

KAHL RULE BOOK

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Section 1: Game Play:

1:1 All games will follow USA Hockey rules as outlined in the rulebook.

http://assets.ngin.com/attachments/document/0042/4244/2013-17_USAH_Rulebook.pdf

1:2 Game play: All K AHL games will consist of three fifteen minute stop clock periods.

- a) Games will start on time, with a three minute warm-up.

1:3 Check In: Captains or a representative of the teams shall check in all players with the scorekeeper.

- a) Rostered players wearing a different number jersey for the game need to check in with scorekeeper to make note of jersey change.

1:4 Running Clock: The score clock will run in the event of a six point score differential at any point in the third period.

- a) The clock will stop running once the differential in score is down to five goals or below.

1:5 Teams are NOT to touch the ice until the Zamboni doors are shut and the nets are out.

- a) Entering the playing surface prior to the doors being shut will result in a 2 minute penalty to begin the game.

1:6 Major Penalties, Misconducts, and Suspensions are subject to a league investigation and possible additional discipline.

- a) Game misconducts carry an automatic one game suspension minimum
- b) Fighting majors carry a 3 game suspension.
 - a. Repeat offence will carry an indefinite suspension.

1:7 Players who play on more than one team issued a suspension cannot play for other teams until suspension is served for the team it was received on.

1:8 The officials hold the right to end games early if it is in the best interest of player safety and the integrity of the league.

- a) Abuse of officials will not be tolerated, and are grounds for immediate ejection from the game or a Match Penalty (at the discretion of the referees).

Section 2: Team Rules:

2:1 Teams rosters will be limited to twenty-two skaters.

- a) Teams may roster unlimited goalies.

2:2 Rosters will be sealed following the team's third game 96 hours (4 days) prior to the team's fourth game.

- a) Teams will be allowed to make roster changes following the fourth game only:
 - a. Due to season ending injury.
 - b. Relocation.
- b) Replacement of an advanced player will be up to the discretion of the KAHL board of directors. (see 4:5)

2:3 Scorekeepers may not add players into Pointstreak at the time of the game.

2:4 Teams who repetitively leave the locker rooms in disarray will be issued a warning.

- a) If misuse of locker rooms continues teams will be held accountable by the KAHL board of directors.
- b) Tobacco spit, peanut shells, beer cans, hockey tape, etc. must be cleaned up after use.

Section 3: Jerseys:

3:1 Teams must have both Home & Away jerseys with corresponding matching numbers to those listed on Pointstreak.

- a) **HOME** – White/light; **AWAY** – Dark.
- b) Jerseys need only match in color and number – *Logos and other markings need not match.*

3:2 All players MUST have jerseys with individual numbers. No blank jerseys, or taped numbers on jerseys.

- a) If a player forgets a jersey that player must wear a matching color jersey with a number. Player must also check in with score keeper to make note of the change. (see 1:3a)
- b) No duplicate numbers.

Section 4: Advanced/ Ineligible Players

4:1 Advanced Players: Players who are seen by or reported to league officials controlling the flow of games both on the scoresheet and with play.

4:2 Ineligible Players: Players who are suspended, non-rostered, play on more than one team separated by more than one division, or were deemed too advanced for a specific division.

4:3 Captain's will be held responsible for submitting a roster comprised of players of the skill required or the division they are playing in.

- a) The onus lies on the captain to keep his players in check.

4:4 Any player who is rostered on more than one team separated by more than one division will be declared ineligible.

- a) Divisions with North and South will be considered one division
 - a. i.e. C3N and C3S will be considered C3
 - b. Players who play C1N will be eligible to play in C2S for example.

4:6 Higher skilled players who are playing down will be allowed to do so until they are deemed a problem.

- a) A player who has significant skill, and is seen controlling the game and the score sheet will be subject to dismissal at the discretion of the K AHL Board of Directors.
 - a. Higher skilled players will be given the benefit of doubt at first.
 - b. Captains will be given a warning to reel in the player.
 - c. Failure to reel in his/her play will result in the players removal from the roster.

4:7 Removal of an advanced player will be decided by the K AHL board of directors at any point between following the freezing of rosters. The Board holds the right to not let a removed player be replaced on a roster.

4:8 Use of an advanced or ineligible player will result in an automatic forfeit.

Section 5: Challenging an advanced or ineligible player.

5:1 Teams may challenge any player they feel to be too advanced or ineligible during a game.

- a) Challenges must be made in an official manner to the referee and scorekeeper.
- b) Challenges must be made prior to completion of the game to effect the outcome of a game.
 - a. If a player is challenged following a game and subsequently found to be ineligible the outcome of the game will still stand.
 - b. If a player is challenged during the game and subsequently found to be ineligible during or following the game, the game will result in a forfeit for the team found to be using a ringer.
- c) Any player brought to the attention of league officials will be subject to monitoring.
 - a. The league will make a decision regarding the future of the player following a review.

5:2 Teams may only challenge a player between games 4-12 of the season.

5:2 Captains who wish to challenge a player following a game must send an email to Andy Rummel or Tom Alexander.

- a) Include team name, player name, and player number in email.

5:3 The K AHL Board of Directors holds the right to challenge any player at any time of the season.

- a) Player removals will not be in effect until following the freezing of rosters (4th game).

** This rule was voted on at the captains meeting prior to season.

Section 6: Protocol following challenge:

6:1 Challenged players must produce identification to referee following the game.

- a) If player is found to not be on roster and team challenged during game the game will result in a forfeit for that team (see 5:1)
- b) Failure to produce identification will also result in a forfeit.

6:2 Following an email to league officials; Officials will watch the challenged player and make an informed decision.

- a) Decisions will not always be immediate. Officials need time to watch player and discuss.

6:3 Teams found to be using an illegal players will be subject to forfeit and Captains will be subject to league discipline.

- a) 1st Offense: 1-game suspension for both Captain & Alternate Captain
- b) 2nd Offense: 3-game suspension for both Captain & Alternate Captain
- c) 3rd Offense: Indefinite Suspension of Captains Pending a Hearing.

Section 7: Playoff

7:1 Playoffs will consist of two rounds.

- a) Round one will be a one game playoff
 1. First seed v. Fourth seed
 2. Second seed v. Third seed.
- b) Round two will be a best of 3 series.

7:2 Games ending regulation in a tie will go to a 5 Minute 4v4 Overtime.

7:3 Games still tied following overtime will move on to a 3v3 shootout.

- a) No player can shoot twice in a row.
- b) If a game is still tied the shootout will continue until there is a winner.

Section 8: Playoff Eligibility

8:1 Players must play at least 1/3 of the teams games.

- a) Spring/ Summer 5 games.
- b) Fall/ Winter 6 games.

8:2 Goalies must play at least 3 games for a team to be considered eligible to play in playoffs.

8:3 No player will be allowed to play a game in the playoffs with a jersey that does not have a real number. No taped on numbers.

8:4 Teams wishing to challenge a players eligibility, must do so prior to the end of the game.

8:5 Captains who see a scoring issue regarding a players eligibility must bring it to the attention of the league no later than one week prior to the start of the playoffs.

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