

# 2018 – Present AHA Rules Addendum

Supplemental to USA Hockey 2017-21 Official Rules of Ice Hockey

## Section 1 – The Rink

No changes or additions

## Section 2 – Teams

**Rule 203 Players in uniform Amendment:** All players (with the exception of substitute goalies) will be dressed uniformly including: color matching their helmets, socks and breezers as well as matching the style (not make) of breezers (i.e. traditional above the knee breezers versus long, "cooper-all" style pants) consistently as a team. Each player is required to have two jerseys, a dark (away) jersey and a light (home) jersey and respective dark (away) and light (home) matching socks. All players returning to the same teams are required to be in compliance as of the first game of the season. New teams, new players and players switching teams are required to comply with uniform policy by Dec 31<sup>st</sup>. Captains have the right to report instances of noncompliance to the appropriate Tier Administrator for enforcement. Any player not in compliance with this policy may be removed from a game(s) until uniform requirements are met, at the sole discretion of the league. **Jersey:** Jerseys will be of "game weight" quality, matching in make and style, and in good working condition. All player jerseys must include the player's surname permanently affixed on the back of the jersey, above the number. Jerseys that have excessive wear or are torn so that the player wearing it cannot be identified or puts them self or others at risk of injury will be asked to leave the game and return only after the jersey has been repaired or replaced. No penalty will be called for this offense. **Breezers and Socks:** Breezers and socks will be of good quality and be in good working condition. Breezers or socks that have excessive wear or are torn so that the player wearing them puts them self or others at risk of injury will be asked to leave the game and return only after the item(s) have been repaired or replaced. **Goaltenders:** Goaltenders are exempt from wearing team-matching socks and helmet. **Sub Goaltenders:** Sub Goaltenders are exempt from wearing team-matching jerseys, socks, and helmet but must wear either (a) respective home or away jersey for which team the sub goaltender is rostered on or (b) an AHA-issued Sub Goaltender jersey.

Team names, logos and appearance must be professional and acceptable for league play. Team's name, logo(s) and jerseys may be deemed "unacceptable for league play" if any part of its content or design infringes the rights of a third party, including, without limitation, copyrights, trademarks, patents, trade secrets, rights of privacy and publicity, is libelous, defamatory or slanderous, condones, promotes, is sexually suggestive or contains explicitly sexual content (including nudity), does or may denigrate or offend any ethnic, racial, gender, religious or other protected group, through use of language, images, stereotypical depiction or otherwise, is designed to or does harass, threaten, defame or abuse others, exploits images or the likeness of minors, encourages or depicts the use of drugs, alcohol or cigarettes or is generally offensive or in bad taste. The league reserves the right to deem any team's uniforms unacceptable for league play. Team's uniforms that are deemed unacceptable must comply with the league ruling immediately and have the jerseys fixed or replaced within 90 days time. The captain of the team must make arrangements for temporary jerseys until new or fixed game jerseys are available. It is the responsibility of the captain of each team to make sure the team's uniforms meet these standards. It is recommended that any team wishing to replace/change their team's name, logo or jerseys contact their local administrator for review.

## Section 3 – Equipment

**Rule 304(d)** – All players are required to wear a certified HECC face mask. A full shield or "Cage" is recommended, but a half shield will be allowed. Violations of this rule will result in the disqualification of the player until facial protection is obtained. No penalty will be assessed.

*(Note) Any helmet or face mask that is altered shall be deemed to be illegal equipment and shall not be allowed to be used in a game. (This shall include helmets from which a part has been cut or removed, helmets which have been painted, face masks from which the chin cup or protective bars have been removed or any other such alterations from the original manufacturer's specifications.)*

## Section 4 – Penalties

**Rule 403 (a)** – For games played under AHA supervision, every Major (Rule 403) penalty will also include an automatic Game Misconduct (Rule 404(b)) penalty. Another player from the team must serve any remaining penalty minutes assessed. The offending player will immediately leave the ice and will also be suspended for the next game of every team for which the player is rostered.

**Rule 403(d)** - For games played under AHA supervision, when a player is assessed a major plus misconduct or game misconduct penalty, the penalized team shall immediately place a substitute player on the penalty bench and such player may not be changed.

### **Section 5 – Officials**

**Rule 501(a)** – For games played under AHA supervision, the two-official system (two Referees) will be used. See Official Rule book for more information.

### **Section 6 – Playing Rules**

#### **Rule 604 – Body Contact Classification**

For games played under AHA supervision games shall be played pursuant to the Body Contact Classification. Body checking is prohibited. Rule 604 will be enforced.

