



# Polar Palace

A R E N A C O M P L E X

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## 2009-10 ADULT HOCKEY LEAGUE

### ARTICLE I - PURPOSE

The Polar Palace Arena Complex Adult Hockey League is intended to provide recreational hockey for teams with individuals 18 years of age and older. The leagues are separated into different skill levels to provide opportunities for beginning and experienced players.

### ARTICLE II - PLAYER ELIGIBILITY AND REGISTRATION

#### Section A - Player Eligibility

1. Players must be 18 by the first night of play to participate in the PPAC Adult Hockey League.
2. Players must be 35 by December 31, 2009 to be eligible for the 35 & Over division.
3. Players are allowed on one roster per age division (18+ & 35+). This includes substitutes.

#### Section B - Player Registration

1. All players, coaches and team representatives must be registered under USA Hockey's insurance policy. To do so, go online to usahockey.com and paying \$35 any time before their first game. **\*\*\*There is NO manual registration anymore according to a mandate by MAHA.**
2. A hard copy of the confirmation page must be turned in to the front desk or emailed to [kfraser@polarpalace.com](mailto:kfraser@polarpalace.com) at least three days prior to playing, otherwise you will be stated as an illegal player.

### ARTICLE III - TEAMS AND TEAM ROSTERS

#### Section A - Team Classification

The league will be divided into the following classifications

18+ "GOLD" League	Competitive
18+ "SILVER" League	Recreational
18+ "BRONZE" League	Non-competitive
18+ "TIN" League	Beginner
35+ League	(All)-drafted league

(9:15 pm, Thursday nights)

\*\*The Polar Palace reserves the right to move teams among divisions.

#### Section B - Team Registration and Fees

1. Teams must register before a specified deadline. When registering, a specified deposit amount is required.
2. Once a team is registered, there will be no refunds.
3. A team meeting will be conducted halfway throughout the season to discuss the status of the current season.

#### Section C - Team Rosters

1. A maximum of twenty (20) players are allowed on the team's roster. This includes substitute players.
2. A player may only be on one roster in the Polar Palace League, excluding the 40+ league. Goalies may skate out in another division.
3. A roster of names must be turned into the office before the first game of the season.
4. All rosters will be frozen as of game 10.
5. All players must personally report to the scorekeeper before the game. This will be used as a check on the number of games played by each individual, which can be checked daily on Pointstreak.

## Section D – Policing of Rosters

1. Policing of team rosters and detection of illegal players is primarily the responsibility of the individual teams. The League may, however, declare a game a forfeit including, but not limited to the following circumstances:
  - The name of an illegal (non-roster) player, defined as any player who does not have complete paperwork on file, appears on the score sheet;
  - A suspended player dresses while under suspension (such incidents will also be reported to the Michigan Amateur Hockey Association, if appropriate, for disciplinary action against said player and team manager);
  - League or game officials recognize an illegal player on the ice.
  - The number of players dressed for any game is more than the number of players listed on the scoresheet.
2. In cases where a player's identity is in question, the protesting team has the right to require that said player produce a valid photo I.D. Any player unable to produce valid I.D. will automatically be declared illegal, unless a league or game official is present who can vouch for his identity. In the absence of any such verification, the game will end immediately with a forfeit declared for the protesting team.
3. If the player's I.D. is verified to the satisfaction of the league and/or game officials, the game officials will indicate this on the back of the score sheet and the game will continue. The team registering the protest will be assessed a two-minute bench minor for delay of game.
4. Should a protest occur, the league will follow up by contacting the managers of both teams regarding appropriate action. Both the offending player and the team manager will be held responsible when an illegal player is discovered to have dressed and/or played.

## Section E – Team Representatives

1. Each team will designate a team representative and alternate representative to represent the team at the annual meeting or any other business that concerns the team.
2. Both representatives may attend any meeting but each team has only one vote.
3. The team representative will be the head coach on the USA Hockey roster.

## Section F – Team Colors

1. Each team is eligible to choose their jersey colors.
2. Each player must wear the same color jersey as his or her respective team. If a player (s) does not have one, the opposing team rep and the officials must OK it.
3. An alternate jersey color with a number is required in the case of two teams with similar colors.
4. The home team has their choice of jersey color. If the visiting team does not wear another color and the home team protests the game (before it starts), the visiting team will forfeit.

## **ARTICLE IV – GOALIE BORROWING CODE**

1. Only goalies who are on a Polar Palace Roster will be eligible to sub.
2. A goalie must be borrowed from your respective league or lower.
3. A goalie may play multiple games in one night. The intent is to fill in for a team without a goalie, not to replace an open goalie spot on the roster.
4. Goalies must play 5 games to be eligible for playoffs.

