



OFFICIAL LEAGUE RULES & REGULATIONS

League Manager – Mike Nardi

TAHL Hockey Coordinator – Mike Nardi

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TEAM, PLAYER & ROSTER INFORMATION:

1. LEAGUE FEES

- a. Failure to meet the league payment schedule will result in cancellation of all games associated to said team until such time that the team account is brought into good standing.
- b. In order to minimize this potential, **all teams will be required to provide a credit card number and authorization at the start of the season. Should a team account become 14-days past due, the credit card will be charged the amount due, regardless of the original intent of payment.** *Any team not able to fulfil their league obligations at any time during the season will be charged on a per game basis played (based on the total league payment divided by number of regular season games) plus a 20% administration fee.*

2. ROSTER

- a. Each team is permitted to carry a **maximum** of 26 players, plus 2 goaltender(s) on their roster.
- b. **Before every game a roster submission form must be presented to the scorekeeper on duty at the penalty box prior to the game beginning. (Before warm-up would be ideal). This roster submission form is available in all dressing rooms. Your team may have these pre-filled (by computer) if you wish so you do not have to fill one out for every game. You will not be given a game sheet anymore. Pay close attention to this during the year as it makes playoff eligibility much more clear and accurate.**

3. GAME SHEETS and ROSTER WAIVERS

- a. Game sheets and roster waivers for active players for each game must be registered between the scorekeeper and team captain at least 5 minutes prior to warm-up. **Please ensure accurate and honest line-ups.**
- b. **A player cannot play without having signed the WAIVER FORM (This includes spares/sub players). The referees and scorekeepers will check numbers on the each team (on ice) to ensure numbers match the score sheet line-up.**
- c. **Team Captains have 72 hours after the start of the game to email any stat corrections or missing players from roster. Only captains or team officials appointed from the captain at the beginning of the season may contact the league coordinator about stats.**

4. PLAYER ELIGIBILITY TO PLAY GAMES

- a. **All players must be 19 years of age or older.**
- b. Players arriving after the commencement of a game must be fully dressed and signed-in on the official game sheet (including waiver if necessary) **prior to the start of the second period.** Any player arriving after the second period has begun will not be eligible to play in that game and will not be credited for a game played.

5. PLAYERS REGULAR SEASON ELIGIBILITY

a. Use of illegal or ineligible players will be reported by the scorekeeper to the League Manager and Supplementary Discipline Commissioner for further review.

6. PLAYERS PLAYOFF ELIGIBILITY

a. For a player to be eligible for playoff competition, the player must have played in a minimum of **10 games (Winter League) and 5 games (Spring League)** of the team's regular season league games.

b. Exceptions can be made for goaltenders, in which this must be cleared by the League Manager (see below under 'illegal player').

c. All players who are checked on the official game sheet and who play before the start of the second period will receive credit for a game played.

d. In the case of a long term injury to a player, an exception to this rule can be made. If a player is expected to miss any length of games due to an injury the expected length of absence must be declared within **72hrs** of the injury and a dated doctor's note must be provided. **Captain must address this well in advance of playoffs.**

7. SUSPECTED ILLEGAL PLAYERS ~ PLAYOFFS (NO RINGERS PLEASE!!!!!!)

a. Should a team be without their goalie(s) for a playoff or post game #19 winter/#9 spring game, **the League Manager and opposing team must be notified a minimum of 4 hours prior to the playoff game start time.**

b. For playoffs games, approval must be acquired from the League Manager. The opposing team captain (or alternate captain, and or person in charge of the team for that particular game) must be notified as well.

c. Any questions regarding the eligibility of a player or goaltender during the regular season or playoffs **must be addressed to the referees prior to the start of the second period.** At a team's request, the referees will check to see if that player is who he claims to be by viewing the player's identification. Referees and scorekeeper will also confirm if a player has the minimum number of games to be eligible for the playoffs.

d. Should the player in question be who they are claimed to be and be eligible to play in playoffs (ex. not under suspension or not meeting the minimum number of games), the questioning team will receive a minor penalty for delay of game.

e. Should the player not be who they say they are, or cannot produce identification verifying who they are, or be ineligible for any other reason, the offending will team automatically forfeit the game.

f. Any incident where an illegal player is found to be playing will be reported by the timekeeper to the League Manager and Supplementary Discipline Commissioner for further review.

g. Referees and scorekeepers can do random checks throughout the playoffs.