#### **Rule 612 – Face-Off Locations**

For games played under AHA supervision, when players are penalized at a stoppage of play so as to result in penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two face-off spots in the offending team's end zone. Below are the exceptions to this application:

- (i) when a penalty is assessed after the scoring of a goal - face-off at center ice;
- (ii) when a penalty is assessed at the end (or start) of a period - face-off at center ice;
- (iii) when the team not being penalized ices the puck - face-off in the neutral zone outside the blue line of the defensive zone of the team icing the puck
- (iv) when the non-penalized team is off-side, face-off will be in the neutral zone outside the blue line of the defensive zone of the penalized team
- (v) when an infringement of a rule has been committed by players of both sides in the play resulting in the stoppage, the ensuing face-off will be made at the nearest face-off spot in that zone.

#### **Rule 636 – Time of Match or Time-outs**

- (a) The maximum length of a game shall be three 17-minute stop-time periods with a 1-minute intermission, with no ice resurface between each period. (Exception of 18-minute periods for Women's Winter League games.)
- (c) Each team is provided an opportunity to warm-up for 5 minutes.
- (f) No Time-outs will be allowed after the conclusion of the third period.

#### **Rule 638(a) – Tied Games**

For a regular season game, if at the end of the three periods the score is tied; and there is no time remaining in the allotted ice time, the game shall be declared a tie and each team shall be credited with one point in the standings. If there is time remaining in the allotted ice time the following shall take place:

- (1) A 1 minute rest period as time allows.
- (2) The teams shall not change ends.
- (3) A single 5-minute or less (if remaining ice time is under five minutes) run-time period shall be played.
- (4) Minor Penalties will be 3 minutes instead of 2. Only 2 minutes will count towards rule 703.
- (5) The game shall terminate upon a goal being scored and the team scoring declared the winner. The winner will be credited with 2 points and the loser with one point. If no goal is scored, the game shall be deemed a tie.

For a Winter Program post-season playoff game (non-pool play), if at the end of the three periods the score is tied the teams shall play one overtime period of 5 minutes. If at the end of the OT period the score is still tied a shootout will take place.

For a Summer League post-season playoff game, if at the end of the three periods the score is tied the teams shall play one overtime period of 5 minutes if time allows. If at the end of the OT period the score is still tied the higher seeded team will be declared the winner.

Shootout: Certain games will be decided by shootout, generally league or tournament bracket or championship games. The following method shall be used:

- 1. Following a scoreless five-minute overtime, three players from each team will participate in the order the Captain selects. The home team will elect to shoot first or second.
- 2. Each team takes three shots in alternate succession. The team with the most goals after those six shots is the winner.
- 3. If the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot more than once until all skaters have shot once for each team.

## **Section 7 – Additional AHA Rules**

### **Rule 701 – Team Roster**

A team roster must be turned into the game supervisor before the start of each game by each captain. The sheet must contain all of the players' names participating in the game, the jersey numbers, and identify the goaltender and Acting Captain. Violation of this rule will result in a 2 minute minor penalty that must be served by the team Captain. If the team Captain is not present, then one of the Alternate's must serve the penalty. If no Captain or Alternate is present than any player other than the goalie may serve the penalty.

### **Rule 702 – Game Ejection**

The referees may call a Game Ejection on any player/team official at any time during the play of the game. The player/team official will be removed only from the game being played when receiving this penalty. No suspension accompanies this penalty. 10 minutes will be added to the players' seasonal penalty minutes and will count towards an accumulated suspension.

### **Rule 703 (a) – Accumulated Penalty Minute Suspension for the Winter Season (40/60/80 rule)**

- (1) Any player accumulating 40 minutes in penalties in 1 Winter Season will be suspended 2 games.
- (2) Any player accumulating 60 minutes in penalties in 1 Winter Season, will be suspended an additional 3 Games.
- (3) Any player accumulating 80 minutes in penalties in 1 Winter Season will be suspended an additional 4 Games
- (4) When the playoffs start, the numbers for suspension become (60/80/100). Parts 1, 2 and 3 will still be in effect, but the minutes will be changed from (40/60/80) to (60/80/100).

For all PIM levels above, the league will attempt to notify the Captain as soon as possible, but ultimately it is the Captain's responsibility. If a player that reaches a PIM threshold plays in their next game, the game will automatically be recorded as a forfeit, and the player and captain will serve a suspension for their next game as well. The penalties include both the regular season and post season. If the suspension is longer than the season or playoff, the player will be suspended at the start of the following Winter Season from which the penalties were incurred.

