

KAHL RULE BOOK

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Section 1: Scheduling and Game Play

- 1) All games will follow USA Hockey rules as outlined in the rulebook. <https://www.usahockey.com/rulesandresources>
- 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.
- 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.
- 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.
- 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.
- 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.
 - c) Repeat offence will carry an indefinite suspension.
- 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.
- 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.
- 9) Abuse of officials or rink staff will not be tolerated and are grounds for immediate ejection from the game or a Match Penalty (at the discretion of the referees). This is also grounds for a potential suspension at the discretion of the league.
 - a) When a player is removed from a game by official for misconduct, the player must stay in their locker room or leave the building. Watching the remainder of the game from the glass or bleachers is not allowed. The league holds the right to issue a suspension if this rule is not followed.
- 10) Games will only be considered for reschedule if the league is given more than 48 hours advance notice and both Captains agree on the reschedule. Again, this will only happen if we have room in the schedule.

Section 2: Team Rules

- 1) Team rosters will be limited to 25 skaters.
 - a) Teams may roster unlimited Goalies
- 2) Players must be 21 years of age by the first day of the season to be eligible to play in the KAHL
- 3) Rosters will be locked on a date specified by the Commissioner which will be half way through the season. A date will be sent to the Captains at the beginning of the season.
 - a) Teams will be allowed to make roster changes after that date for the following reasons:
 - i) Due to season ending injury
 - ii) Relocation
 - b) Replacement of an advanced player will be up to the discretion of the KAHL board of directors. (see 4:6)
- 4) Scorekeepers **may not** add players to a roster
- 5) 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

- 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*
- 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 check in with the scorekeeper and refs to make them aware and confirm they are on the roster. (see 1:3a)
 - b) No duplicate numbers

Section 4: Advanced/ Ineligible Players

- 1) 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.
- 2) 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.
- 3) 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) 4:4 Any player who is rostered on more than one team separated by more than one division will be declared ineligible
- 5) 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.
 - b) Higher skilled players will be given the benefit of doubt at first
 - c) Captains will be given a warning to reel in the player
 - d) Failure to reel in his/her play will result in the players removal from the roster
- 6) 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.
- 7) Use of an advanced or ineligible player will result in an automatic forfeit

Section 5: Challenging an advanced or ineligible player

- 1) 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 affect the outcome of a game
 - i) If a player is challenged following a game and subsequently found to be ineligible the outcome of the game will still stand.
 - ii) 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.
 - i) The league will make a decision regarding the future of the player following a review.
- 2) Teams may only challenge a player between games 4-12 of the season.
- 3) Captains who wish to challenge a player following a game must send an email to Karyn Canning and Zach Reagan
 - a) Include team name, player name, and player number in email.
- 4) 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 locking of rosters.

Section 6: Protocol following challenge

- 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.
- 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.
- 3) Teams found to be using an illegal player 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: Playoffs

- 1) Playoffs will consist of two rounds.
 - a) Round one will be a one game playoff
 - i) First seed v. Fourth seed
 - ii) Second seed v. Third seed
 - b) Round two will be a best of 3 series
- 2) Games ending regulation in a tie will go to a 5 Minute 4v4 Overtime
 - a) If two teams have the same amount of points in the standings...
 - i) Head to Head competition (Only used if 2 teams are tied in the standings)
 - ii) Most Wins
 - iii) Highest goal differential (Goals scored-Goals allowed)
 - iv) Least Goals Allowed
 - v) Most Goals Scored
 - b) If there are 3 or more teams tied with the same amount of points in the standings...
 - i) Most wins between the teams
 - ii) Highest goal differential (Goals scored-Goals allowed)
 - iii) Least goals allowed
 - iv) Most goals scored

Goal differential, goals allowed and goals scored are numbers from the entire season.

- 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

- 1) Players must play at least 1/3 of the team games
 - a) Spring/Summer 5 games
 - b) Fall/Winter 6 games
- 2) Goalies must play at least 3 games for a team to be considered eligible to play in playoffs
- 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.
- 4) Teams wishing to challenge a player's eligibility, must do so prior to the end of the game
- 5) Captains who see a scoring issue regarding a player's eligibility must bring it to the attention of the league no later than one week prior to the start of the playoffs.

Section 9: Team Divisions

- 1) Process for Demotion/Promotion
 - a) The process for promotions/demotions will be the top team (based on regular season not including playoffs) will be moved up at the discretion of the Commissioners with input from the Captain. Divisions will be notified of any changes as well as a full list going out to the League.

KAHL Board of Directors information

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