## **ARTICLE V – PLAYING RULES**

## Section A – MAHA and USA Hockey Affiliation

The USA Hockey Rulebook will govern all leagues with amendments noted in these rules.

## Section B – League Format

1. Regular Season is twenty four (28) games including playoffs.
2. Each team will qualify for Play-offs (unless noted otherwise.)
3. Play-offs will be determined.
4. Games will consist of 3 – twelve minute stop time periods, except for tin (see tin league rules).
5. Warm-up is 3 minutes and will be posted on the clock. The time will start when the zamboni doors are closed.
6. A resurface will take place only before each game.
7. League record points will be awarded as follows: (2) points for a win, (1) point for a tie, and (0) points for a loss.
8. A two minute bench minor will be assessed if a player is on the ice before the zamboni is off the ice and the doors are closed. Repeat offenders will constitute in a two minute bench minor and a ten minute misconduct.

### Section C – Penalties & Suspensions

1. For league record purposes, minor penalties = two (2) minutes, major penalties = five (5) minutes, misconduct penalties = (10) minutes.
2. Suspended players or coaches may not be in the player's bench area.
3. If a player is suspended and there are not enough regular season and / or play-off games remaining for them to complete their suspension, the suspension will carry over into the next adult league season that they are registered.
4. If a player is playing in two leagues and gets a suspension in one division, that player is eligible to play in the other division.
5. The team representative, or in his absence, the player who has the most penalty minutes (penalties) on a team which received 15 or more penalties in one game shall be suspended for the next game the team is scheduled to play.
6. If a player participates in a game illegally while under suspension, or if a team uses any illegal (i.e. suspended or unregistered) player, any or all of the players and team representatives involved are subject to suspension determined by the league commissioner. The game will be forfeited 1-0. A second offense will result in the team being expelled from the league without refund.
7. Off ice altercations will result in suspension at the discretion of the league commissioner.
8. It is the responsibility of the players and team captains, not the arena or the league, to notify a player of his suspension. ***Any player who dresses while under suspension will be suspended indefinitely. Both the offending player and his team manager may be reported to the Michigan Amateur Hockey Association for further disciplinary action.***
9. The Polar Palace reserves the right to suspend or permanently bar any player from participation in its adult hockey program who has demonstrated an inability to follow the rules and practices poor sportsmanship, or who, in the judgment of the Polar Palace, poses a threat to the health and safety of other participants. This includes specifically (but not exclusively) individuals who habitually receive game misconducts, engage in fighting, threaten game officials, participate in games under the influence of alcohol or drugs or attempt to injure other players. Any action taken by the Polar Palace in such cases shall be in addition to any disciplinary action taken by on-ice officials, the Michigan Amateur Hockey Association, USA Hockey or any other legal authority.
10. Players who are deemed to be continually dangerous, unruly or unsportsmanlike may be suspended at the sole discretion of the League Director.
11. Any player receiving four game misconduct penalties within a 365 day period will be suspended from the league for one calendar year from the date of the fourth penalty. All league fees for the season in which the infraction took place will be forfeited.
12. Any player who verbally threatens another player shall be permanently expelled from the league. This includes threats made before, during or after the game.
13. Players are subject to disciplinary procedures of the league for all actions that occur before, during and after games in the facility or in the parking lot.
14. Any player or team, who in the judgment of the League Director, is dangerous, belligerent, uncooperative, non-compliant with league rules or decisions or disruptive to the league will not be allowed to participate. Refunds will not be given when a player is dropped from the league.
15. Do not argue with officials. We do not accept protests of their calls. Arguing with officials will result in your being assessed with penalties and possible ejection from the game. If you repeat the situation you will be dropped from the league without a refund. The only opinion that counts on the ice is the officials. It is their call and they are in charge of the game.
16. All ejections from games are accompanied by a one game suspension. The only exception to the rule is for fisticuffs (Fighting). A fighting major requires a one game suspension from USA Hockey. If a player receives a fighting offense, it will result in an additional two game suspension. A second fighting offense will result in a hearing conducted by the disciplinary committee. The league reserves the right to apply further suspensions for repeat offenses.
17. Repeated rough and unsportsmanlike play can result in suspension and /or expulsion from the polar palace hockey league.
18. If any player or goalie plays in a game before confirming membership of USA Hockey to the league administrator, that player will be suspended until membership is confirmed and the team they played for will receive a forfeit.
19. **Gross Misconduct / Match Penalties** – A player receiving one of these will be forced to attend a MAHA hearing and comply with their verdict before playing again. They may also face further suspension from the league.
20. Major penalties incurred in the last game of the season will result in a league review for additional suspension.