### **Rule 703 (b) – Accumulated Penalty Minute Suspension for the Summer Season (20/30/40 rule)**

#### **For all levels**

- (1) Any player accumulating 20 minutes in penalties in 1 Summer Season, will be suspended 1 game.
- (2) Any player accumulating 30 minutes in penalties in 1 Summer Season, will be suspended an additional 2 games.
- (3) Any player accumulating 40 minutes in penalties in 1 Summer Season, will be suspended an additional 3 games.
- (4) When the playoffs start, the numbers for suspension become (30/40/50). Parts 1, 2 and 3 will still be in effect, but the minutes will be changed from (20/30/40) to (30/40/50).

For all PIM levels above, the league will attempt to notify the Captain as soon as possible, but ultimately it is the Captain's responsibility. If a player that reaches a PIM threshold plays in their next game, the game will automatically be recorded as a forfeit, and the player and captain will serve a suspension for their next game as well. The penalties include both the Summer Season and postseason. If the suspension is longer than the season or playoff, the player will be suspended at the start of the following Summer Season from which the penalties were incurred.

### **Rule 704 – 2 Game Misconduct's within a 12 month period**

Any player receiving 2 Game Misconduct or Match penalties within a 365 day period will be suspended from the league for 1 calendar year from the date of the 2nd penalty. All league fees for the season in which the infraction took place will be forfeited.

### **Rule 704A – 2 One-Year Suspensions**

Any player receiving 2 one-year suspensions from the league will be deemed an incorrigible player and as such will be required to apply to the league for reinstatement after the suspension has been served. AHA will make the final decision in allowing a player to return to the league.

### **Rule 705 – Fighting**

AHA reserves the right to impose an additional suspension for the infraction up to and including ejection of the player from the league. If a player is ejected from the league they will lose their league fees for the season in which they were ejected.

### **Rule 706 – Attempt to Injure/Sportsmanship**

Any AHA official including League Administrators, Tier Administrators and Game Scorekeepers who witnesses an infraction, even if it was not seen by the on-ice officials, may contact the league and recommend a review of the

incident. AHA reserves the right to impose a penalty for the infraction up to and including ejection of the player from the league. If a player is ejected from the league they will lose their league fees for the season in which they were ejected.

#### **Rule 707 – Player Ejection from the League**

AHA holds the right to remove a player from the league at any time at their discretion.

#### **Rule 708 – Stacking**

In Beginner through C2 level games there is no stacking of players or lines until the final five minutes of regulation and overtime. A team that continues to violate the rule after being warned will be assessed a bench minor penalty and the designated captain will receive a 10 minute misconduct penalty. Continued violation in the game will result in forfeiture of the game and a game misconduct penalty against the designated captain.

#### **Rule 709 – Run Time Games**

1. If a team is losing by a 6 goal differential in the 3rd period, the losing team has the option of requesting and proceeding to a run time format for the remainder of the game. If at any time the score goes below 6 goals, the clock will not convert back to stop time.

(Playoffs/Tournament Only) If at any time the score differential is 6 or greater in the 3rd period, the clock will convert to running time. If at any time the score goes below 6 goals, the clock will revert back to stop time.

2. In the event a Game Supervisor is not present, or a functioning scoreboard, the following rule changes will be made and the clock setting will be as follows:

- (1) Three 25-minute runtime periods will be used instead of 3 17-minute stop time periods.
- (2) Goal and assist statistics may be counted. Score and penalties will be tracked.
- (3) Minor Penalties will be 3 minutes instead of 2. Only 2 minutes will count towards rule 703.
- (4) Major Penalties will be 8 minutes instead of 5. Only 5 minutes will count towards rule 703.
- (5) No Overtime will be allowed. A game ending regulation time in a tie, will be deemed a tie.
- (6) The third period may be shortened if time will not allow the entire 25 minute period to take place. This will be at the referees' discretion.

### **Section 8 – Policy Guidelines**

#### **Appeals**

AHA follows appeals procedures as outlined in Section 10. DISPUTE RESOLUTION, DISCIPLINE, ARBITRATION of USA Hockey's Annual Guide.

#### **Illegal Players**

No team shall use a player who is serving a suspension or has not registered. Registration consists of having an AHA Terms of Registration on file, having a USA Hockey Registration on file and full seasonal fee payment with the league office as a member of that team. If a captain plays a suspended player, an unregistered player, or unapproved goaltender, the game will be automatically forfeited and the captain and player will be suspended for the next game. In addition, the captain may be removed from his position and may face further disciplinary action up to and including expulsion from the league. Players who play illegally may face a one (1) year suspension from playing in the league.

#### **Incomplete Games**

A game is considered complete and counts in the standings after two complete periods. Any game that does not complete two periods will be rescheduled and replayed in its entirety.

