

2010 Office Pools Spring Hockey League Rules

GENERAL INFORMATION

SEASON BEGIN FRIDAY APRIL 23RD, 2010

EACH TEAM WILL PLAY 16 LEAGUE GAMES, AND A MINIMUM OF 2 PLAY-OFF GAMES.

NO GAMES WILL BE SCHEDULED MAY 21ST, 22ND, 23RD, 2010

LEAGUE PAYMENTS

1) **OPTION 1:**

A NON REFUNDABLE DEPOSIT OF \$1250.00 IS DUE WITH REGISTRATION.
\$3212.50 DUE May 1st, 2010

OPTION 2:

A NON REFUNDABLE DEPOSIT OF \$1250.00 IS DUE WITH REGISTRATION
PAYMENTS OF \$1606.25 ARE DUE MAY 1ST, JUNE 1ST,
\$113.05 IS DUE JULY 1ST

2) THE TEAM CONTACT OR PERSON REGISTERING THE TEAM IS COMPLETELY RESPONSIBLE FOR FULL PAYMENT OF THE TEAM ACCOUNT.

IF THE TEAM ACCOUNT IS NOT KEPT UP TO DATE, THE TEAM WILL BE SUSPENDED FROM PLAYING IN THE LEAGUE.

HOW TO CONTACT THE LEAGUE CO-ORDINATOR

CHRIS HERIE CAN BE CONTACTED AT (604) 930-8727 EXT 328, BY FAX (604) 930-6973, OR VIA E-MAIL AT chrish@planetice.ca

STATISTICS

THE LEAGUE STANDINGS WILL BE POSTED ON OUR WEBSITE AT WWW.PLANETICE.CA OR ON [THE LEAGUE STANDINGS BOARD OUTSIDE THE LEAGUE OFFICE HERE](#). YOU WILL FIND INFORMATION ON TEAM SCHEDULES, PLAYOFF SCHEDULES, TEAM LEADERS, TEAM ROSTERS, AND INDIVIDUAL PLAY STATS.

EQUIPMENT

FULL EQUIPMENT IS MANDATORY, INCLUDING CSA APPROVED HELMETS (NO GRETZKY JOFA HELMETS) FACEMASKS AND VISORS ARE OPTIONAL. **TO BE ELIGIBLE FOR DENTAL CLAIMS**, PLAYERS MUST BE WEARING A MOUTH GUARD. INJURIES REQUIRING AN INSURANCE CLAIM MUST BE FILED WITH THE LEAGUE CO-ORDINATOR WITHIN 24 HOURS AFTER THE GAME THE INJURY TOOK PLACE IN.

JERSEY RULES

- 1) ALL PLAYERS MUST BE WEARING THE SAME BASIC COLOR JERSEYS, INCLUDING SPARES
- 2) ALL JERSEYS MUST HAVE A NUMBER ON THE BACK
 - a. TAPED ON NUMBERS WILL NOT BE ACCEPTED
- 3) GOALIES MUST ALSO BE WEARING MATCHING TEAM JERSEY
 - a. DARK OR LIGHT WILL BE ACCEPTABLE
- 4) PLAYERS WHO DO NOT HAVE A MATCHING JERSEY OR NO NUMBER WILL NOT BE PERMITTED TO PLAY IN THE GAME.

JERSEY COLOR CONFLICTS

EACH TEAM MUST DECLARE THEIR PRIMARY JERSEY COLOR TO THE LEAGUE CO-ORDINATOR AT THE START OF THE SEASON AND MUST INFORM HIM IMMEDIATELY OF ANY CHANGES. THE **VISITING TEAM** IS RESPONSIBLE TO CHANGE THEIR JERSEYS IF THERE IS A COLOR CONFLICT WITH THE HOME TEAMS PRIMARY COLOR. THE LEAGUE OFFICE AT PLANET ICE COQUITLAM HAS SETS OF JERSEYS AVAILABLE FOR TEAMS IN THE OFFICE POOLS HOCKEY LEAGUE AT NO CHARGE. TEAMS USING THE JERSEYS MUST LEAVE A CREDIT CARD AND PICTURE ID AS COLLATERAL FOR THE JERSEYS. **GOALIES MUST ALSO CHANGE THEIR JERSEY COLOR TO MATCH THE COLOR THE TEAM IS WEARING FOR THAT GAME.**

PUCKS FOR THE GAME

THE HOME TEAM MUST SUPPLY 6 (SIX) PUCKS FOR EACH GAME.

