



RULES AND REGULATIONS OF THE COLORADO COMPETITIVE YOUTH HOCKEY LEAGUE

As of September, 2015

- 1. League Structure.** A league structure of games shall be conducted for the classifications as defined by the Colorado Competitive Youth Hockey League, (the “Corporation” or “League”).

- 2. League Administration**
 - 2.1. The designated Member Commissioner (or alternate acting in his behalf) shall be responsible for the oversight of the conduct of all league games at their respective team’s home arena(s). Included among the responsibilities are: checking player and team official status (i.e., suspensions, etc.) and notifying the Special Committee of any and all matters of concern regarding the efficient, fair, and sportsmanlike conduct of the league.
 - 2.2. So that a current league standing record may be made available, the home team shall be responsible for ensuring that the score and any game misconduct penalties are properly entered on Electronic Scoring System. In the event that Electronic Scoring System is not available at the home team’s rink, the home team shall be responsible for entering the score and any game misconduct penalties on Electronic Scoring System within 24 hours of the end of the game. The official record shall be the game score as submitted on Electronic Scoring System and points will only be awarded upon receipt of in the event a game is entered on Electronic Scoring System.

- 3. Team Registration**
 - 3.1. Commitment of teams to the League shall be made in writing prior to the September Board Meeting, or as otherwise prescribed by the Executive Board. Registration shall be accompanied by a non-refundable deposit per team as determined by the Board of the Corporation.
 - 3.2. All associations will abide by and act in accordance with Articles of Incorporation, Bylaws, Rules and Regulations, and Playing Rules of USA Hockey and CAHA.
 - 3.3. All teams, their players, coaches and team officials shall be registered and in good standing with CAHA and USA Hockey in accordance with CAHA Operating Procedures for the registration of players/coaches and teams.
 - 3.3.1. The Corporation considers parents and guardians of players to be members of their respective associations and the Corporation. As members, parents and guardians are subject to fines and/or suspensions for violations of USA Hockey, CAHA and CCYHL Rules and Regulations.
 - 3.3.2. As members of CAHA and USA Hockey, the Corporation requires each to have its membership to follow and support the Safesport Program and have one parent of each participant register with the CAHA/AVS Cares program each season.
 - 3.4. The designated USA Hockey Associate Registrar shall certify, and the team Roster Manager shall place on file with the Corporation a copy of the USA player registration for each team prior to the start of League play. Roster changes shall be made in accordance with the rules of the CAHA and USA Hockey. Failure to do so may prohibit the start of League play and/or possible forfeiture of games.
 - 3.5. Per CAHA Policy IV Registered Teams & Players, Section I - Any registered team in the CCYHL cannot participate in any other league. Only Tier I teams may participate in other leagues outside Colorado in addition to any league governed by CAHA.
 - 3.6. Any member association wishing to field more than 1 team per division at the highest level of play must first seek approval from the CCYHL BOD. (Squirt A, Tier II)

- 3.7. CCYHL will follow the Colorado Amateur Hockey Association (CAHA) recommended American Development Model Policies for the U8, U10 and U12 age levels. CCYHL reserves the right to set any additional requirements and/or rules regarding these levels as necessary and as voted on by CCYHL BOD. Should any requirements and/or rules be added, they will be added as a separate document to the CCYHL website and dated with the most up to date version.
- 3.8. Rules and regulations regarding the registration, number of games, period length and any other such conditions for the U16 and U18 levels, will be addressed and approved by the Corporation at the beginning of each season.

4. League Games

- 4.1. Team Responsibility. Each team shall be accompanied to all league sanctioned events by an adult coach and/or manager.
- 4.2. Conduct. Team officials (Coaches and Managers) shall be responsible for the conduct of their teams before, during, and after league games, including on- and off- ice behavior and in regard to the use of locker rooms. Incidents of damage or other conduct prohibited by these Rules and Regulations, the rules and regulations of CAHA or USA Hockey, or bylaws, should be brought to the attention to the league Special Committee. Team Officials shall be held responsible for damages or other loss caused by their team.
- 4.3. Spectators. Each Team's Representative shall take action to insure that spectators are not abusive to officials, players, team officials, or other spectators. Failure to do so could result in team suspension or game forfeiture.
- 4.4. Home Team. The home team shall furnish official game pucks, a timekeeper and scorekeeper, and at least sixty (60) minutes of ice with adequate dressing room facilities for each team. The home team manager shall be responsible for ensuring that Electronic Scoring System lists all registered players of the home and competing teams and indicate the players status if absent or suspended. Home teams shall wear a jersey, which is primarily white in color. Visiting teams shall wear a jersey, which is primarily dark in color. The colors of home and visitor jerseys shall be approved by the Board of Directors.