#### **Player removal from a Team**

AHA holds the right to remove a player from a team at any time for the purposes of parity in the level of play. If available, the player will be given the option to play on another team in another level, or to leave the league. If there is not another available team or if the player chooses not to play, a pro-rated refund of that player's season's fees will be made if that player registered individually. AHA maintains the right of final placement decision.

#### **Playoff Seeding**

The following criteria will be used to determine seeding for the playoffs.

- (1) Total points in the regular season
- (2) Number of wins in the regular season
- (3) Head-to-Head record between teams in the regular season (Applicable only if equal amount of games have been played between tied teams.)
- (4) Fewest total penalty minutes in the regular season
- (5) Fewest goals allowed in the regular season
- (6) Most goals scored in the regular season
- (7) Coin toss

(Note: If three teams are tied, once a team is determined as the higher seed, the tie breaker reverts to step 1 of the criteria between two remaining teams if necessary.)

### **Playoff Tie-breakers**

The following criteria will be used to determine tie-breakers in standings for pool-play playoffs.

- (1) Most points in pool play
- (2) Wins
- (3) Head-to-head record between teams in pool play (Applicable only if equal amount of games have been played between tied teams.)
- (4) Goal differential for all pool play games (6 goals per game max.)
- (5) Fewest goals allowed in all pool play games
- (6) Fewest minor penalties in all pool play games.
- (7) Fewest total penalty minutes in all pool play games
- (8) First goal scored in pool play games
- (9) Coin toss

(Note: If three teams are tied, once a team is determined as the higher seed, the tie breaker reverts to step 1 of the criteria between two remaining teams if necessary.)

### **Forfeits (Playoffs)**

If a team forfeits a game in pool play games, all games for which that team is/was scheduled to participate in will be declared a forfeit and recorded as a 1-0 loss.

### **Referee Absence**

No game shall be played in the absence of a USA Hockey Certified referee. If no referees are present for a scheduled game, the game is void and the teams may use the ice slot for practice. The game will be rescheduled.

### **Roster Buy-Outs**

When any team, or its members, registers to play in the Adult Hockey Association, they are agreeing to pay the full amount due from each team. Every team is responsible for payment of the required number of roster spots.

### **Team Captains**

All Captains are responsible for conveying official information to team members as well as acting as a conduit of inquiry between the team members and the appropriate Administrator. Captains are obliged to support and enforce League policy and to lead their teammates through mature example. Captains should be selected on the basis of accessibility, reliability, and responsibility.

Captains are to be selected by a simple majority vote of the players and serve a term of one year (as defined by September 1 – August 31.)

Due to the enhanced responsibilities and duties of the Captain, AHA Hockey is authorized to summarily remove any individual from the post and appoint a team member as interim captain until such time as a team election can be held.

### **Team Rosters**

The maximum size of a roster is 20 skaters including goalkeepers. The maximum number of players excluding goalkeepers may not exceed 19. The minimum size of a roster is 13 skaters and a goalkeeper if registering with team pay. The minimum size of a roster is 16 skaters and a goalkeeper if the team registers individually. AHA reserves the right to place players on teams as needed. Please also see Roster Buy-Outs. All team rosters are frozen on December 31. No additional players may be added to the team after that date.

### **Substitute Goalies**

In the event a team's rostered goaltender will be absent from a game, the team may use an AHA approved substitute goaltender as provided on the league web site, or the team may elect to skate with 6 players without goaltender privileges. A substitute goaltender may be used only in the absence of the team's rostered goaltender(s).

### **Players on Multiple Teams**

Players may play on multiple teams in AHA, however cannot play on multiple teams in the same division (if multi-divisional tier) or tier (if single divisional tier.) If a player is rostered on two teams in the same tier and both teams advance to the playoffs, the player must declare, prior to the playoffs, which single team he/she will participate with.

### **Playoff Participation**

Rostered players must participate in at least five regular season games with the team to be eligible for Winter playoff participation with that team.

### **Arena Rules**

All teams are expected to obey all rules and guidelines posted by the management of all arenas. Failure to comply with the posted rules can result in discipline from AHA, including forfeiture of games and suspension of Captains and/or players.

**Minors**

At no time are minors allowed in the players bench, in the penalty box or scorers area, nor on the ice for AHA programs. Violation of this policy will result in a two minute bench penalty. Minors in locker rooms must be supervised by their Parent or Guardian at all times.

**Video Recording Devices**

No video recording devices of any kind may be utilized inside the playing area. This includes equipment mounted to a player's equipment, inside the goals, or in the player's bench area.