**

### **A. ELIGIBILITY**

A student is eligible to play with his/her school's team Thirty (30) days after he/she is registered in good standing at that particular school.

### **B. TRANSFER NOTIFICATION**

A player who transfers schools for any reason will not be eligible under any of the above rules until the LLHH league Registrar is notified in writing of the transfer.

### **C. TRANSFER - FINANCIAL RELEASE**

A player who transfers schools must have a financial release, in writing, from the player's old team. When a player has requested a financial release, the old team has seven (7) days in which to respond. If a response is not received within seven (7) days, the LLHH will assume that no financial obligation exists for that player. A dated copy of the player's request letter must be sent to the LLHH league office. This is only applicable to those financial obligations incurred over the last 365 days.

### **D. TRANSFER PENALTIES**

A player and/or team who does not comply with the above transfer rules will be penalized with a \$100.00 fine and/or forfeiture of all games in which the player was rostered, as determined by the LLHH Board of Directors.

## **8-G-10 ELIGIBILITY CHANGES & NOTIFICATION**

Each team will immediately notify the LLHH Registrar of any changes affecting the eligibility status of a player. Any team that suits or plays an ineligible player forfeits all games won in which the player was suited or played and the player forfeits all individual records earned in the forfeited games and a fine may be assessed. (9-G-2)

## **8-G-11 PLAYOFF AND ALL-STAR ELIGIBILITY**

A player must have played in six (6) varsity games in order to be eligible for the varsity playoffs. A junior varsity player must have played in seventy-five percent (75%) of junior varsity regular season games to be eligible for the junior varsity playoffs. All exceptions (injuries, goalies, etc.) must be referred to the Rules Committee by February 1<sup>st</sup>. This rule also applies to all post-season activities including All-Star games.

## **8-G-12 HARDSHIP PROVISION**

The Board of Directors may grant a student eligibility that does not meet the transfer standards when sufficient evidence is provided to show that it was necessary for the student to transfer because of unforeseen, unavoidable, or unusual circumstances including, but not limited to, broken home conditions, death of parent(s) or guardian, or abandonment, and provided the transfer was not for athletic reasons and there was no undue influence.

## **Section 9: RECRUITING, AMATEUR STATUS AND AWARDS**

### **9-G-1 RECRUITING**

A. If a player transfers from one school to another for the purpose of playing hockey and, if there has been undue influence by anyone connected directly or indirectly with the new school or with the hockey club at this school, the player shall be ineligible for 365 days from the date of transfer. Additionally, the hockey club at the new school shall be subject to dismissal from the LLHH as determined by a hearing with the Board of Directors. The Board of Directors will determine what

shall constitute undue influence. Undue influence shall always include, but not be limited to, the following:

1. Offer or acceptance of a home or living quarters with any person affiliated with the hockey club. (Extenuating circumstances will be considered if presented to the Board of Directors.)
2. Offer or acceptance of any club privilege not available to other team or club members.
3. Payment of moving expenses, rent, or providing employment by the hockey club, as related to the parents/guardians or the player.

#### **9-G-2 AMATEUR STATUS**

- A. A player who represents a team shall be an amateur in that sport and engage in athletic competition solely for the physical, mental, social and pleasure benefits derived there from. A player becomes ineligible for further participation in the LLHH league by:
  1. Competing for money or accepting money, or other monetary compensation. (It is permissible for a player to accept necessary meals, lodging and transportation, when connected with playing in a contest).
  2. Receiving any award or prize of monetary value which exceeds a monetary value of \$15.00
  3. Capitalizing on athletic fame by receiving money, gifts of monetary value, or merchandise.
- B. Amateur status shall not be jeopardized by accepting a nominal, standard fee, or salary for instructing, supervising, or officiating in organized youth sports programs, recreations, or playground activities.