8. PLAYING ON MULTIPLE TEAMS

a. A player is eligible to play on more than one team within the same division or another division (no more than 3 divs apart for winter, 2 divs apart for spring). **However, a player**

cannot play for more than 1 team in the same division during the playoffs. He must declare which team he is going to play for prior to playoffs.

b. Players wishing to play for more than one team must receive written permission from the league manager.

c. Exemption may be given to team(s) who move to 3 divisions apart because of tiering.

d. Any player playing on multiple teams in different divisions who is suspended, must await the completion of that suspension with the team represented at the time of the infraction before returning to play on any team within any division of the TAHL.

9. SUBSTITUTE GOALTENDERS AND GOALTENDER INJURY

a. Substitute goaltenders (regular season or playoffs) of appropriate skill level may only play with the approval of the league manager.

b. If a goaltender is kicked out of a game and the team has no alternate goaltender, the team must continue immediately with a 6th player and no goalie.

c. If a goaltender goes to the players' bench due to an injury, he must be replaced by an alternate goaltender and no warm-up will be permitted if an alternate goalie is dressed.

10. SKILL LEVEL / BALANCING OF TEAMS

a. The TAHL reserves the right to place teams in any division deemed appropriate by the end of Game 4.

b. There may be the possibility of team movement later on if the league deems necessary.

11. JERSEY CONFLICTS

a. All players must wear matching sweaters, and be numbered differently.

b. In the event of a conflict of team colors (the referees and team representative will determine if there is a conflict) the **visiting team** must wear alternate jerseys. Numbers should be consistent for both jerseys.

12. COACHES/MANAGERS ON THE BENCH

a. A team is allowed two non-dressed personnel (coach's, manager) behind the bench during a game.

b. Suspended players are not permitted on the bench while serving a suspension.

GAME GENERAL RULES

13. WARM-UP

a. Teams will be permitted up to a 5-minute warm-up prior to each game. Warm up will begin precisely at the scheduled game time regardless if players are ready or not.

14. AUTOMATIC ICING

a. All stoppages for icing will be initiated when the puck crosses the goal line of the non-offending team. All icing calls will be initiated by the offending team shooting the puck into the defending zone from behind the center red line.

b. **NOTE:** If a goaltender leaves the crease area to **play the puck**, the icing will automatically be waived off. Each goalie will be given one verbal warning per game not to leave the crease. Referees are aware that some goalies may just go behind the goal line to retrieve the puck. If this is the case, the goalie must put his arm in the air to show that he is not leaving the crease to **'play the puck'**.

15. OFFSIDE PASSES

a. The center red line will not be in play at any time for off-side passes.

16. FACEOFFS

a. All face-offs will originate at the nearest dot to where the play was stopped. **Deliberate high sticks on the puck** and **penalties** will result in the face-off automatically being done in the defensive zone of the offending team.

b. Unless the non-offending team stopped the play by causing an icing or going offside which in this case the face off will be at the nearest face-off spot outside the offending team's zone.

17. TIME-OUTS

a. Each team is permitted one 30 second time-out per game.

18. GOAL CREASE

a. Players are permitted to enter the goal crease area, as long as they do not make contact or interfere with the goaltender. If the goalie is interfered with by an opposing player, the referee will stop play, and at his discretion the referee will either:

- i. (For a very minor event that did not cause a goal like just touching the goalies) Warn the opposing player and place the a faceoff outside of the accused teams attacking zone;
- ii. Assess a minor penalty for interference on the opposing player;
- iii. Disallow a goal and assess a minor penalty for interference on the opposing player.

