

# SNOOPY'S ADULT HOCKEY LEAGUE HANDBOOK

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## **Mission Statement**

Snoopy's Adult Hockey League is a recreational adult hockey league where an emphasis is placed on providing a safe environment for both players and officials to enjoy the game of hockey. The SAHL is dedicated to providing a fun environment for further skill development, building camaraderie and displaying good sportsmanship.

## **Standard of Play**

Snoopy's Adult Hockey League is a non-checking, non-fighting league. The SAHL also follows guidelines put in place by USA Hockey for the standard of play as related to game play and officiating. It is imperative for all participants to utilize fair play and have respect for fellow players, officials and spectators. Good sportsmanship is the primary objective for all participants as the game of hockey is one that requires high levels of concentration and skill. Excessive physical play and stick related infractions will be tightly enforced by the officials.

## **Codes of Conduct**

Players, Coaches, Administrators and Spectators are all encouraged to follow the Codes of Conduct put in place by USA Hockey. Amongst these codes, all participants of the SAHL are encouraged to remember to have fun and take enjoyment from your participation in this wonderful game. Officials are encouraged to act professionally and take their role seriously while remaining fair and impartial. Participants are encouraged to keep a positive attitude, work hard while developing skills and have respect for other players and officials at all times.

## **Zero Tolerance Policy**

### **Multiple Offenders**

Players who engage in fisticuffs or rough play that results in multiple suspensions will not be tolerated. Unsportsmanlike behavior and rough play will not be tolerated in the SAHL. Players receiving multiple suspensions are subject to removal from the SAHL.

### **Alcohol & Drugs:**

Snoopy's Home Ice has a strict policy prohibiting the possession of alcohol and drugs on all of its premises. Players and spectators are not allowed to be in possession or under the influence of drugs and/or alcohol while participating in the SAHL or on the Arena properties. Any player violating this policy will be suspended from all on ice activities for 30 days. After a second offense the player will be suspended for the remainder of the season. Further disciplinary action may be taken at the discretion of the Disciplinary Committee.

### League Fees:

- Gold team fee: \$5,350
- Silver A team fee: \$5,100
- Silver B/Bronze team fee: \$5,950
- Individual player payments must be made prior to stepping on the ice for first game. **No player will be permitted on the ice without payment.**
- Individual payments will be accepted either in full or in two payments. A 10% service fee will be charged to players that elect to split their payments.
- Snoopy's Home Ice will not be responsible for refunds of any kind to individual players participating in the Adult Hockey League. Compensation from an injury can be pursued with your team captain via replacing your roster spot.

### Game Set-Up:

- All SAHL games are to be finished in their designated 75 minute time slot. Snoopy's Home Ice does not curfew games unless absolutely necessary. If a delay is due to Snoopy's Home Ice, and not due to the players, the game will be allowed to fulfill its' time slot.

### Time:

- 5 minute warm up before each game
- Three periods using 15 minute stopped-time
- "Mercy Rule" If there is a 5 goal differential in the last 5 minutes of play the game will be become running time for the remainder. The only way to regain stopped time is to bring the differential below 5 goals.
- 1 minute intermission between each period
- One time out per team per game
- Face-offs will take place within 5 seconds of officials' whistle

### Icing/Off Sides/Faceoffs

- Delayed or "touch up" off sides will be used in all Divisions. The Defensive Blue line will be used at the point of origin for icing plays
- "Hybrid" icing will be used in all divisions. The top of the defensive zone faceoff circle will be used as the determining line for the puck race.
- All pucks which hit the protective netting and fall back on the ice will be kept in play, no whistle will take place and play will continue. **A puck off the netting must be played by the attacking team prior to scoring a goal.**
- After a penalty is taken the face off shall take place in the offending teams' Defensive zone

### Overtime:

Regular season

**Gold/Silver A-** 5 minute sudden death overtime period will be played 3 on 3. Clock will only stop with 15 second or less remaining in overtime. If no team scores, the game will end in a tie.

**Silver B/Bronze-** 5 minute sudden death overtime period will be played 4 on 4. Clock will only stop with 15 second or less remaining in overtime. If no team scores, the game will end in a tie.

**Playoffs** – 5 minute sudden victory overtime period, **4 on 4**. If the game is still tied, another 5 minute sudden victory will be played **3 on 3**. If the game is still tied after OT, a **5 Man Shoot-out** will be used with the Home team shooting first. If after the 5 Man round is complete and the game is still tied, a 1 Man round will be used until a winner is declared.