#### **9-G-3 AWARDS**

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- A. A player as a result of participation in a hockey event may accept only symbolic awards of no intrinsic value.
- B. A player may receive the following without violating this standard: unattached school letters or emblems, medals, ribbons, plaques, trophies, and certificates.
- C. A player shall not accept or compete for the following types of awards: services, cash, gift certificates, jewelry, blankets, balls, watches, etc., regardless of their value.
- D. This standard shall not prevent a player from signing an agreement that binds him/her to play only for a particular team.
- E. Awards in the form of high school scholarship or concessions on tuition because of athletic ability shall cause the player to be ineligible for future competition.

### **Section 10: SUPPLEMENTARY DISCIPLINE & FINES**

#### **10-G-1 AUTHORITY OF THE LLHH**

At the conclusion of a game or season the LLHH Board of Directors may, at their discretion, investigate any incident, game related or not, that occurs, and may assess suspensions and/or fines, in addition to any suspensions and/or fines that have already been imposed under LLHH Hockey or USA Hockey rules, for any offense committed by a player, trainer, manager, coach, or team official, whether or not such offense was penalized by the referee. The LLHH Board of Directors will be required to contact the offending party or parties so they may present their side of the incident before additional penalties are imposed.

#### **10-G-2 FINE FOR INELIGIBLE PLAYER**

Any club deliberately playing an ineligible player during the season (including playoff games) is subject to a maximum fine of \$500.00, as well as forfeiture of games(s). The team's coach will appear before the LLHH Board of Directors for possible disciplinary action.

### **10-G-3 FINE FOR SUSPENSIONS NOT SERVICEABLE**

All suspensions that cannot be served at the end of the season or at the beginning of the next season are subject to a \$100.00 fine per violation to be paid by the club within Thirty (30) days.

### **10-G-4 FINES - FIFTH GAME SUSPENSION**

- A.** Beginning November 1st of each season, after a team has played four games in which a player, coach, and/or administrator has been removed from the game (this includes game suspensions), the team shall be subject to the following penalty: On the commission of an offense in the fifth game, the team will be fined \$ 100.00, payable to the LLHH within five (5) days, and the team will be suspended from the league and will forfeit all games after the five day period until the fine is paid. It is the responsibility of the team to recognize the fifth offense and to pay the fine.
- B.** For each offense after the fifth the fine shall be increased \$50.00; i.e. 6th \$150.00, 7th \$200.00, 8th \$250.00, etc., all payable within 72 hours (3 days). On the sixth offense the head coach of record shall be suspended for one game and, on the seventh offense, the head coach of record shall be suspended indefinitely until a hearing before the Disciplinary Committee.
- C.** Penalties incurred by the head coach with regard to his/her team receiving fifteen (15) or more penalties in one game will be counted with regard to this ruling. (2-P-11)

## **Section 11: APPEALS and APPEAL PROCEDURES**

### **11-G-1 AUTHORITY & DECISIONS BY THE LLHH**

Committees can be appointed by the LLHH President and shall have authority over matters pertaining to the application of rules, regulations, and game situations, as well as disciplinary and protest matters. Such committees are responsible to the LLHH Board of Directors.

### **11-G-2 FIRST APPEAL**

- A.** If a member club or penalized party feels that a ruling has been in error, that club or party may lodge a formal written protest with the LLHH President within five (5) days (see 5-P-1) of notice of the ruling. This written protest shall contain all pertinent details of the case and shall be accompanied by a fee of \$50.00.
- B.** In the case of particularly controversial matters, and those for which there is no clear-cut rule or precedent, the President may choose and has the right to refer the matter directly to the Disciplinary Committee.
- C.** The Disciplinary Committee shall review the information presented and either decline to review the matter or investigate it further according to the merits of the case. If further study is needed the Disciplinary Committee will hold a formal hearing with all participants in the dispute present, including the President, within ten (10) days after receipt of written notice of such appeal and issue a decision as expeditiously as possible.
- D.** The appeal fee at each level of appeal shall be refundable only in the event of a ruling in favor of the appealing member or party. Any suspension or other disciplinary action shall remain in effect during the entire appeal procedure unless suspended or changed by any appeal decision.