5. Referees. The home team shall provide two (2) officials for all Divisions except Tier II games. Tier II games at the PeeWee, Bantam, and Midget levels shall be officiated by three (3) officials.

- 5.1. If a home team does not have the proper number of official referees on hand at game, the game can still be played as long as there is a mutual agreement between the Home team and Visiting team. If it is agreed that the teams do-not wish to play under these circumstances the home team will be required to reschedule the game that prior to the end of the regular season. The offending team will pay for the rescheduled ice and referees. Problems in rescheduling the game must be brought immediately to the attention of the Vice President and the age division director to make a decision as to if the game is necessary per the league standings. If the game starts with less than the proper number of officials, the game will be played to its conclusion, and there will be no exceptions or appeals.
- 5.2. Referees and linesmen who are immediate relatives to players shall not officiate in games in which their relative plays. The home team must insure no relationship exists in advance of the game. Exceptions may only be granted when both teams have been made aware of the relationship of an official to a player and each team agrees in writing on the Scoresheet or Electronic Scoring System, prior to the game start. Forfeits may result. Immediate relative's means: brothers, fathers, sisters, or mothers of any team member.

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- 6. Game Rules.** League sanctioned events shall be played in accordance with the rules as set forth by the USA Hockey as amended by CAHA except as modified herein:
- 6.1. Timing. Period lengths, curfews and ice makes will be conducted for each level as follows:
- Squirt A, B, & C - three periods, 12 minutes stop time each.
 - PeeWee AA, A, & B - three periods, 14 minutes stop time each
 - Bantam AA – three periods, 16 minutes stop time with ice make after 2nd period (home team decides based on ice availability and allocation). No Curfew.
 - Bantam A, & B - three periods 14 minute stop time each
 - U15 – three periods, 16 minutes stop time with ice make after 2nd period (home team decides based on ice availability and allocation).
 - U18 Midget Major & U16 Midget Minor A - three periods, 16 minutes stop time each. No ice make between 2nd and 3rd periods.
 - U18 Midget Major AA – three periods, 20 minutes stop time each with ice make after each period.
 - U16 Minor AA: three periods, 17 minutes each (No Curfew) with ice make after 2nd period.
- 6.1.1. Should any game, including non-curfew Bantam and Midget AA games that runs over the scheduled block of time due to 16 or more penalty infractions, the game will go to a run clock.
- 6.2. Penalty Times. Players in all divisions shall be assessed 2 minutes for minor penalties, 5 minutes for major penalties, and 10 minutes for misconduct penalties.
- 6.3. Game Start / Warm-up. The time listed in the League schedule shall be the time that both teams are to take the ice. A reasonable warm-up period shall be allowed both teams (whether or not they are on the ice) commencing at the designated starting time, or at the time the ice becomes available, whichever is later.
- There will be a 5 minute warm-up for all divisions U10-U18
- 6.4. Equipment. Each player participating in a League sanctioned event shall wear the following equipment at all times while on the ice prior to and following a League game: Helmet and face mask (USA Hockey approved), hockey gloves, shoulder pads, shin pads, athletic cup, hockey pants, elbow pads, and colored mouth guard worn correctly (PeeWee and above); and any other equipment covered by USA Hockey rules.
- 6.5. Game Misconduct. A player or coach who receives a penalty requiring sitting out a game shall be suspended for at least his team’s next previously sanctioned USA Hockey sanctioned game. CAHA and USA Hockey rules apply to non-league games in addition to League suspensions. This covers game misconduct, gross misconduct, and match penalties. Any player, coach, or manager who receives a Game Misconduct in League games must be reported by the team’s manager or coach to the appropriate Division Director within twenty-four (24) hours. Any player, coach, or manager receiving multiple game misconducts in League sanctioned events, shall be suspended a corresponding number of games in League sanctioned events. Any player, coach, or manager who receives three (3) game misconducts in a season shall come before the Special Committee for possible further action.
- 6.6. Match Penalty or Gross Misconduct. Any player, coach, or manager or parent receiving a Gross Misconduct or Match penalty shall come under review by CAHA. If the League’s Special Committee is not satisfied with the actions taken by CAHA or if the Referee in Chief requests a hearing, then the Special Committee will conduct a hearing within fourteen (14) days of receiving the CAHA discipline report or the request for a hearing from the Referee in Chief. The Special Committee shall determine the appropriate penalty or additional penalty to be placed