#### **Championship Game –**

If the arena has nothing scheduled following the Championship game, 15 minute 5 on 5 sudden victory periods will be played until a goal is scored.

- If the arena has the ice scheduled following the championship game, 15 minute sudden victory overtime period played 4 on 4. If the game is still tied, a 5 person shootout will take place, with the home team shooting first. If the score is tied after 5 shooters, one player will shoot for each team until a winner is decided.

#### **Shoot-out:**

Each team must go through their roster before duplicating a player. Any player receiving a penalty which has not expired at the end of regulation or the 5 minute OT period will not be permitted to participate in the shoot-out.

#### **Playoff Seeding/Tie-Breakers:**

After all teams have played their full schedule of games the seeding for playoffs will be based in this order:

- Total Points accumulated: 2 points for Win, , 1 point for an overtime loss or tie, 0 for Regulation Loss
- Head to head points accumulated
- Head to head goal differential
- Fewer game misconducts
- Greater number of games won in regulation
- If more than two teams are tied, the greater number of points won between those teams in direct competition
- Fewest penalty minutes
- Total Goals Against
- Goal Differential
- Total Goals For
- Coin Flip

#### **Team Rosters:**

- All players must be at least of 18 years of age to be eligible.

- Each player is required to complete an individual registration with current contact information prior to league participation. All players must be registered individually before their first game or they will not be allowed on the ice.
- Players on the roster must have current USA Hockey membership to appear on the score sheet and be eligible to play.
- Rosters for teams must have a minimum of 13 players and a maximum of 23, including the goalie.
- Rosters must include player's full name and jersey number. All teams will be required to have jersey numbers for all rostered players which must be worn in each game played. **Players without a jersey number will not be allowed to play.**
- Rosters will be frozen after the fourth week of the season. No additional players will be allowed to be rostered to a team without special consideration from the Hockey Coordinator. Replacements for injuries will be considered.
- Players that appear on the team roster must play in at least 3 games to be eligible to play in the playoffs. Team captains must check their roster with the referees/scorekeeper to reflect only the players in attendance for each game on the scoresheet.
- Players can play in two divisions at the discretion of the League Coordinator.
- Teams are allowed to have a maximum of 3 players who play in a higher division on their roster.

### **Substitutions / Illegal Players**

- In general, due to the large roster sizes teams should be able to field a full team utilizing players from their own roster.
- In an emergency, substitutions from another team must be approved by the hockey coordinator and/or opposing team's captain. Any player or goalie on the ice without proper permission will be considered illegal and subsequent penalties/suspensions will be assessed.
- Any team using an illegal player will forfeit the game. The Captain/Alternate of the offending team will be given a one game suspension.
- Substitute players can be used to bring a team to the same number of skaters as their opposition and/or a total of 10 skaters. All substitutes must be from within the same Division and also be approved by both team Captains and the Hockey Coordinator. Players who play in multiple divisions cannot play as a substitute in the lower of the two divisions they participate in. Example: a player who skates in the Silver and Bronze divisions may act as a sub in the Silver but not in Bronze.

- Goalie substitutes are permitted within one level of their own level of play. However, teams are required to use a goalie from their own division unless there are no other options. Any use of a goalie from a higher division requires the approval by the Hockey Coordinator.
- If a game is declared a forfeit, the teams involved are allowed to stay and play during their designated ice time. However, the referees are not obligated to stay.
- Only players that are registered with Snoopy's Adult Hockey League or appear on a team roster may participate in league games.

### **Penalties:**

- Snoopy's Adult Hockey League will follow USA Hockey Rules and Guidelines. These rules can be found on the USA Hockey Website at:  
[http://assets.ngin.com/attachments/document/0042/4244/2013-17\\_USAH\\_Rulebook.pdf](http://assets.ngin.com/attachments/document/0042/4244/2013-17_USAH_Rulebook.pdf)
- The Hockey Coordinator and/or The Disciplinary Committee reserve the right to increase any suspension after review. The Hockey Coordinator and Disciplinary Committee also reserve the right to hand out suspensions that are warranted even when no penalty is called in the game.
- If any team is not on the ice and ready to play with 5 skaters and a goalie, or 6 skaters after the 5 minute warm up, and their one minute time-out, they will be issued a delay of game penalty.
- If a team is more than 10 minutes late but still intends to play, the game will be ruled a forfeit and the teams will be allowed to play with who is present.
- Teams are permitted to play with 6 players. The 6<sup>th</sup> skater cannot act as a goalie (i.e. covering the puck in the crease, etc. ...)
- Any player upon receiving his or her **fourth** penalty in a single game will be ejected for the balance of the game. If the player's penalty will expire during the course of the game resulting in the need for that player to rejoin the ice surface the penalty must be served by another eligible player. If however the penalty will expire after the end of the game or a whistle is required before the player can leave the penalty box they must serve their penalty time. They may not return for OT or a shoot-out. No additional penalty or suspension will be given for a fourth penalty in one game.
- All game misconduct penalties will carry an automatic one-game suspension.