FIRST AID KITS/EMERGENCY SITUATIONS

EACH TEAM IS ENCOURAGED TO BRING THEIR OWN FIRST AID KIT TO GAMES AND IF AN EMERGENCY SITUATION ARISES PLEASE CALL 911 FROM THE PAY PHONES LOCATED IN THE HALLWAY BY THE DRESSING ROOMS. **PLANET ICE DOES HAVE AUTOMATED EXTERNAL DEFIBRILLATOR (AED). LOCATED NEXT TO THE PAY PHONES LOCATED IN THE HALLWAY BY THE DRESSING ROOMS.**

PLAYER ELIGIBILITY / REGISTRATION FORMS

- 1) ALL PLAYERS MUST BE 19 YEARS OF AGE OR OLDER
- 2) ALL PLAYERS MUST FILL OUT A REGISTRATION FORM ONLINE **PRIOR** TO PLAYING IN THEIR FIRST GAME. ANY PLAYER PLAYING WITHOUT A COMPLETED REGISTRATION FORM IS CONSIDERED AN ILLEGAL PLAYER AND WILL CAUSE HIS TEAM TO FORFEIT ANY GAMES PLAYED IN. THE PLAYER PLAYING WILL ALSO NOT BE COVERED BY LEAGUE INSURANCE. ANY GAME THE PLAYER HAS PLAYED IN WITHOUT THE COMPLETION OF THE REGISTRATION FORM WILL NOT COUNT TOWARDS THE NUMBER OF GAMES TO QUALIFY FOR PLAY-OFFS OR LEAGUE STATS.
- 3) ALL REGISTERED PLAYERS MUST HAVE A PLAYER ID STICKER IN ORDER TO BE ELIGIBLE TO PLAY.

4) **GAME SHEETS:**

- A) WILL BE DROPPED OFF TO THE HOME TEAMS DRESSING ROOM 15 MINUTES BEFORE THE GAME. ALL PLAYERS PLAYING MUST SIGN BESIDE THEIR NAME ON THE GAME SHEET.
- B) THE HOME TEAM IS THEN RESPONSIBLE TO ENSURE THAT THE GAME SHEET IS THEN DELIVERED TO THE VISITING TEAM BEFORE THE GAME.
- C) THE VISITING TEAM PLAYERS WILL SIGN BESIDE THEIR NAME ON THE GAME SHEET
- D) . THE VISITING TEAM IS THEN RESPONSIBLE TO ENSURE THAT THE COMPLETED GAME SHEET IS GIVEN TO THE SCOREKEEPER AT THE START OF WARM UP.
- E) ALL PLAYERS MUST BE REGISTERED AND HAVE A PLAYER ID STICKER.
- F) IF A PLAYER IS NOT PRINTED ON THE GAME SHEET, THEY MUST PROVIDE THE SCOREKEEPER WITH A COPY OF THE E-MAIL VERIFICATION OF THEIR REGISTRATION.
- G) PLAYERS ARRIVING LATE FROM BOTH TEAMS MUST REPORT THEIR NAME AND NUMBER TO THE SCOREKEEPER. NO PLAYERS MAY BE ADDED AFTER THE START OF THE THIRD PERIOD. **IF THE GAME SHEET ARRIVES AFTER THE WARM-UP IS OVER A 2-MINUTE DELAY OF GAME PENALTY WILL BE ASSESSED.**

- 5) TEAM ROSTERS INCLUDING SPARES AND GOALTENDERS MAY BE A MAXIMUM OF TWENTY FIVE.
- 6) THE LEAGUE RESERVES THE RIGHT TO **I.D. PLAYERS ANY TIME DURING THE SEASON INCLUDING PLAY-OFFS.** PLAYERS ARE REQUIRED TO BRING PICTURE I.D. TO EVERY GAME. FAILURE TO PRODUCE I.D. UPON REQUEST FROM THE LEAGUE WILL RESULT IN FORFEITING THE GAME.

