

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

1:2 Game play: All KAHL 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 KAHL 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 KAHL 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 KAHL 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 (4<sup>th</sup> 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 illegal players will be subject to forfeit and Captains will be subject to league discipline.

- a) 1<sup>st</sup> Offense: 1-game suspension for both Captain & Alternate Captain
- b) 2<sup>nd</sup> Offense: 3-game suspension for both Captain & Alternate Captain
- c) 3<sup>rd</sup> 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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