### **Checking:**

While SAHL is a non-checking league, participants need to understand that checking may still occur. Checking can be called as a minor or major penalty.

**Major Penalty/Misconduct/Fighting:**

- The following actions result in modified penalties/suspensions related to USA Hockey rules.
- *Verbal Abuse* – game ejection, 1 game suspension if a Game Misconduct issued.
- *Fighting* – Major and Game Misconduct. Additional 1 or 2 game suspension for the player pending review.
- *Leaving the Bench* - Game Misconduct and 2 game suspension. Further penalties are possible following review of the incident.
- *Off Ice Fighting*- Any players involved in a fight off the ice surface anywhere inside the Arena or on the general property will be suspended from the league for the remainder of the season and from the property itself for a minimum of 60 days. An investigation will conclude if any further suspension is warranted.
- *Final Game Incident* - Any player that receives a Fighting Major and/or Game Misconduct in the last game of their teams' season will be suspended for up to the first 4 games of the following season.
- Penalties that occur in the third period of games will be eligible for further review and possible suspension of the offenders by the Disciplinary Committee.

**Accumulated Penalty Minutes:**

Any player accumulating 60 PIM over the duration of the season, including playoffs, will receive a one game suspension for their next game. Any player accumulating 75 penalty minutes will be suspended for the remainder of the season and playoffs.

**Match Penalties:**

Any player receiving a Match Penalty for intent to injure will be suspended for up to 30 days pending a scheduled hearing. Subsequent suspensions may follow at the discretion of the Hockey Director and Disciplinary Committee.

**Suspensions:**

Any player who receives a suspension will be placed on disciplinary probation for the remainder of that season and the next full SAHL season. Further penalties and/or suspensions that occur during the players' probationary period may result in suspension for the remainder of the season or longer.

Repeat offenders who are suspended multiple times may have probationary status extended or be removed from the league.

**The League reserves the right to issue any length of suspension deemed necessary at any time to an offending player.**

**Note:**

All major penalties, game misconducts and match penalties are reported to Snoopy's Home Ice Management by the SAHL. Rink management reserves the right to review any of these penalties for additional discipline or suspension.

**Disciplinary Committee:**

The Disciplinary Committee will rule on all penalties and suspensions as well as hear all petitions against or for disciplinary actions. This committee will consist of the Hockey Coordinator, Arena General Manager, and Arena Manager. A player wishing to challenge a suspension will remain suspended from game play until a decision is reached by the Committee. All issues will be dealt with in a prompt manner.

**Equipment:**

- Snoopy's Home Ice requires all players to wear hockey skates, shin guards, hockey pants, a cup or pelvic protector, elbow pads, gloves, and a HECC certified helmet. Shoulder pads, facial protection and mouth guards are optional.
- All players must have **matching jerseys of the same color**. Each jersey will have a heat pressed or stitched number on the back. One number per player on each team. Duplicate numbers are not permitted. Multiple numbers for a single player is also not permitted. If a player cannot produce a jersey with his number, and he skates with a different number, he must instruct the scorekeeper as to his or her rostered number. Any player who does not meet these jersey requirements will be asked to leave the ice until he can produce an appropriate jersey.

**Insurance:**

Each participant in the SAHL is required to register with USA Hockey for the current season which provides medical and dental benefits beyond primary insurance coverage. As well, it is highly suggested for each player to have their own primary medical insurance. In the event of a player injury contact should be made with the Hockey Coordinator to go assist with the claim.

Snoopy's Home Ice reserves the right to reject claims for injuries that occur as a result of a violation of league rules such as fighting or failing to wear required equipment. Snoopy's Home Ice requires the following protective equipment: HECC approved helmet, elbow pads, ice hockey gloves, ice hockey pants with padding, a cup and shin pads. Shoulder pads are optional but are recommended. Insurance claims must be filed within 30 days of the accident.