upon the individual subject to the hearing. All Member associations shall be required to comply with the CAHA rules pertaining discipline.

- 6.7. Confirmation / Make-Ups. Failure to appear as scheduled may result in forfeiture. Failure to appear as scheduled because of adverse traffic and/or weather conditions necessitates that the game be rescheduled within fourteen (14) days and played prior to the end of the League season. Any and all rescheduled games must be approved with the Division Director before games are rescheduled.
- 6.8. Refusal to Compete. Refusal to compete in any game without league approval is considered grounds for immediate forfeiture of the game and potential for immediate resignation from the League. Said team may be dropped from all subsequent League activities, functions, schedules, and standings. Teams refusing to compete shall result in the automatic suspension for at least one (1) year for the Coaching Staff of the offending team, pending investigation, review and ruling from the League Special Committee. Any team not completing their League schedule due to a refusal to compete may be ineligible to participate in playoffs.

7. Canceled Games

- 7.1. Cancellation of a game must be approved by the Division Director prior to the game date except in the event a game is not played due to weather or traffic as set forth in paragraph F 8 above in which case, the Division Director should be notified by e-mail on the date that such game was scheduled to be played.
- 7.2. Canceled games must be rescheduled by the home team and approved by the Division Director within fourteen (14) days and played prior to the end of the League season.
- 7.3. In the event a game needs to be rescheduled due to weather or traffic, the rescheduled game will be held at the original home team venue. In the event that a game needs to reschedule due to equipment break down or other similar event at the home rink, the game will be rescheduled at a neutral rink approximately half way between each team's home rinks and the cost of ice rental and referees will be borne by the original home team. In the event a game needs to rescheduled due to improper officials as contemplated in E above, then the game will rescheduled at the visiting team's rink with the cost of ice rental and referees to be borne by the original home team.
- 7.4. In the event these rescheduling conditions cannot be met, the Division Director must be notified to enable the Executive Board to take appropriate action.
- 7.5. Division Director must be notified by both teams calling the Director to confirm the Date and Time of the rescheduled game.
- 7.6. In all cases, games must be played prior to the completion of the League's regular season ending date unless otherwise decided by league officials.
- 7.7. Failure to comply with the above stated rules will result in a double forfeiture.
- 7.8. All Championship League games must be played on the dates scheduled by the Board of Directors.

8. Protests

- 8.1. A protested game must be noted immediately to the opposing coach and game official (at next stoppage of play) and on the front of the Scoresheet or Electronic Scoring System at the end of the game. The signature of the protesting team official and nature of the protest must appear on the League copy of the Scoresheet. No games will be forfeited in the event there is not adequate time to complete the game. The game may however be directed to be rescheduled if adequate time was not available to complete the game in a competitive environment.

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- 8.2. A formal protest must be filed (postmarked) within thirty-six (36) hours of the incident to the Division Director with a copy to the Vice President.
 - 8.3. A \$50.00 fee must accompany the protest, made in check form to the Corporation. This protest fee will be refunded to the team if the protest is granted in favor of the protest.
 - 8.4. The Special Committee will investigate the protest, rule on it, and notify, in writing, all parties involved.
 - 8.5. Appeals must be forwarded in writing to the President within thirty-six (36) hours of the decision made by the Special Committee. The Special Committee will investigate the merit of the appeal and determine its validity. The Appeals committee will then notify all parties involved.
 - 8.6. Rule interpretations of game officials are not a proper matter for protest.

