

# **SUNDAY “B” ADULT HOCKEY LEAGUE (SBAHL)**

## **2008-2009**

### **GUIDELINES & PLAYING RULES**

#### **Officers Duties**

**President:** Elected by popular vote, for a two-year term. He or she will take office the first schedule meeting after the playoff season ends.

**Duties:** To oversee league operations and administration to ensure full compliance with league rules and procedures. The president and secretary will act as tiebreakers during voting at league meetings (their vote will count as one). If the president is absent the secretary will vote on tied issues and vice versa. If the meeting is about the president or secretary only one will be aloud to vote, as a tiebreaker.

**Treasurer:** Appointed by board of directors, may be removed by a deciding vote from the board of directors at any time.

**Duties:** Collect all payments made to league from its members, issue checks to the Civic Center for ice, timekeepers and referees on a timely manner (on time) and to issue checks for other expenditures as seen fit by the board of directories. Will also send a financial report monthly to secretary showing debits and credits.

**Secretary:** Appointed by popular vote for a two-year term. Will take over as soon as playoffs end.

**Duties:** Maintain and post all league stats, keep records of all league members and spares list. Apply forfeits to standings as indicated by league rules. Run and organize a draft at the beginning of every skate season. Keep records handy for review of debits and credits. To establish fees per player not to exceed 5% of cost of ice, referees, timekeepers and insurance and other expenses needed to run and organize the league.

## **BOARD OF DIRECTORS**

The board shall consist of President, Secretary and two representatives from each team. In order for a meeting to be official there must be at least four teams represented whether by one team rep or by two from each team. Also the President or Secretary must also be present.

Duties: Will be to consider matters of policy, rules or other considerations, to help organize and conduct an orderly draft.

1. Make rule changes as necessary to maintain safe play.
2. May change-playing rules at any time but the league will have a two game notice before changes go into effect.
3. Must at all times take into consideration the league members ideas and grips and if necessary bring them to the board.
4. Team reps will consist of two active members of the league, no team rep can be chosen from the spares list unless there is an opening in the league and meeting the rating and lottery criteria met forth.

Team Members: Must remain a league member in good standing thru out the season.

1. **NO CALL NO SHOW:** Must notify team rep within 24 hours. Failure to do so will result in a one game suspension.
2. Must pay on time or make arrangements. If a team member owes a pay period and gets into the next pay period he will be considered for suspension from the league until he or she has paid in full.
3. Any team member may skate for any other team as a spare as long as he or she is of same rating and the team member is waived from any spare fees.
4. Any team member may bring any issue to his team rep and request a league meeting.

## **SPARES**

- 1. All spares will be placed on a list according to ratings and placed on a lottery list. Each rating will have its own lottery.**
- 2. When a spare is needed to replace a player as a perm player, the spare at the top of the lottery list for that rating has first choice to play as a permanent player, if that player passes then you go to next and so on till you find someone that can play as a permanent.**
- 3. When a team rep is notified that player will be taking a leave of absence that team rep has two games to replace that individual, if not it will be done for you. Unless there are two or less games left in the season then he may use the spares list to finish out the season.**
- 4. Once a spare becomes a perm player he falls under the same rules as a league player. When a spare becomes a perm player, replacing a player on leave of absence, this same player will have precedence the following year if the leave of absence player doesn't return.**
- 5. The Secretary will determine spare fees.**
- 6. Team reps do not have to use the lottery system when they need a spare unless a player will be out for more than three games.**
- 7. Spares may play more than one game; spare fees will be reduced, determined by secretary.**

## **PLAYING RULES**

- 1. Each team must have ten players plus a goaltender except injury or illness during the game.**
- 2. Penalties will be called as seen fit by referees adhering closely to NHL Rules unless otherwise stated.**
- 3. All minor penalties will be one and a half minutes, majors will be four minutes, and misconducts will be six minutes.**
- 4. Game Misconduct penalties, player is removed from the ice, if there is two minutes or less in the game the game misconduct will carry to the next game.**
- 5. A Disqualification penalty, player will be removed from the ice and suspended for the next two games.**
- 6. Any player receiving more than one Game Misconduct or Disqualification during the season will be considered for further suspension or possibly expulsion.**
- 7. Any player receiving a DQ for fighting will be suspended accordingly by the referee association,**
- 8. High stick ruling (non penalty) face off will go to furthest dot in neutral zone.**
- 9. Icing will be from blue line not the red line (once the puck reaches the defending blue line it may be iced without penalty) unless defending team is shorthanded then icing will be legal.**
- 10. Two line passes are legal (no red line)**
- 11. Off sides will be tag up.**
- 12. Periods will be three thirteen minute stop time.**
- 13. No timeouts only in playoffs.**
- 14. Overtime in playoffs only.**
- 15. Slap Shots from the top of the face off circle out for the attacking team, defending team may use a slap shot in there own zone.**

## **OVERTIME**

- **FIVE MINUTE SUDDEN DEATH**
- **CHANGES ON THE FLY ONLY**
- **TEN MINUTE SUDDEN DEATH**
- **CHANGES ON THE FLY ONLY**
- **PERIOD STARTS FOUR ON FOUR**
- **FIRST STOPPAGE OF PLAY AT TWO AND HALF MINUTES OR LESS TEAMS DROP TO A THREE ON THREE UNTIL THERE IS A WINNER.**
- **IF A TEAM DRAWS A PENALTY, THE POWER PLAY TEAM WILL ADD A PLAYER, MAKING IT FOUR ON THREE, WHEN THE PENALTY IS UP THE PENALIZED PLAYER WILL RETURN TO THE ICE MAKING IT FOUR ON FOUR UNTIL THE NEXT STOPPAGE IN PLAY, AND TEAMS WILL RESUME BACK TO THREE ON THREE.**