### **11-G-3 SECOND APPEAL**

If the Disciplinary Committee declines at any stage of its investigation to review the first appeal or, if after a formal hearing they rule against the first appeal, the protest may be taken to the LLHH Board of Directors. The appeal must be presented to the LLHH, in written form, accompanied by a check for an additional \$50.00, within five (5) days of receipt of the written notice from the Disciplinary Committee. The LLHH Board of Directors will expeditiously consider the appeal and issue its conclusion in writing.

#### **11-G-4 THIRD APPEAL**

**A.** If the LLHH Board of Directors declines at any stage of its investigation to review the second appeal or, if after a formal hearing, they rule against the second appeal, the protest may be taken to the USA Hockey Board. The written appeal must be presented within five (5) days of receipt of the written notice of the LLHH Board of Directors ruling and accompanied by a check for \$50.00.

**B.** No appeal to the USA Hockey Board will be considered appropriate for any penalty to an individual unless said penalty is greater than three (3) games.

#### **11-G-5 LAWSUITS**

Any recourse to the courts of any jurisdiction by any individual or group of individuals before all of the appeals procedures outlined in the LLHH and USA Hockey Rules, Regulations and Procedures have been exhausted will subject such litigants to immediate suspension or permanent disqualification.

### **Section 12: RULE CHANGES**

#### **12-G-1LLHH RULE BOOK**

No changes in the LLHH general and playing rules or Bylaws will take place between the beginning of the hockey season and the end of the season.

#### **12-G-2PLAYOFFS**

No changes in the playoff rules will take place after the publication of the playoff format

## **PLAYING RULES**

### **Section 1: REGULATION PLAY - TIME OF MATCH**

#### **1-P-1 PLAYING TIME ALLOWED**

All games will be played in accordance with the USA Hockey and AHAI Official Playing Rules (current edition) except as specifically modified herein.

#### **1-P-2 PLAYING TIME ALLOWED**

**A. REGULAR LEAGUE GAMES:** After a **three (3)** minute warm-up, the game shall proceed as follows:

**1<sup>st</sup> period 13 min.** clock stop time 30 sec. break

**2<sup>nd</sup> period 13 min.** clock stop time 30 sec. break

**3<sup>rd</sup> period 13 min.** clock stop time

**Time out One thirty (30)** second time out allowed per team per game.

**B. SHORTAGE OF TIME REMAINING:** If game will extend beyond the allotted ice time for that game, the referee will, at his/her discretion, instruct the timekeeper to reduce the game clock to **2 minutes** of game time when there is only 5 minutes of ice time remaining. The decisions pertaining to the length of the game made by the referee are final and are not subject to any appeal or protest.

**C. TIME BETWEEN PERIODS:** At the end of the three (3) minute pre-game warm-up and in between periods, the timekeeper will place 30 seconds on the game clock. The game will start at the end of that 30-second period. Any team not ready to start, may at the discretion of the referee, be assessed a minor penalty (2 minutes) for delay of game.

**1-P-3 HANDSHAKES**

The teams shall exchange the traditional handshake. If the referee determines that the handshake should be suspended the referee will so notify both coaches.

**1-P-4 EARLY TERMINATIONS**

**A. SEVEN (7) GOAL LEAD:** If, after the completion of the second period of play, or any time during the third period of play, a team has or attains a seven (7) goal lead over the opposing team, the game will proceed from that point as a running time game. The game does not return to stop time if the lead is cut to less than seven (7) goals.

**B. Fifteen (15) GOAL LEAD:** If a team obtains a fifteen (15)-goal lead at any time during the game, the game will be terminated at that point and both teams will leave the ice.

**C. SHORTAGE OF TIME REMAINING:** The reducing of playing time due to the lack of allotted time does not preclude each team's ability to call a thirty (30) second timeout.

**Section 2: PENALTIES**

Penalties will be assessed and served in accordance with USA Hockey and AHAI official playing rules except as otherwise stated in this section.

**2-P-1 PENALTY TIMES**

- Minor .....2 minutes
- Major .....5 minutes
- Misconduct .....10 minutes

**2-P-2 GAME MISCONDUCT**

A game misconduct penalty assessed against a player or team official will require suspension for the balance of that game and the next League or playoff game. Any suspension that occurs during League play will be served in the next League game. If there are any practice or exhibition games between League games the player shall also be suspended for whatever number of games the suspension call for in AHAI or USA Hockey.