9. Scoresheet Procedure

- 9.1. For teams whose rinks do not have or Electronic Scoring System, teams will be provided packets of Scoresheets for each HOME GAME ONLY. These are to be used for League sanctioned events exclusively. For teams who's rinks have or Electronic Scoring System, Scoresheets shall be available in an easily accessible area in the event or Electronic Scoring System is unavailable.
- 9.2. The team representative is responsible for ensuring that the Scoresheet or Electronic Scoring System is properly filled out and distributed to the required parties.
- 9.3. The Home team shall submit the Scoresheet into the Electronic Scoring System within twenty-four (24) hours of the game completion.

10. Player Transfers

- 10.1. Teams and Members shall strongly encourage players to register with the team or association whose rink is closest to the player's full-time residence, in an effort to develop and maintain competitive balance.
- 10.2. Prior to a transfer of any player, the player must obtain a letter from an authorized officer or the Hockey Director of the association of which a player is currently a member, clearly stating that such player has no outstanding financial obligations to his/her current team or association. All transfers shall be complete by the start of the first League game of a season. A copy of any transfer letter may be requested from the Officer of Player Transfer.
- 10.3. Transfers between League members:
 - 10.3.1. Definitions
 - a) Division is defined as U10, U12, U14
 - b) Home Organization is defined as the organization from which a player has played within for the previous two seasons. If a player was a member of a Tier I organization within the two year period, the definition of Home Organization will defer to the Organization from which the player was registered with prior to moving to Tier I.
 - 10.3.2. An Association may take up to 6 players at a division that were not a part of their association the previous season. That would mean: 6 at U10, 6 at U12, 6 at U14.
 - a) Of the 6 potential transfers at a division, an association may take up to 3 players from one CCYHL association.
 - b) Of the 6 potential transfers at a division, an association may take up to 3 to their top level team of a division. If a program has two top level teams, the association must decide which team is the top level team.
 - 10.3.3. House level transfers do not apply.

- 10.3.4. Non-league team transfers do not apply.
- 10.3.5. Out of state transfers do not apply.
- 10.3.6. Any additional transfers from one association to another above the 18 maximum for incoming transfers from other associations, 6 maximum per division, 3 from one association, and 3 to the top level team, an approval is required by the hockey directors involved and be given final approval from the leagues Officer of Player Transfer.
- 10.4. No player movement, roster additions or deletions will be permitted after December 31 of the current League season except as approved in accordance with paragraph 17.2.1c bullet 3 below for Backup Goaltenders.
- 10.5. Any player listed on the roster of an “A” team shall not be permitted to move to an “A” or “B” team in the same division once the player has participated in five (5) League games.
- 10.6. Any player rostered on an “A” or “B” team may move to the roster of a “AA” or “A” team within the same division before December 31 of the current League Season.
- 10.7. Any player listed on the roster of an “A” team shall not be permitted to move to a “B” team in the same division once the player as participated in five (5) league games.
- 10.8. All player movement after a player has played in five League games from any higher competitive level to a lower competitive level must be approved in advance by the Leagues Officer of Player Transfer. All requests for such movement must be made in writing from the Member association to the Leagues Officer of Player Transfer and must clearly state the reason for such request.
- 10.9. A Junior or Tier I player desiring to be rostered on a CCYHL team can only be rostered on at Tier II with the advance written approval of Leagues Officer of Player Transfer.
 - 10.9.1. A U14 or below Junior or Tier I player desiring to be rostered on a CCYHL team that was removed for a period of one year from CCYHL registration, will count against a league members transfer player allowance.
 - 10.9.2. A U14 or below Junior or Tier I player desiring to be rostered on a CCYHL team that was removed for a period of 2 years will count against a league members transfer player allowance if the player does not return to their home organization. If the player returns to their Home Organization, it will not count against the Home Organizations transfer player allowance.
- 10.10. All approvals given under this section shall be documented by Leagues Officer of Player Transfer and presented to the league.
 - 10.10.1. Any and all player transfer release requests must be submitted to the Officer of Player Transfer for approval.
 - 10.10.2. Prior to the player being granted a release, the organization to which the player is transferring to, must be accept the release.
 - 10.10.3. The transfer of coaches is allowable under CCYHL rules without transfer release or approval.
 - a) However, if a player that has played for a coach (head or assistant) that is transferring and is not a relative of that coach, the player is will not be granted release to play under that coach for the season.
- 10.11. Participation in any League games involving unapproved player movement may result in a game forfeiture for the offending team.