19. STICK MEASUREMENTS AND EQUIPMENT MEASUREMENTS

- a. Stick and Equipment measurements will not be permitted.
- b. However, if in the opinion of an official, any stick or equipment poses a threat to the safety of other players, and/or causes an obvious unfair advantage, the player will be asked to remove it from the game.

20. Head contact

- a. All head contact will not be deemed acceptable and not tolerated. A double minor penalty will be given to any head contact given. This includes accidental hits to the head, intentional head contact, face washing.

ICE TIMES & GAME FORMAT

21. BEGINNING GAMES ON TIME

- a. It is the team's responsibility to start each game promptly at their scheduled time.
- b. Warm-up is 5 minutes in duration and the game is to begin immediately after. Referees have been instructed to begin the game as soon as there are 6 players available on each team (goalie or no goalie) and the schedule start time has lapsed.

22. LENGTH OF GAME

- a. Each game shall consist of three **13-minute** stop-time periods. **In the event that a game is running behind due to an occurrence(s) within the game, the third period may be shortened at the referee's discretion. Please note that league officials will monitor game lengths and this schedule may change as necessary.**

23. DEFAULT POLICY

- a. All teams must dress a minimum of 5 players and 1 goaltender.
- b. To start a game there must be a minimum of 3 players and 1 goalie dressed (or 4 players).
- c. By the start of the second period there must be 5 players and 1 goalie (or 6 players) on the ice for the game not to be a forfeit.
- d. **If a team gives at least 5 days notice** that they are unable to play a game, then they will be subject to a \$150 default fee that must be paid prior to their next game. If the league is able to reschedule the game to a future date, then this default fee will be waived/refunded. If the league is unable to reschedule the game, then the team that is defaulted against will receive 1) a victory in the standings (and the defaulting team will receive a loss), 2) a \$150 credit towards an icetime (based on availability), and 3) the use of the originally scheduled ice time for a team practice.
- e. **If a team gives less than 5 days notice** that they are unable to play a game, or no-shows on the day of the game, then they will be subjected to a \$250 default fee that must be paid prior to their next game. The team defaulted against will receive 1) a victory in the standings (and the defaulting team will receive a loss), 2) a \$150 credit towards an icetime (based on availability), and 3) the use of the originally scheduled ice time for a team practice. The remainder of the fee will go towards covering the costs of the referees and timekeeper, as well as league admin fees
- f. All defaulted games will result in a 3-0 loss for the offending team
- g. Any player currently suspended at the time of a default game shall be dealt with in the following manner.
 - i. If the suspended player plays on the team who has defaulted, that player shall not receive credit for a game missed. However, if the suspended player represents the opposing team, credit for that game shall be applied to the suspension as a game missed.

24. GAMES TIED at the end of REGULATION – Regular Season Overtime

- a. Time permitting; a 3-minute sudden-death overtime will be played 4-on-4 (stop time).

- b. If no goal is scored, teams will enter a 3-player shoot-out (Home team can choose to shoot first or last).
- c. Any penalty in the fourth period, that has not expired, will eliminate the penalized player from shootout participation.**
- d. Winning teams will receive 2-points in the standings, OT or shoot-out losers will receive 1-point. **It is solely up the refs to decide if there is time for OT or go directly to a shootout.**

25. OVERTIME IN PLAYOFF GAMES

- a. Period Four - 4 minutes (stop time) 3-on-3
- b. Period Five - 3 player shoot-out (Home team can choose to shoot first or last)
 - For period Five, the following will occur:
 - i. Referees use CHA procedures for penalty shot
 - ii. Any penalty in the fourth period, that has not expired, will eliminate the penalized player from shootout participation.**
 - iii. If necessary, following the first three shooters, single shooters will continue until a winner is decided
 - iv. All players must shoot before any player takes a second shot.