**2-P-3 MATCH PENALTY**

A match penalty assessed against a player will require suspension for the balance of the game, and all practices and games, until dealt with by the Disciplinary Committee. \* See USA Hockey Rule 405

#### **2-P-4 BUTT-ENDING**

A major plus a game misconduct penalty shall be imposed on any player who “butt-ends” or attempts to “butt-end” an opponent. Attempts to “butt-end” shall include all cases where a “butt-end” gesture is made regardless of whether body contact is made or not. Striking with the top end of the stick covered with the glove hand or fist is to be considered roughing and the referee, at his/her discretion, may also treat it as a deliberate attempt to injure.

#### **2-P-5 FIGHTING**

- A.** A player who starts a fight will be assessed both a major penalty and a game misconduct penalty. Fighting may also be called for striking or swinging with gloves on or off. However, a push (not a swing), a grab or a shove is considered roughing (not fighting).
- B.** A penalty may be imposed on a player who, having been struck, retaliates with a blow or attempted blow. A player who does not retaliate after being struck will not be assessed a penalty.

#### **2-P-6 COACH SUSPENSIONS**

- A.** A coach who receives a suspension penalty in either a junior varsity or a varsity game will serve the suspension in the league where assessed. (2-P-12)
- B.** Penalties incurred by the coach with regard to his/her team receiving fifteen (15) or more penalties in one game will be counted with regard to this ruling.
- C.** A suspended coach will not be allowed to communicate in any manner with his/her players or other coaches after the team leaves the locker room to enter the ice for the pre-game warm up. If, in the referee’s determination, communication is suspected, a two (2) minute unsportsmanlike penalty will be assessed and the suspended coach must then leave the premises. If the coach refuses, an additional 2 minute delay of game penalty will be assessed. In all cases a hearing by the Disciplinary Committee will be held within 10 days and any additional penalties i.e. game suspensions and or fines will take place after this hearing (2-P-12)

#### **2-P-7 DELIBERATE ATTEMPTS TO INJURE**

A player, coach, or team official who deliberately attempts to injure another player, coach, referee, or team official before, during, or after a game will be given a Match penalty.

#### **2-P-8 ACCOSTING GAME OFFICIALS**

**A.** A player, coach, or team official who assaults or accosts a game official in a disrespectful manner will be assessed and indefinite suspension. Game officials will include the scorekeepers or other game officials designated by the Board of Directors as well as the game referees. Such suspensions shall be by review of the Disciplinary Committee.

**B.** Any player, coach, or team official who engages in profanity, obscene gestures, or physical abuse, whether directed toward other members or spectators, may be subject to an indefinite suspension and review by the Disciplinary Committee.

#### **2-P-9 AGGRESSOR - INSTIGATOR**

A player identified by the referee as being the aggressor or the instigator shall be assessed the same penalties as for those fighting, grabbing the face mask, etc. This includes verbal intimidation as a form of aggression.

#### **2-P-10 FIVE SERIOUS PENALTIES**

Any player, coach, or team official receiving five (5) game misconduct, match penalties, and/or major penalties, shall be suspended from play in the League until a hearing before the Disciplinary Committee. If the Disciplinary Committee does not meet to review the case before the fifth (5<sup>th</sup>) game of such suspension, the suspension shall be deemed terminated. It is the responsibility of the team to recognize such fifth (5<sup>th</sup>) incident, self-impose the suspension and advise the Chairman of the Disciplinary Committee immediately so that the proper review may be held. This does not apply to "third man in" penalties or to coaches suspended with regard to the team receiving fifteen (15) or more penalties in one game. (10-G-4)

#### **2-P-11 COACH OR TEAM OFFICIALS REFUSING TO LEAVE**

A coach or team official receiving a Match penalty shall not be on the bench, in the locker room or spectator area after this time. Any such person who offers assistance to the team will be the subject of further disciplinary action by the Disciplinary Committee or the LLHH Board of Directors and may cause the team to forfeit the game when such action takes place. (2-P-6)

#### **2-P-12 SUSPENSION CARRY-OVER**

Any penalty that involves a suspension is understood to carry over into the playoffs. Penalties involving suspensions will not affect participation in the All-Star game, Skills Competition, or any other similar LLHH activity.