11. Rules Regarding Maximum Number of Games per Season. As of 9/28/13 the number of games for each level are as follows;

- U8 (Mite) - Maximum of 20 cross-ice/half-ice games

- U8 Advanced teams will be allowed to incorporate full ice introductory practices and friendlies in January for the playing season in order to begin teaching U10 lining rules of play.
 - U10 (Squirt) – Maximum of 40 games
 - U12 (Peewee) – Maximum of 45 games
 - U14 (Bantam) – Maximum of 50 Games
 - U16/U18 (Midget) – There is no Maximum number of games
- 11.1. Game counts for tournament play. Per a vote of CCYHL members on 8/6/2013, all tournaments shall count for 4 games total so as not to penalize a team that does well in tournament.
- 11.1.1. Tournaments considered "qualifiers", i.e, Silver Stick, Colorado Avalanche Quebec Qualifier (Policy regarding the Colorado Avalanche Quebec Qualifying tournament will be posted in a separate document to the CCYHL Website) and playoffs will not to be included in the total number of games per season total. Consequence for not following the rules will be the suspension of the head coach for up to a year. The one year suspension will begin at the completion of the team's year end. The year-end season is defined as being completed at the conclusion of all CCYHL events and all tournament playoff games for that team.
- 12. Rules Regarding Number of Out of State Tournaments Permitted.** As of August 17, 2015, the number of out of state tournaments is as follows for each age group;
- U10 – One (1)
 - U12 – Two (2)
 - U14 – Three (3)
 - U16/18 – Unlimited
- 13. Curfew Rule for League Games**
- 13.1. The scorekeeper shall inform the referee and the head coach of the visiting team before the start of the game that there is a curfew time for the subject game. It shall be properly recorded on the official League Scoresheet before the commencement of the game.
- 13.2. If the home team has properly noticed a curfew game, at the end of the second period, it shall be determined whether there will be enough time to complete the game by the curfew time. This third period shall then be played under a running time with the allocated time remaining.
- 14. After Game Procedure.** When one exit from the ice surface is used by both teams, and where locker rooms are similarly situated, the visiting team shall proceed first to their locker room upon instructions from their coach. Once the visiting team has entered their locker room, the home team shall proceed directly to their locker room upon instructions from their coach.
- 14.1. Sportsmanship post-game. Teams will shake hands after each game.
- 15. League Playoff Selection and Championship Tournament Play.** Each season, CCYHL Officials will determine the playoff selection and championship tournament format. The League Playoff selection process and Championship tournament format will be posted to the CCYHL Website as a separate document and distributed to league officials as necessary. CCYHL reserves the right to make changes as necessary to comply with continuing changes in youth hockey. If any changes or updates are made to the CCYHL Playoff Selection and Championship Tournament Document, a date of the latest version will be added to its posting.

16. Bylaws of the Colorado Amateur Hockey Association. The League is a member of CAHA, and by reference adopts the Code of Ethics, Practice to Game Ratio, Screening Policy, Physical Abuse Policy, Sexual Abuse Policy, Zero Tolerance Policy, Court Action Limitation, and Coaching Ethics Code of CAHA. The Corporation shall be affiliated with CAHA and USA Hockey, to the extent any provision contained in these Bylaws contradict any rule, bylaw, or procedure of CAHA or USA Hockey, the provision of CAHA or USA Hockey shall prevail.

17. Player Rostering

17.1. Multiple Rostering

17.1.1. Players shall be prohibited from being rostered on more than one (1) team within the League during any League season and may not roster on any other youth team in another Colorado League or on any team in an independent association.