PLAYERS ELIGIBLE FOR PLAY-OFFS

- 1) **PLAYERS AND GOALIES MUST PLAY IN 5 (FIVE) LEAGUE GAMES TO BE ELIGIBLE FOR THE PLAY-OFFS. THE ONLY EXCEPTION WILL BE FOR GOALTENDERS IN THE CASE OF AN EMERGENCY, WHICH MUST BE CLEARED BY THE LEAGUE CO-ORDINATOR.**
- 2) ANY TEAM PLAYING AN INELIGIBLE PLAYER WILL FORFEIT THAT GAME.
- 3) IF TEAMS WISH TO PROTEST A PLAY-OFF GAME THEY MUST DO SO BEFORE THE END OF THE GAME. REPORT YOUR PROTEST OF INELIGIBLE PLAYER TO THE REFEREE AND TO THE LEAGUE COORDINATOR, WHO WILL DEAL WITH THE PROTEST.
- 4) GAMES IN WHICH A PLAYER IS NOT PLAYING DUE TO SUSPENSION **DO NOT QUALIFY** TOWARDS HIS/HER TOTAL NUMBER OF GAMES NEEDED TO QUALIFY FOR PLAY-OFFS.

MOVEMENT OF TEAMS

THE LEAGUE RESERVES THE RIGHT TO MOVE TEAMS UP OR DOWN DIVISIONS IN ORDER TO MAINTAIN LEAGUE PARITY.

PLAYERS PLAYING FOR MORE THAN ONE TEAM

- 1) PLAYERS WISHING TO PLAY FOR MORE THAN ONE TEAM IN ANY LEAGUE MUST RECEIVE WRITTEN PERMISSION FROM THE LEAGUE COORDINATOR.
- 2) **PLAYERS CAN ONLY PLAY FOR TWO TEAMS IN THE LEAGUE. THE TWO TEAMS CAN NOT BE IN THE SAME DIVISION. ALSO THE TEAMS CAN NOT BE MORE THEN TWO DIVISIONS APART(IE: DIV 1 AND DIV 3 IS FINE OR 5 AND DIV 7 IS FINE).**
- 3) IF THE LEAGUE MOVES BOTH TEAMS INTO THE SAME DIVISION THE PLAYERS CAN ONLY PLAY FOR ONE TEAM. THE PLAYER HAS TO WRITE A LETTER TO THE LEAGUE COORDINATOR DECLARING WHICH TEAM HE/SHE WILL PLAY FOR.
- 4) IF A PLAYER IS PLAYING ON TWO TEAMS AND THEY ARE NOT MORE THAN TWO DIVISIONS APART AT THE START OF THE SEASON, THE PLAYER MAY RECEIVE WRITTEN PERMISSION FROM THE LEAGUE TO PLAY FOR EACH TEAM IF THE LEAGUE FEELS IT NECESSARY TO MOVE ONE OF THE TEAMS INTO ANOTHER DIVISION.

NUMBER OF PLAYERS REQUIRED TO START A GAME

- 1) **A TEAM MUST DRESS 5 (FIVE) SKATERS AND 1 (ONE) GOALTENDER FOR A GAME.THE MAXIMUM PLAYERS ALLOWED TO DRESS IS 17 SKATERS AND 2 GOALTENDERS. IF AT ANY TIME DURING THE GAME, A TEAM CAN NOT PUT ENOUGH PLAYERS ON THE ICE AS REQUIRED, THE TEAM WILL AUTOMATICALLY FORFIET THAT GAME.**
- 2) ANY TEAM NOT READY TO START AT THE END OF THE WARM UP WITH THE APPROPRIATE NUMBER OF PLAYERS, INCLUDING A GOALTENDER WILL BE ASSESSED A **MINOR PENALTY FOR DELAY OF THE GAME.**
- 3) IF A TEAM IS STILL UNABLE TO ICE THE APPROPRIATE NUMBER OF PLAYERS BY THE 10 MINUTE MARK OF THE FIRST PERIOD, THE GAME WILL BE AWARDED TO THE OPPOSING TEAM. IF THIS OCCURS A SCORE OF 3-0 WILL RESULT.
- 4) IN THE EVENT THAT BOTH TEAMS HAVE NOT BEEN ABLE TO ICE ENOUGH PLAYERS, THE GAME WILL BE CALLED WITH NEITHER TEAM RECEIVING A POINT. **THE GAME WILL NOT BE RESCHEDULED.**
- 5) IN THE EVENT THAT A GAME IS FORFEITED AND THE PLAYERS ON THE ICE WISH TO PLAY A SCRIMMAGE, AT THE TEAM'S REQUEST, THE REFEREES WILL STAY AND CALL THE SCRIMMAGE GAME. IF THE REFEREES ARE REQUESTED TO STAY, ANY INFRACTIONS SUCH AS MATCH PENALTIES, FIGHTING, ECT WILL BE DEALT WITH UNDER NORMAL LEAGUE RULES AND SUSPENSIONS WILL BE HANDLED ACCORDINGLY.