#### **2-P-13 SUSPENSIONS - RESCHEDULED GAMES**

Players who were to serve their suspension during a canceled game (e.g. mutual agreement between coaches due to weather, poor conditions or facilities as determined by rink management or referees, and/or other LLHH action) will serve the suspension at the next scheduled League or playoff game. "Next scheduled" shall include any intervening make-up game that is scheduled by the league office. Any game scheduled by the offending team shall not count as service of the penalty

### **Section 3: INSTRUCTIONS TO REFEREES**

#### **3-P-1 REPORTING GAME MISCONDUCT and MATCH PENALTIES**

When a game misconduct or match penalty is administered there shall be notations on the score sheet and the penalty shall be reported to the Disciplinary Committee Chairperson or to a designated substitute within 24 hours. Action will be taken against officials who fail to file a report.

#### **3-P-2 REFUSING TO LEAVE AFTER SUSPENSION**

Should a player receiving a suspension penalty refuse to leave the ice and bench area immediately, the referee shall issue a warning to the coach that he/she will invoke the rule of "refusal to obey a referee" and declare the game forfeit if the player does not leave the playing area and bench within one (1) minute.

#### **3-P-3 OBSCENITIES**

The referee is encouraged to give the appropriate USA Hockey penalty to any player using obscene language, gestures, or exhibiting other unsportsmanlike behavior.

### **3-P-4 FAN CONDUCT**

The referee is encouraged to assess bench penalties against a team for the unsportsmanlike conduct of its fans. The official is asked to bring the violation to the attention of the minor officials so that they can make an announcement to the crowd when possible. Unsportsmanlike conduct shall include obscene cheers and other actions that would bring discredit upon the league.

### **3-P-5 COACH ENTERING ICE**

Any coach or other team official entering the ice without the consent of the referee may be assessed a bench minor penalty and be subject to suspension upon action by the Disciplinary Committee and the Board of Directors. Should such an incident occur the referee would make a clear notation on the score sheet.

### **3-P-6 DELAY OF GAME**

When a penalty is called on a player, that player will immediately skate to the penalty box. Failure to do so may result in an additional bench minor penalty for delay of game. The team captain or an alternate may speak to the referee who called the penalty for a clarification. Any delay beyond the time necessary to receive such clarification may result in a bench minor penalty being called against the offending team. The referees are encouraged to assess a bench minor penalty for delay of game before assessing any misconduct penalty.

### **3-P-7 GOALKEEPER REPLACEMENTS**

- A.** A team must dress one (1) player in regulation goalkeeper equipment to start any game. If the only goalkeeper receives a game misconduct or match penalty, the team has the right to take a delay of game penalty (2 minutes) and, within five (5) minutes, dress another player in regulation goalkeeping equipment, or they may place an additional skater on the ice with none of the goalkeeper privileges with no delay of game.
- B.** The player replacing the goalkeeper shall be in complete regulation goalkeeping equipment. This rule is in addition to USA Hockey rule 203f.
- C.** Regulation goalkeeping equipment consists of a blocking glove, a catching glove, leg pads, a caged helmet, and adequate shoulder and arm protection. See USA Hockey rule 203.

### **3-P-8 PENALTY NOMENCLATURES**

It is most important that the game officials adhere strictly to the nomenclature of penalties, particularly misconduct and game misconduct penalties. When an official rules a player off the ice, the official must designate the offense and any special amount of time to the penalty timekeeper and shall have the penalty announced. The official must also see that such penalties are clearly recorded on the score sheet at the time of the occurrence and before play continues. No corrections are allowed on the score sheet after being signed by the referee unless the referee initials such change.

### **3-P-9 VIDEOTAPING**

Game officials shall not be allowed to use videotaping during or after a game to assist in making any decisions.