17.1.2. Conditions under which a player may be permitted to be rostered on more than one (1) team during a League season shall be as follows:

- Players shall be permitted to be rostered on a High School team
- Goaltenders shall be permitted to be rostered on more than one (1) team within their association for the purpose of ensuring that every team in the association has a backup goaltender.
- Multiple rostering may occur for the purpose of non-league tournament play only if approved in writing prior to the rostering of the player by the Member association for which the player is regularly rostered.
- Girl hockey players, according to the USA Hockey rules, allow girls to be multi-rostered.

17.1.3. In the event a player plays up a division, such player can only play at the highest level in the higher division. This rule shall apply for U8 through Bantam age divisions.

17.2. Backup Goaltender

17.2.1. It is recommended that all teams have two goaltenders on their official Player (Team) Roster. In the event that a team is unable to roster two regular goaltenders, the use of a “backup” is authorized according to the following rules:

- a) The backup must be a rostered player of the same association, listed on the official USA Hockey Player (Team) Roster, and must be clearly identified on the roster as the backup goaltender.
- b) Use of the backup in any game is limited to only those situations in which the team’s regular goaltender is unable to participate in that game.
- c) If a team’s regular rostered goaltender is injured and unable to continue during a game and the backup goaltender is unavailable to complete the game, a period of no more than five (5) minutes shall be allocated by the official to properly dress a replacement to complete the game.
 - The appropriate Division Director shall have the Authority to investigate the circumstances that require the use of a backup. In the event that the Division Director determines that the backup was used in an effort to gain a competitive advantage, the Division Director shall have the authority to invalidate a game in which the backup was used or suspend the responsible coach. The decision of the Division Director shall be subject to appeal to the Special Committee.
 - In the event that a team’s rostered goalies are injured or ill and cannot play in a scheduled game, the game shall take place as scheduled. The team with the

injured or ill goalie(s) may play a goalie that is rostered on another team within the association playing at the same level or below.

- In the event that a team's regular and backup goaltenders are unable to participate in a League Playoff game, the team coach or manager may request permission to use a replacement goalie from within the team's association until either the regular or backup is able to participate. The permission to allow such must be approved by the Division Director.
- The use of any backup who does not meet the rules and guidelines herein shall cause the game in question to be forfeited to the opposing team and shall cause the potential suspension of the head coach by the Division Director.
- The backup can be a regular goaltender of an "A" or "B" team in the same age classification. An "AA" team goaltender cannot serve as a backup goaltender of an "A" or "B" team at the same age classification. An "A" team goaltender cannot serve as a backup goaltender of a "B" team at the same age classification. The backup can be a regular goaltender of any team in a lower age classification. The backup cannot be a regular goaltender or any other member of a team in a higher age classification.

18. Player Injury. Any player injured so as to require transportation to a medical facility for treatment or evaluation must provide a Doctor's letter to the member association stating that the individual is permitted to return to the ice without conditions.

19. Reporting Game Scores and Administration of Scoresheets

19.1. Team Managers Responsibilities

- Home team managers will ensure that at the conclusion of a game, the Electronic Scoring System scoresheet shall be properly submitted to Electronic Scoring System or, in the event that Electronic Scoring System is not available, shall ensure that the game scores and statistics are entered on Electronic Scoring System within 48 hours of the game. Information will include: Division/level (ex. PeeWee AA) Game Number Date Played Location Teams Winning team Score Any Game Misconducts
- Team managers will check Electronic Scoring System, within a week of each game, to ensure scores and statistics were entered correctly. In the case of an error, team managers will notify Electronic Scoring System.

20. Grievance Resolution, Conflicts of Interest, Whistle Blowing, Abuse Policies and Safesport Policies.

It is the responsibility of each member of the Corporation to have policies within its membership that deal with Grievance Resolution, Conflicts of Interest, Whistle Blowing, Abuse Policies and Safesport Policies. The Corporation will provide a means for any issues and concerns related to these matters, to be aired and resolved in a fair and equitable manner. Should a matter be brought to the attention of the Corporation, the President will appoint a Special Committee that will have the primary focus consisting of matters that require immediate attention. It shall be the duty of the assembled committee to review, investigate and make recommendations regarding the matter of focus and present it to the Corporation for a vote that will elicit what, if any, form of action is required.