FORFEITS

IF A TEAM FORFEITS A GAME THEY WILL BE CHARGED A \$50.00 FEE. THAT FEE WILL BE ADDED ON TO THEIR LEAGUE FEES. THE \$50.00 WILL BE GIVEN TO THE OTHER TEAM IN A BOOMERS GIFT CERTIFICATE. THE GIFT CERTIFICATE IS ONLY VALID ON THAT NIGHT.

GAME FORMAT

- 1) EACH GAME WILL BE 1 HOUR AND 15 MINUTES IN LENGTH WITH:
 - 5 MINUTE WARM UP
 - 20 MINUTE RUNNING TIME FIRST PERIOD. LAST MINUTE STOP TIME
 - 20 MINUTE RUNNING TIME SECOND PERIOD. LAST MINUTE STOP TIME
 - 15 MINUTE STOP TIME THIRD PERIOD
 - ALL PENALTIES WILL BE STOP TIME EVEN DURING THE 1ST & 2ND PERIOD
 - **OVERTIME FOR REGULAR SEASON IS 4 ON 4 RUNNING TIME. LAST MINUTE STOP TIME. NO PLAYER CHANGES DURING STOPPAGE OF PLAY.**

PLAYOFFS:

- OVERTIME FOR PLAYOFFS WILL BE 4 ON 4 FIVE (5) MINUTE STOP TIME SUDDEN DEATH.
 - IF STILL TIED...A THREE PLAYER SHOOTOUT.
 - IF STILL TIED...SUDDEN DEATH SHOOTOUT WILL TAKE PLACE WITH EVERY PLAYER SHOOTING ONCE BEFORE A PLAYER CAN SHOOT TWICE.
- 2) STANDINGS IN EACH DIVISION WILL BE BASED ON A WINNING PERCENTAGE FOR GAMES PLAYED AGAINST TEAMS IN THAT PARTICULAR DIVISION.

MERCY RULE

MERCY RULE WILL GO INTO EFFECT IF THERE IS A SCORE DIFFERENTIAL OF FIVE (5) GOALS WITH 5 MINUTES REMAINING IN THE GAME. IF HOWEVER THE SCORE DIFFERENTIAL BECOMES LESS THAN FIVE (5) GOALS, STOP TIME WILL RESUME.

TIE BREAKING PROCEDURE

IF TEAMS WINNING PERCENTAGES ARE EQUAL IN THE LEAGUE STANDINGS AT THE END OF THE SEASON, THE FOLLOWING TIE BREAKING PROCEDURE WILL BE USED:

- A. MOST POINTS
- B. MOST WINS
- C. PLUS /MINUS (DIFFERENCE BETWEEN GOALS FOR AND AGAINST)
- D. LEAST PENALTY MINUTES
- E. MOST GOALS FOR

ICE CLEANS

- 1) PLAYERS ARE NOT ALLOWED ON THE ICE UNTIL THE ZAMBONI GATES ARE CLOSED AND 5 MINUTES IS ON THE CLOCK TO SHOW THE BEGINNING OF THE WARM UP.
- 2) OFFENDING TEAMS WILL RECEIVE A TWO (2) MINUTE MINOR DELAY OF GAME PENALTY.

AUTOMATIC ICING

AUTOMATIC ICING WILL BE IN EFFECT. THIS INCLUDES PUCK CROSSING THROUGH CREESE.

RED LINE RULE

THE RED LINE WILL NOT BE IN EFFECT FOR TWO LINE PASSES.