## **Section 4: GAME SCHEDULE & CHANGES**

**4-P-1** All league and playoff games will be played at the time and place designated on the schedule. Coaches may not agree to change a game except as provided for in rule 6-P-5. In cases of natural disaster, the LLHH may reschedule a game with as little as 24 hours notice. If, because of unforeseen difficulties, a rink has trouble with ice or other equipment and the LLHH Directors deem it unwise or unsafe to play a scheduled game at the designated time, there will be no additional cost to the involved teams.

### **4-P-2 SUSPENDED GAMES**

Rules for games suspended by the referee (e.g. the ice is not playable):

- A.** If a game has started but two periods are not complete and the referee suspends the game: The penalties are still in effect and any suspensions shall be served in the next scheduled league game. When the game is rescheduled only those players' names that appeared on the original game score sheet are eligible for the rescheduled game. The game will start from the point it was suspended with penalties in effect.
- B.** If the game has completed two periods and is then suspended: The game will be considered complete at that point. Either team may appeal this decision to the LLHH President.

## **Section 5: PROTESTS INVOLVING REFEREE'S DECISIONS**

**5-P-1** Protest of referee's decisions must be submitted in writing within 72 hours of the occurrence to the LLHH President accompanied by a protest fee of \$50.00. The fee will be refunded if the protest is upheld.

- A.** Referee's judgment calls are non-protest actions (e.g. penalties that are assessed for cross-checking, high sticking, off-sides, goal or non-goal calls, etc.).
- B.** Referee's decisions that are in conflict with non-judgment rules may be protested.
- C.** The President may hold a hearing within ten (10) days after receipt of the written protest and shall respond within five (5) days thereafter.
- D.** The burden of proof in all protests is on the person or team lodging the protest.
- E.** The Board of Directors will determine the procedure used for protests during the playoffs.

## **Section 6: MISCELLANEOUS PLAYING PROCEDURES**

### **6-P-1 INSUFFICIENT PLAYERS**

**A.** Teams must have at least ten (10) players, including one (1) player dressed in proper goaltender equipment, suited for the game. If a player is not in goalkeeper's equipment at the beginning of the game, the referee will not allow the team to play and shall declare the game a forfeit. Teams appearing at game time with less than this minimal number shall forfeit the game unless both coaches agree to play the game. At no time will a game be started if either team has less than five (5) players and a goalie.

**B.** Before a game is declared forfeit because of the lack of sufficient players, the start of the game shall be delayed to the limit of time necessary to allow a "Late Arrival-Short Time Game". (6-P-2)

### **6-P-2 LATE ARRIVAL-SHORT TIME GAME**

If either team arrives late but time permits at least the 2nd and 3rd periods to be played, the game shall be considered complete. Failure of a team to arrive and/or to play this short game shall be considered a forfeited game by the late or no-show team. Teams are asked to exercise all care to avoid a forfeit.

### **6-P-3 ABSENCE OF COACH OR SUBSTITUTE and COACHES CERTIFICATION**

- A.** A team must have two adults behind the bench before a game starts and at all times during the game. Failure to comply will result in forfeiture of the game by that team.
- B.** Coaches shall not be considered eligible to coach a LLHH team unless they have been properly certified by the USA Hockey District Coaching Director at the intermediate level or above (advanced or masters) or unless otherwise approved by the LLHH Board of Directors. A team that is regularly reported as not having certified coaches is subject to disciplinary action by the LLHH Board of Directors.

### **6-P-4 LACK OF SUFFICIENT GAME OFFICIALS**

All LLHH games must be played with at least two (2) game officials on the ice and will not be played with only one (1) official. If only one game official is available, the game will be rescheduled by the LLHH. (This rule differs from USA Hockey).

### **6-P-5 WEATHER CANCELLATION PROCEDURES**

The LLHH will make the final decision on all weather cancellations. LLHH officials will notify both teams of cancellations at least three (3) hours before the scheduled game. The LLHH will be responsible for rescheduling the canceled game.