26. TIES IN STANDINGS

- a. Final standings will be based on **total points** from the team's Win/Loss record for the entire season.
- b. Because team movement is imminent, winning % within division will be present.
- c. In the event of a tie in the standings (total pts.) after the regular season, final results will be decided by:
 - i. Winning % within division only if teams have been moved due to tiering
 - ii. Most Wins
 - iii. Record against the team(s) you are tied with
 - iv. Goal Differential (goal for minus goals against)
 - v. Least Penalty Minutes (average per game in all games played)
 - vi. Least Goals Against

PENALTIES & SUSPENSIONS

27. MINOR PENALTIES

a. All minor penalties will be interpreted and assessed in accordance to the Hockey Canada Rulebook unless specified below.

Please refer to the Hockey Canada website to obtain their rulebook

http://cdn.agilitycms.com/hockey-canada/Hockey-Programs/Officiating/Downloads/rulebook_casebook_e.pdf

28. BODY CONTACT / BODY CHECKING / BOARDING/ CHARGING

a. For these infractions, a **double-minor is assessed instead of the single minor penalty** stipulated in the Hockey Canada rulebook. All other interpretations and procedures are the same.

29. GAME EJECTION PENALTY

a. Any player receiving **three (3) minor penalties** will be assessed a Controlled Game Misconduct.

b. A goaltender accumulating 3 minor penalties will be permitted to stay in the game, reported to the League Commissioner via Incident Report and can face Supplementary Discipline.

c. A repetition of game ejections during the same season will be reviewed by the League Commissioner and possible Supplementary Discipline can be considered.

Please note: During a single game, all minor penalties are recorded and count towards the game ejection penalty including a delayed penalty that was cancelled due to a goal.

d. All double minor penalties count for 2 minor penalties towards the game ejection penalty count.

30. FIGHTING

a. Fighting is interpreted as “throwing one punch or more regardless if the gloves are on or off.” **It is the referee’s discretion whether the player(s) will receive a ‘fighting major’. If assessed, it will automatically be reviewed by the League Commissioner.**

31. OFF-ICE ALTERCATION/FIGHTING

a. The TAHL will not tolerate any time of off-ice altercation or fight. Should this occur, whole teams or players involved, can face disciplinary action and possible suspension.

32. ATTEMPT TO INJURE

a. As stipulated in the Hockey Canada Rulebook, should the referee interpret a players actions as an attempt to injure, an automatic match penalty, regardless of whether the action causes injury or not, and will be assess and the incident reported to the League Commissioner for further review and possible Supplementary Discipline.

b. Should there be injury, the results of the action and subsequent injury will be considered by the League Commissioner when determining if Supplementary Discipline will be implemented.

33. VERBAL ABUSE

a. Verbal abuse directed towards officials, opponents or teammates will not be tolerated. The League Commissioner will review all instances of reported verbal abuse and assess if Supplementary Discipline is to be implemented.

34. SUPPLEMENTARY DISCIPLINE & SUSPENSIONS

Game Misconducts (GM), Gross Misconducts (GRM) and Match Penalty (MP)

a. All GM, GRM & MP penalties are reported to the League Commissioner for further review and possible Supplementary Discipline, including but not limited to the suspension of players or teams.

b. During investigation and review of an incident, the League Commissioner has the right to temporarily restrict a player's ability to play in the TAHL league as a whole or within a given tier.

c. All games played while a player is waiting for a hearing or decision will to be credited to the player.

d. All infractions occurring before, during and after any scheduled game are subject to review by the League Commissioner.

e. The League Commissioner may assess Supplementary Discipline at any time during the regular season or playoffs.

f. Suspensions issued by the League Commissioner will be issued in games – "1 game, 2 game etc."

33-1. SUSPENDED PLAYERS PLAYING ON MORE THAN ONE (1) TEAM

a. A player suspended in any tier of the TAHL will remain ineligible for all teams with the league until that suspension is served in full.

IMPORTANT: This included subbing for teams.

b. **IMPORTANT:** A player suspended for a game on a specific day would be ineligible for all games occurring that same day.