### Section D – Local Rules

1. No checking allowed.
2. Slap shots are allowed in 18 & over divisions only (except Tin).
3. There will be no red line, except for icing.
4. Games are slotted for 75 minutes including the resurface time. If a game is running over and if, in the judgment of the officials or Polar Palace management that the delay was caused by the teams involved, the officials or Polar Palace management may order that the last five minutes of the third period be played with running time.
5. 5 & 5 Mercy Rule – If a team is down by five or more goals, the last five minutes of the third period result in running time. If the deficit becomes less than five, the clock will revert back to stop time.
6. Players receiving 5 penalties in one game receive an automatic game misconduct instituting a suspension of the following game.

7. When a player accumulates 75 penalty minutes during the regular season, they will be suspended for the remainder of the regular season and playoffs with no rights for appeal.
8. A game can be started without a goalie. If a goalie does not show before the second period, the game will result in running time. If a goalie does show, the game will continue to be under running time.
9. All players are required to wear their registered jersey number, which must be on the score sheet prior to the start of the game.
10. No player is permitted to step onto the ice surface before the zamboni has exited and the doors have been closed. Any violation of this rule will result in a two (2) minute bench minor penalty, which will be assessed at the start of the game.
11. Each team will be allotted one time out per game.
12. A team that forfeits three or more games during the season will be ineligible for playoffs.
13. All players will be responsible for the clean up of their dressing room, player benches and other off ice areas used by the teams. All players should conduct themselves in a sportsmanship like manner and will be held responsible for any damages incurred to the facility.
14. Damaging or attempting to damage the facility will result in an automatic ejection from the building for not less than one year. Attempting to damage will include punching, hitting, swinging, sticks or throwing property or equipment at walls, plexiglass, doors, etc. Player is responsible for all damages and costs arising from such activities.

#### Section E – Tin League Rules

1. Tin games will consist of 3 – seventeen minute run time periods. Penalty time will result in 3 minute run time for minor penalties and 7 minute run time for majors. If a game is within two goals, the final two minutes will result in stop time.
2. No slap shots are allowed, a "slapshot" being defined as any play on the puck in which the windup brings the stick above the knee. Anytime a slapshot is taken, regardless of whether or not a goal is scored, the referee will whistle the play dead and bring the faceoff back into the offending team's defensive zone. *A delay-of-game penalty may also be assessed if, in the referee's judgment, the slapshot was a deliberate attempt to kill time off the clock.*
3. Full face shield and complete protective equipment are required for all players. Any player who takes the ice without full facial protection or complete protective equipment will be expelled from the game.
4. No single player may score more than *two (2) goals in a single game.*
5. Passes that should be caught but result in an icing call can be waived off at the discretion of the referee.

#### Section F– Arena Rules

1. Teams may pick up the locker room key 30 minutes prior to game time in exchange for car keys.
2. No glass bottles are allowed in the locker rooms or players bench area.

#### ARTICLE VI – PROTESTS

1. The commissioner will rule on all protests.
2. Protests of illegal players must be made immediately following the period in which the suspected player participated. The team representative must present the protest to the referee at this time. Random identification checks may be made over the course of the season. If at any time a player is unable to present proper identification to Polar Palace Management, that player will be disqualified for the remainder of the game and the team will forfeit.
3. A protest must be filed in writing and be accompanied with a \$50 protest fee within 24 hours from the beginning of the game in question. No verbal communication will be accepted. If the protest is upheld, the \$50 is returned.
4. No protests will be allowed regarding rule interpretations or judgment calls made by game officials.
5. Only team representatives have the right to protest games.

#### ARTICLE VII – PLAY OFFS

1. Each team will qualify for Play-offs (unless noted otherwise.)
2. Tie games in the play-offs will be decided by the following procedure. Overtime will consist of one (1) five (5) minute stop time sudden death period. If the game remains tied, a three (3)-player shootout will take place. The opposing teams will take alternating shots on opposite ends of the ice. If a tie remains, one additional, different shooter is picked and the same procedure will be followed until a winner is determined. No player can shoot twice until the entire roster of eligible players has shot.
3. A minimum of five regular season games must be played in order for a player to be eligible for a team's playoff roster.
4. Each team will be allowed one time-out per game.

#### ARTICLE VIII – SCHEDULING

1. A schedule will be available one week prior to the first game. Each team rep will be notified by phone that they are ready.

2. Once the schedule is complete, there will be a \$50 (or more) fee to reschedule any game. There is no guarantee that a game can or will be rescheduled.

#### **ARTICLE IX - LAWSUITS**

1. Any player that brings a lawsuit against another player forfeits his/her right to participate in the PPAC Adult Hockey League until the lawsuit is resolved.
2. An appeal may be filed in writing to the commissioner where a 75% Team Rep approval must be met in order for that player to be reinstated.