### **6-P-6 FINES-INSUFFICIENT PLAYERS & NO-SHOW**

Any team that forfeits a game due to lack of players or a no-show will be fined \$100.00 plus game expenses (\$300.00 Varsity, \$250.00 Junior Varsity) payable to LLHH within 3 days or the team may not be allowed to continue to play in the League. They may lose their eligibility for playoffs and may jeopardize their ability to participate in league play in future seasons.

### **6-P-7 ALCOHOLIC BEVERAGES, SMOKING & CHEWING TOBACCO**

Consumption of alcohol or use of tobacco products is not allowed in the playing facility.

### **6-P-8 LOCKER ROOM RESPONSIBILITY & LIABILITY**

The team is liable for damage to rink facilities. The LLHH will pay for the damage. The team will then be billed with payment due in five (5) days of notification or the team may be suspended. The team will also be liable for damage to rink facilities caused by their fans.

## **JUNIOR VARSITY**

The preceding General and Playing Rules apply to all junior varsity teams, players, and games. The following rules apply only to junior varsity teams, players, and games and are additions and/or exceptions to the preceding General and Playing Rules.

## **Section 1: ROSTER**

### **I-JV-1 ROSTER**

Each junior varsity team, must submit their printed roster in alphabetical order with not more than 25 players at least 7 days before the 1<sup>st</sup> League game.

### **1-JV-2 ROSTERS for VARSITY and JUNIOR VARSITY**

Organizations with both varsity and junior varsity teams must also submit a copy of their varsity roster attached to the junior varsity roster. The varsity roster must designate eight (8) varsity players who will not be permitted to play junior varsity. Only one of these designated eight (8) may be a goalkeeper. These players will be referred to as "frozen." They must conform to all eligibility rules and be capable of physically participating. All Varsity teams will have up to 7 league games to unfreeze 1 player and replace with another player.

### **1-JV-3 MINIMUM NUMBERS for VARSITY and JUNIOR VARSITY**

An organization with both varsity and junior varsity teams must have a minimum of twenty-four (24) players on the combined rosters. Exceptions must be submitted to the Rules Committee.

### **1-JV-4 SENIORS**

The junior varsity roster may have no more than three (3) players who are seniors.

## **Section 2: PLAYER ELIGIBILITY**

### **2-JV-1 JUNIOR TEAM MEMBER**

A player who has ever been a member of a Junior A, B, or C team may not play on a junior varsity team.

### **2-JV-2 ELITE TEAM MEMBER**

A player who has ever been a member of a Tier I (AAA) team may not play on the junior varsity team.

### **2-JV-3 SWING PLAYER-JUNIOR VARSITY/VARSITY GAME ELIGIBILITY**

A swing player (a player who is listed on both the varsity and junior varsity rosters of an organization) is no longer eligible to play junior varsity league games after the swing player has earned a point total of twelve (12) points in varsity games or twenty-four points in combined junior varsity and varsity games. This point total shall continue to accumulate throughout the varsity playoffs. Pointed-out swing players are eligible for the junior varsity playoffs if they have participated in seventy-five percent (75%) of regular season junior varsity games. Each team shall be responsible for keeping an accurate point total for all swing players.

## **Section 3: REGULATION PLAY - TIME OF MATCH**

### **3-JV-1 PLAYING TIME ALLOWED**

League games shall provide for a **three (3) minute warm-up** and then shall proceed as follows:

<b>1<sup>st</sup> period</b>	13 minutes clock stop time	30 seconds break
<b>2<sup>nd</sup> period</b>	13 minutes clock stop time	30 seconds break
<b>3<sup>rd</sup> period</b>	13 minutes clock stop time	

**Time out** One fifteen second time out (15) per team

**3-JV-2 PENALTY TIMES**

Penalty times shall be as follows:

- Minor ..... 2 minutes stop time
- Major ..... 5 minutes stop time
- Misconduct.....10 minutes stop time

**Section 4: SUSPENSIONS**

**4-JV-1 SWING PLAYER SUSPENSION**

A swing player (a player who is listed on both the varsity and junior varsity roster of an organization) who receives a suspension penalty in either a junior varsity or a varsity game will serve the suspension in the league where assessed.