Example: Sun Nov. 3rd/2013 – 7:30pm - Suspended

*Sun Nov. 3rd/2013 – 9:00pm – **Ineligible***

Mon Nov. 4th/2013 – 7:30pm – Eligible

35. TEAM GROSS MISCONDUCT

a. If necessary, the League Commissioner may place a team under review and suspended their games indefinitely until such time as he/she and League Manager are satisfied that the situation(s) causing review have been remedied in a satisfactory manner.

b. Should it be necessary, the League Commissioner has the right to cancel any game they feel will compromise the safety of the league and those participating in it.

36. APPEALS

a. Any appeal must be received in writing (written, fax or email) within 24 hours following the issuing of the decision.

b. An appeal can only be submitted by the individual involved or team captain as recognized by the TAHL League Manager.

c. The appeal process will be clearly outlined in each decision and communicated clearly to all those involved.

GENERAL INFORMATION & SAFETY:

37. ARENA & PROPERTY

- a. Any damage to the arena or its' property must be paid for by the team responsible prior to participation in any further league games. Non-compliance will constitute in automatic suspension from the league and further action as necessary.
- b. All players are expected to observe and follow building guidelines which are posted throughout the Doug Mitchell Thunderbird Sports Centre and/or communicated by staff.
- c. **IMPORTANT: Pre-game, all players (and pucks) must remain off the ice until such time that staff have fully completed their ice clean AND the Zamboni doors have been shut.**
- d. **IMPORTANT: Post-game, all players are expected to leave the ice immediately without any delay.**

38. ALCOHOL / CONTAINERS

- a. Alcoholic beverages and/or glass containers are prohibited in the arena. Failure to comply will result in disciplinary action against the offending individuals and/or associated team(s), including possible suspension from the league. This rule applies to all areas within the facility and associated perimeter areas (including parking lots).

39. SMOKING

- a. Smoking is not permitted anywhere within the facility. **Teams failing to comply will face disciplinary action, including possible suspension from the league.** This rule applies to all areas within the facility.

40. PERSONAL PROPERTY

- a. UBC, the Thunderbird Winter Sports Centre and the Thunderbird Adult Hockey League accept no responsibility for lost or stolen team/personal property. **Unfortunately, theft can happen and we strongly suggest that no valuables be brought into the arena. If you do bring valuables into the facility, we recommend that you bring them with you to the bench. Locks are not provided for dressing room doors so it is the team's responsibility to lock their dressing room before going on the ice.**

41. NOTICES

- a. All players should check the league bulletin board (Pointstreak.com) for any postings concerning game changes, standings and league news. Team representatives are encouraged to check in with the league office and communicate all concerns to the league manager.
- b. **Please note that it is the team captain's responsibility to remain aware of all suspensions handed down by the league. These suspensions will appear on www.pointstreak.com.**

42. PLAYERS INJURED AND BLOOD DRAWN

- a. If a player is cut during a game and blood is drawn, the player must leave the ice to clean and bandage the wound, prior to being allowed to continue playing in the game. It is

strongly recommended that each team carry their own first-aid supplies. **In the case of emergency, payphone (located at north entrance) can be used to dial 9-1-1**

43. HELMETS including GOALTENDERS.

- a. At all times while on the ice, (including pre-game warm ups, intermissions and shootouts) all players, goaltenders and referees must wear a C.S.A certified hockey helmet.
- b. Chinstraps of the helmet shall be securely fastened under the chin.
- c. Violations can result in a minor penalty being assessed to the offending player.

44. FACIAL EQUIPMENT

- a. C.S.A certified face shields or full cages are strongly recommended for all levels of hockey within the TAHL. **Please note, the TAHL does not provide any form of dental coverage.**

45. NECK GUARDS

- a. Neck guards are advisable and recommended

46. ACCIDENTS and FIRST AID INCIDENTS

- a. All accidents and first aid incidents must be reported to the League manager within 24 hours of the incident. An injury report must be filled out by referee, scorekeeper or rink staff on duty.
- b. In the event of Emergency Services (Police, Fire, or Ambulance) or UBC Campus Security being required, the League Manager is to be informed as soon as possible.