SLAP SHOTS

FULL SLAP SHOTS ARE ALLOWED

BODY CHECKING

NON CONTACT HOCKEY ONLY (**NO BODY CHECKING**).

COINCIDENTAL PENALTIES

TEAMS WILL PLAY EVEN STRENGTH IN THE EVENT OF COINCIDENTAL PENALTIES.

RECEIVING 4 PENALTIES

- 1) A PLAYER RECEIVING 4 PENALTIES IN A GAME WILL BE EJECTED UPON RECEIVING THEIR FOURTH PENALTY. THIS COVERS ALL PENALTIES INCLUDING MINOR AND MISCONDUCTS.
 - **NOTE*: A DOUBLE MINOR COUNTS AS TWO PENALTIES!**
 - **NOTE*: EXCLUDES BENCH MINORS SERVED**
- 2) A GOALTENDER RECEIVING 5 PENALTIES (EXCLUDING DELAY OF GAME) WILL RECEIVE A GAME MISCONDUCT. HE/SHE WILL REMAIN IN THE GAME AND WILL BE SUSPENDED FOR THE FOLLOWING GAME.

HIGHSTICKING

ALL HIGHSTICKING PENALTIES WILL BE AN AUTOMATIC 4 MINUTE PENALTY UNLESS A MAJOR OR MATCH PENALTY IS CALLED. THIS WILL BE SERVED AS 2 PENALTIES.

CHECKING FROM BEHIND

- 1) A PLAYER RECEIVING A MINOR PENALTY FOR CHECKING FROM BEHIND WILL BE EJECTED FROM THE GAME.
- 2) A PLAYER RECEIVING A **MAJOR** PENALTY FOR CHECKING FROM BEHIND WILL RESULT IN AN AUTOMATIC 1 (ONE) GAME SUSPENSION AND WILL BE REVIEWED BY THE LEAGUE CO-ORDINATOR.
- 3) IF A PLAYER RECEIVES A MATCH PENALTY FOR CHECKING FROM BEHIND AN AUTOMATIC 4 (FOUR) GAME SUSPENSION WILL APPLY AND THE LEAGUE COORDINATOR WILL REVIEW.
- 4) A PLAYER RECEIVING A 2ND MAJOR PENALTY FOR CHECKING FROM BEHIND WILL BE SUSPENDED INDEFINITELY AND WILL BE UNDER REVIEW BY THE LEAGUE CO-ORDINATOR TO DETERMINE SUSPENSION LENGTH.

MAJOR PENALTIES

- 1) PLAYERS RECEIVING A MAJOR PENALTY WILL BE EJECTED FROM THE GAME AND SUSPENDED FOR 1 (ONE) ADDITIONAL GAME. A PLAYER RECEIVING A MAJOR PENALTY FOR ACCIDENTAL HIGH STICKING WILL BE EJECTED FROM THAT GAME BUT ELIGIBLE FOR THE NEXT GAME. THE REFEREES MUST STATE **ACCIDENTAL HIGH STICK** ON THE OFFICIAL SCORESHEET. **ANY HIGH STICKING PENALTY THAT RESULTS IN INJURY WILL BE ASSESSED AUTOMATIC MAJOR PENALTY.**
- 2) ANY PLAYER RECEIVING THEIR 2ND MAJOR PENALTY (NOT INCLUDING CHECKING FROM BEHIND) WILL RECEIVE A 2 (TWO) GAME SUSPENSION.
- 3) A 3RD MAJOR PENALTY WILL RESULT IN AN INDEFINITE SUSPENSION UNTIL REVIEWED.

FIGHTING PENALTIES

- 1) A PLAYER RECEIVING THEIR 1ST FIGHTING MAJOR WILL BE EJECTED FROM THAT GAME AND SUSPENDED FOR THE FOLLOWING 2 (TWO) GAMES. (ANY FIGHTING PENALTY WILL BE REVIEWED BY THE LEAGUE CO-ORDINATOR AND ASSESSED ACCORDINGLY).
- 2) **IF A PLAYER RECEIVES THE INSTIGATOR PENALTY FOR THE FIGHT THAT PLAYER WILL RECEIVE AN ADDITIONAL GAME MISCONDUCT.**
- 3) A PLAYER RECEIVING THEIR 2ND FIGHTING MAJOR WILL RECEIVE A 5 (FIVE) GAME SUSPENSION. (ANY FIGHTING PENALTY WILL BE REVIEWED BY THE LEAGUE CO-ORDINATOR AND ASSESSED ACCORDINGLY).
- 4) A PLAYER RECEIVING THEIR 3RD FIGHTING MAJOR WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON, INCLUDING PLAY-OFFS, AND WILL BE UNDER REVIEW REGARDING FUTURE LEAGUE ELIGIBILITY.

