

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.

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:

- The SAHL season team fee of **\$4,000** must be paid in full prior to each team's first game. **No Team or player of that team will be permitted on the ice without payment in full.**
- Snoopy's Home Ice will not be responsible for refunds of any kind to individual players participating in the Adult Hockey League.

Game Set-Up:

Time:

- 5 minute warm up before each game
- 3 – 20 minute running-time periods
- Last 30 seconds of 1st and 2nd periods will be stop-time
- Last two minutes of the third period will be stop-time if the score is within 2 goals
- 1 minute intermission between each period
- 1 – 1 minute time out per team per game
- Face-offs will take place 10 seconds from stoppage whistle

Overtime:

Regular season – If a game is tied at the end of regulation; a 3 Man Shoot-out will be used with the Home team shooting first. If after the 3 Man round is completed and the game is still tied, a 1 Man round will be used until a winner is declared.

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

Championship Game – 5 minute sudden victory overtime period, 4 on 4. If the game is still tied after OT, further 5 minute Overtime periods will be played until a winner is decided by a sudden victory goal.

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 tie
- Greater number of games won

- If more than two teams are tied, the greater number of points won between those teams in direct competition
- Head to head competition
- Fewest penalty minutes
- Goal Differential
- Total Goals Against
- Total Goals For
- Coin Flip

Team Rosters:

- All players must be at least of 18 years of age prior to the 1st game of the season to be eligible.
- Each player is required to fill out an individual registration form 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.
- Rosters for teams must have a minimum of 13 players and a maximum of 21, including 1 goalie.
- Players are permitted to play in more than one Division. However, any player rostered in multiple divisions may not serve as a substitute player for the lower of the two divisions which that player is rostered in.
- Players will be allowed to play in two divisions for a maximum of three seasons. Following the third season the player must move up to the higher of the two divisions. If a player feels they should remain in the lower division they may submit a request in writing. Players may also be moved up in less than three seasons at the discretion of the Hockey Coordinator.
- Players on the roster must be registered and have current ISI insurance to appear on the score sheet and be eligible to play.
- 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.
- Players that appear on the initial team roster will be eligible to play in the playoffs regardless of how many regular season games they play.

Substitutions / Illegal Players

- 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 both the Gold and Silver divisions may act as a sub in the Gold but not in the Silver.
- Players may only act as a substitute player a total of **two** times over the course of the entire season. **Subs from another team are not allowed in the playoffs.**
- Substitutions must be approved by the hockey coordinator. Any player on the ice without the hockey coordinator's permission will be considered illegal and subsequent penalties/suspensions will be assessed.
- Captains will not be required to sign or initial the score sheet at every game. However, a team captain or representative must be aware of what is recorded on the scoresheet and is responsible for being knowledgeable of what was recorded on the scoresheet following the conclusion of each game.
- Any team using an illegal player will forfeit the game. The Captain/Alternate of the offending team will be given a one game suspension.
- Goalie substitutes are permitted within one level of their own level of play. Any sub goalie must be a registered participant in the Snoopy's Adult Hockey League. Outside goalies will be considered illegal.
- If a game is declared a forfeit, the teams involved are allowed to stay and play during their designated ice time.
- 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. A copy of these rules can be found at:
http://www.usahockey.com/uploadedFiles/USAHockey/Menu_Officials/Menu_RulesEquipment/USAH%20Rulebook%200911_WEB.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.
- Major Penalties – All major penalties are subject to the discretion of the referee and will follow USA hockey rules.
- 3 minutes for minor penalties, 7 minutes for major penalties, 12 minutes for misconduct penalties and an additional 10 minutes are added to total PIM for a suspension. Penalty times shall stay the same regardless of stop or running-time.
- 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 3 minute 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 6th 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 third penalty in one game.
- 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 continue as long as necessary until all 60 running-time minutes have been played.

Checking:

While SAHL is a non-checking league, participants need to understand that checking may still occur, but will be dealt with accordingly. Any check a referee deems intentional will result in a 7 minute major penalty.

Fighting:

- *Taunting, instigating a gathering* – balance of the game
- *Wrestling, scuffle, or a single punch* – balance of the game, a 1 game suspension.
- *Fight, Two or more punches* – balance of the game, 2 game suspension.
- *Third Man In* – balance of the game and a 2 game suspension. Subsequent penalties may follow after review by the disciplinary committee and hockey coordinator.
- *Leaving the Bench*- balance of the game 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 and/or on its properties 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 is ejected for gross misconduct or receives a fighting major in the last game of their teams' season will be suspended for 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.

Suspensions:

Any player who receives two suspensions in a single season will be placed on disciplinary probation. The probationary period will last for the remainder of the current season and the entirety of the following season, or longer depending on the severity of the players' actions. Further penalties and/or suspensions that occur during the players' probationary period may result in suspension for the remainder of the season or longer.

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

Accumulated Penalty Minutes:

Any player accumulating 50 PIM over the duration of the season, including playoffs, will receive a one game suspension for their next game. Any player accumulating 70 penalty minutes will be suspended for the remainder of the season and playoffs.

Match Penalties:

Any player receiving a Match Penalty will be suspended for 30 days at the minimum. Subsequent suspensions may follow at the discretion of the Hockey Director and Disciplinary Committee.

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 Mike Kovanis, Arena General Manager Justin Higgs, and Referee in Chief Sean McGee. 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 and facial protection are optional.
- All players must have matching jerseys. Each jersey will have a legible 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.
- Each team must have a set of matching jerseys – thus all a similar color.

Insurance:

Each participant in the SAHL is expected to have their own medical insurance. Snoopy's Home Ice purchases "secondary" medical insurance with a limit of \$25,000 and a deductible of \$1,000. Claims against this policy must be approved and submitted by Snoopy's Home Ice. 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.