47. FIRST AID and AED

- a. The Doug Mitchell Thunderbird Sports Centre and UBC Athletics, encourage all teams and/or participants to provide their OWN FIRST AID supplies.
- b. Heart defibrillator machines (AED's) are located in the building (currently located in all 3 rinks) and available in event of an emergency. These machines are accessible to public.

THUNDERBIRD ADULT HOCKEY LEAGUE (TAHL) SUPPLEMENTARY DISCIPLINE

1. INTRODUCTION AND SCOPE

- a. Participants playing in the (TAHL) are responsible for conducting themselves in a respectful and appropriate manner as designated by the TAHL Official League Rules as well as guidelines set forth by the University of British Columbia. **IMPORTANT:** Current UBC Students, Faculty and Staff are further responsible for conducting themselves in a manner reflective of the values and policies set forth by the University of British Columbia.
- b. Individuals or teams that breach these guidelines while participating in the TALH, or are involved in an incident of misconduct in, at, or surrounding the TAHL or Doug Mitchell Thunderbird Arena that is beyond the reasonable and acceptable limits conduct or game play, will be subject to review and, if necessary, appropriate disciplinary action.
- c. Disciplinary actions can include, but are not limited to suspensions with a range of severity from temporary to a complete ban from the league and associated facilities. Depending on the nature and severity of the incident these actions can affect single participants, team captains and/or entire teams.
- d. In cases where the severity of the incident is extreme, the TAHL and the UBC Department of Athletics and Recreation reserve the right to report any incident to associated university organizations and departments including but not limited to the University Student Conduct Manager, UBC Campus Security or the RCMP.

2. SUPPLEMENTARY DISCIPLINE PROCESS

- a. An incident is reported by a TAHL staff member or DMTA staff member (Manager, Referee, Building Supervisor or Ice Maker, etc.) or;
- b. An incident is reported to the TAHL by a concerned participant or spectator.
- c. All incidents are reported to the League Commissioner and cc'ed to League Manager. After an initial review of the incident by the League Commissioner, should further investigation or disciplined be required, a temporary suspension of privileges can be put in place, and will remain until such time as the parties responsible have arranged to meet (via phone or in person) with the League Commissioner.
- d. Team Captains, and where possible, individuals involved in the incident, will be notified via email, and where possible, via phone, of the incident report, investigation and the immediate consequences and procedure. It is the team captain's responsibility to make sure that all necessary information involving their teammates is relayed to the appropriate parties.
- e. The incident will then be reviewed by the League Commissioner with all necessary parties and a decision will be made.
- f. Team Captains, and where possible individuals involved in the incident, will be notified via email and phone of the decision. It is the team captain's responsibility to pass the information onto the appropriate parties. A written record of the incident will be kept on file.

g. After completing the necessary suspension or other disciplinary consequences, the team or player will be automatically reinstated into the league unless specifically specified by the League Commissioner.

h. All incidents are kept on file and can affect and be taken into account should future disciplinary actions taken by the TAHL League Commissioner.

2. OTHER SUPPLEMENTARY DISCIPLINE SANCTIONS

a. The TAHL League Commissioner has the ability to impose Supplementary Discipline actions including but not limited to monetary fines or letters of apology.

3. DISCIPLINARY RECORDS AND CONFIDENTIALITY

a. The Thunderbird Adult Hockey League will retain all records of disciplinary action for the duration of the leagues existence. These records can be used to guide disciplinary trends, address repeat offenders or where necessary address assist in 3rd party investigations if required.

b. All records and details of incidents will remain confidential unless requested by authorized authorities.

4. COMMISSIONER, SUPPLEMENTARY DISCIPLINE

a. The position of 2016-2017 TAHL League Commissioner, Supplementary Discipline will be held by:

Michael Nardi

TAHL League Commissioner, Supplementary Discipline

Department of Athletics & Recreation | UBC REC

The University of British Columbia | Vancouver Campus

Phone 604 827 4936

b. Where it is not possible or conflicts exist, the Commissioner can appoint an Acting or Temporary Commissioner to over specific incident, tier or duration of the league.