10 MINUTE MISCONDUCT PENALTIES

A PLAYER RECEIVING A 10 (TEN) MINUTE MISCONDUCT WILL SERVE THE 10 (TEN) MINUTE PENALTY, IF TIME PERMITS.

GAME EJECTION

A PLAYER RECEIVING A GAME EJECTION WILL BE EJECTED FROM THAT GAME ONLY. THIS PLAYER IS ELIGIBLE FOR THE NEXT GAME IF NO FURTHER PENALTIES FOLLOW FROM HIS/HER EJECTION.

GAME MISCONDUCT

- 1) A PLAYER RECEIVING A GAME MISCONDUCT WILL BE EJECTED FROM THAT GAME AND RECEIVE AN ADDITIONAL 1 (ONE) GAME SUSPENSION.
- 2) ANY PLAYER RECEIVING THEIR 2ND GAME MISCONDUCT WILL RECEIVE A 2 (TWO) GAME SUSPENSION.
- 3) ANY FUTURE GAME MISCONDUCTS WILL BE REVIEWED BY THE LEAGUE CO-ORDINATOR AND ASSESSED ACCORDINGLY.

MATCH AND GROSS MISCONDUCTS

- 1) A PLAYER RECEIVING A MATCH PENALTY OR GROSS MISCONDUCT WILL RESULT IN A MINIMUM TWO (2) OR THREE (3) GAME SUSPENSION. THAT WILL BE REVIEWED BY THE LEAGUE CO-ORDINATOR
- 2) A PLAYER RECEIVING A 2ND MATCH PENALTY OR GROSS MISCONDUCT WILL BE SUSPENDED INDEFINITELY AND WILL BE REVIEWED BY THE LEAGUE CO-ORDINATOR.

GOALTENDERS

- 1) IF A GOALIE IS ASSESSED A **MAJOR OR MATCH PENALTY** HE/SHE WILL BE EJECTED FROM THE GAME AND SUSPENDED ACCORDINGLY, IF THE PENALTY IS ASSESSED DURING THE 1ST OR 2ND PERIOD THE TEAM IS ALLOWED TEN (10) MINUTES TO DRESS A PLAYER FROM THAT GAMES ROSTER TO REPLACE HIM (THE CLOCK WILL RUN). IF THE PENALTY IS ASSESSED DURING THE 3RD PERIOD THE TEAM WILL BE ALLOWED FIVE (5) MINUTES TO DRESS A PLAYER FROM THAT GAMES ROSTER. (THE CLOCK WILL STOP)
- 2) IF THE MAJOR PENALTY IS DEEMED ACCIDENTAL BY THE REFEREE THE GOALIE MAY REMAIN IN THE GAME. THE TEAM WILL PLAY SHORTHANDED FOR THE FIVE (5) MINUTES.
- 3) IF A GOALIE IS HURT DURING THE GAME THE TEAM IS ALLOWED 10 (TEN) MINUTES TO DRESS A PLAYER FROM THE ROSTER TO REPLACE HIM/HER.
- 4) IF A GOALIE HAS TO BE REPLACED DURING THE PLAY-OFFS DUE TO AN INJURY, HE/SHE MAY BE REPLACED WITH A GOALIE OF EQUAL CALIBRE AND **THE LEAGUE CO-ORDINATOR MUST APPROVE THE CHANGE PRIOR TO THE SCHEDULED GAME.**

SUSPENSIONS

- 1) THE LEAGUE CO-ORDINATOR WILL HANDLE ALL SUSPENSIONS
- 2) IT IS THE RESPONSIBILITY OF THE TEAM MANAGER TO CONTACT THE LEAGUE CO-ORDINATOR **IF CLARIFICATION IS REQUIRED.** TEAMS WILL **NOT BE CONTACTED REGARDING SUSPENSIONS**, HOWEVER ALL SUSPENSIONS WILL BE AVAILABLE THROUGH THE STATISTICS PAGE AT www.planetice.ca , AND WILL BE POSTED ON THE LEAGUE STANDINGS BOARD IN THE MAIN LOBBY.

SUSPENDED PLAYERS

- 1) A SUSPENDED PLAYER THAT PLAYS WHILE UNDER SUSPENSION WILL CAUSE THE TEAM USING THE SUSPENDED PLAYER TO FORFEIT THAT GAME. **THE PLAYER INVOLVED WILL ALSO BE SUSPENDED INDEFINITELY.**
- 2) IF A PLAYER IS SUSPENDED AND PLAYS FOR TWO TEAMS THE PLAYER IS NOT ALLOWED TO PLAY WITH THE SECOND TEAM, UNTIL THE SUSPENSION FROM THE FIRST TEAM IS EXPIRED. GAMES PLAYED BY THE SECOND TEAM **DO NOT** COUNT TOWARDS THE SUSPENSION AS GAMES MISSED.

- 3) IF A PLAYER IS REGISTERED IN BOTH TH 19 & OVER AND THE 30 & OVER LEAGUES AND RECIEVES A MATCH PENALTY OR GROSS MISCONDUCT, HE/SHE IS DEEMED INELIGIBLE IN BOTH LEAGUES FOR THE DURATION OF THE SUSPENSION.

CANADIAN AMATEUR HOCKEY RULES

CANADIAN AMATEUR HOCKEY ASSOCIATION RULES WILL APPLY TO ALL OTHER RULES NOT COVERED UNDER THE PLANET ICE HOCKEY RULES.

APPEALS AND COMPLAINTS

- 1) ALL 1 (ONE) GAME SUSPENSIONS ARE FINAL AND CANNOT BE APPEALED.
- 2) ALL APPEALS MUST BE SUBMITTED IN WRITING, TYPED OR E-MAIL TO THE LEAGUE CO-ORDINATOR WITHIN 48 HOURS OF GAME COMPLETION.
- 3) COMPLAINTS REGARDING THE OFFICIATING MUST BE SUBMITTED IN WRITING TO THE LEAGUE CO-ORDINATOR WITHIN THE DESIGNATED TIME FRAME: 24 HOURS AFTER THE GAME, NO LATER THAN 72 HOURS AFTER THE GAME IN QUESTION.
- 4) ALL APPEALS AND COMPLAINTS MUST BE SIGNED BY THE TEAM MANAGER AND COMPLAINTS SUBMITTED WITHOUT THE AUTHORIZATION OF THE TEAM MANAGER WILL NOT BE ACCEPTED OR RESPONDED TO. NO EXCEPTIONS.
- 5) APPEALS WILL NOT BE ACCEPTED UNLESS THE TEAM'S LEAGUE FEES ARE UP TO DATE.

ALTERCATIONS OFF THE ICE

ANY PLAYERS TAKING PART IN AN ALTERCATION OFF THE ICE, SUCH AS DRESSING ROOM AREA, CONCOURSE, BOOMERS SPORTS GRILL AND PARKING LOT WILL BE SUBJECT TO AN INDEFINITE SUSPENSION, AS WELL AS SUSPENSION FFROM THE PROPERTY BY ARENA OWNERS AND MANAGEMENT.

DRINKING OF ALCOHOL & SMOKING ILLIEGAL SUBSTANCES ON ARENA PROPERTY

- 1) ALL TEAMS AND PATRONS ARE PROHIBITED FROM DRINKING ALCOHOLIC BEVERAGES AND **THE USE OF ILLEGAL SUBSTANCES** IN THE ARENA BUILDING, DRESSING ROOMS, AND PARKING LOT. ALCOHOL MAY ONLY BE CONSUMED IN BOOMERS SPORTS GRILL.
- 2) ANY TEAM CAUGHT WILL BE SUSPENDED UNTIL FURTHER NOTICE BY ARENA MANAGEMENT.
- 3) **THERE IS ZERO TOLERANCE FOR SMOKING IN ANY PART OF PLANET ICE'S FACILITY. FINES WILL GROW RAPIDLY AND END WITH THE IMMEDIATE EXPULSION OF THE TEAM FROM OUR LEAGUES.**