



PLAYER GUIDEBOOK

SPRING 2023



■ REGISTRATION

Players must have a signed waiver on file, or fill out a waiver at the sign-in table before the team's first game.

No team can play with an un-rostered player or Sub. "Rostered" constitutes a player who has been designated by a captain to a specific team BEFORE the game. All "rostered" players, including Subs must be current on dues before stepping on the ice.

■ PLAYER CHECK-IN PROCESS

All players must check in before each game at the front desk, and sign the *PLAYER SIGN IN SHEET*. The League Committee monitors policy, players and will communicate directly with team captains if their team fails to follow this procedure. A team that continually fails to follow this procedure is subject to disciplinary action (player suspension, captain suspension, etc.).

■ PLAYER PORTAL

All Captains must submit their Subs in the "Player Portal" no later than 1 hour before their scheduled game time. Any major penalties, fighting, injuries or game misconducts must be submitted into the "Player Portal" before 12 noon of the next day.

■ GAME DURATION

1) All games are comprised of a 3 minute warm up time with three (3) fifteen (15) minute periods of stop time.

■ TIME OUTS

During the game, there will be one (1) time out per team per game.

■ RUNNING TIME

If one team is up by 5 or more in the 3rd period, there will be a running clock. When the score is back within 2 goals, the clock will return to stopped time again. The clock will stop for injuries.

■ LOCKER ROOMS

Players should dress only in the designated locker room listed on the Lobby TV. Please refrain from keeping valuables in your hockey bag as the rink is not responsible for lost or stolen items. All players should enter the rink from the main lobby doors. ALL players should police the trash in the locker room and assist in keeping tape balls, cans, and other trash items in the trash can. We ask that all players vacate the rink after the last game of the night 45 minutes after it's conclusion.



■ PENALTIES

The league has adopted the FOUR (4) penalty rule. Any player who commits a fourth penalty during a game will be ejected from the remainder of that game.

Any high stick penalty that has caused injury is a double minor.

■ CHECKING

This is a no checking league. You should expect incidental contact. However, the referees may issue a game misconduct or game ejection to anyone who purposely violates this rule, said misconduct will be reviewed by the league commissioner/disciplinary committee and the offender possibly removed from the league at its sole discretion.

■ FIGHTING

Zero tolerance to fighting. Anyone fighting will be expelled from the game by the referees, and suspended for the next two (2) scheduled games. Should an incident involving the same individual occur a second time, that individual will be ejected from the league without refund. It will be the discretion of the league committee as to whether said player will be allowed to return to the league. If that player returns to the league, they will be on probation for the following season, if the player is involved in another fighting penalty then that player will be permanently expelled from the league without refund.

■ ABUSE OF OFFICIALS

Verbal and physical abuse of any official (on/off ice) will not be tolerated by the league. The league, in its sole discretion, reserves the right to suspend or terminate any player from the league for detrimental behavior. All reviews will be made on a case-by-case basis by the league committee and will consist of information from teams, referees, scorekeeper and arena personnel. At all disciplinary hearings the player and team captain shall meet with the league commissioner/disciplinary committee.

■ SUPPLEMENTAL DISCIPLINE

The League Committee reserves the right to review any penalties and issue supplementary discipline to players deemed guilty of any actions deemed dangerous, or detrimental to the game and/or league.

■ RULINGS

All rulings of the referees/league commissioner/league officials are final.

The league reserves the rights to add/change rules or programs without prior notice.



■ TIE GAME - REGULAR SEASON

Should a tie exist at the end of a regular season game, there will be a 3 player shootout to decide the game. If it remains tied after the first 3 shooters, then it will become a single shooter, sudden death shoot out. The “Home” team will decide which team will shoot first. One point will be given to both teams and an additional point will be given to the winning team.

■ TIE GAME - PLAYOFFS

The overtime format for the playoff/championship games will be as follows:

- 4 on 4 for 5:00 minutes of sudden death time;
- 3 on 3 for 5:00 minutes of sudden death time;
- Then 3 player shoot out.

Still tied: Single shooter sudden death shoot out until one team is the victor.

■ UNIFORMS

All Jerseys must be matching (socks are encouraged but not mandatory). There needs to be an identified number on the back of each jersey for the score keepers to record their stats, and track penalties. It is the responsibility of the captain to make sure that all players have the same uniforms, including subs.

■ EQUIPMENT

Full Hockey Equipment and at a minimum, half shields are required; full face-masks/cages are encouraged.

■ SUBS

Subs are permitted to play in league games, but must pre-pay/register prior to arrival to a game through their Team captain. Team Captains must submit the subs name via the Captain’s Text Group informing the Committee about each sub playing. This will ensure that all Captains are aware of any non-rostered player, and the league will be able to track movement, scoring, penalties, playoff eligibility, etc.

Sub players must play in a minimum of 4 regular season games to be eligible to play in playoffs. Full time registered players are not required to meet the 4 games for playoffs.



■ LEAGUE PAYMENT

The Tahoe Ice Arena Adult League is a pay-to-play league. All participants must be current in their league fees in order to be play.

Please familiarize yourself with the following payment structure as it will be strictly adhered to throughout the course of the league:

- The cost of the Spring league is \$275 for 12 games (\$22.92 per game). All rostered players must be paid in full on, or before their first scheduled game. Any “draft skates” conducted before the beginning of the season are done as a courtesy and are at no cost. **ALL** other league games are pay-to-play and all participants must be current in their dues to be considered eligible to play.
- ALL players are paying for the actual team spot they are rostered on. Meaning, you are paying to play on (1) team. If a rostered player on Team A is a sub for Team B then you, or the team you are helping out will be required to pay the sub fee of \$25.00.
- All substitute players (Subs) will be required to pay the \$25 sub fee, before the game, in order to be eligible to play.
- Any team that plays a player who is not current in their league fees or “sub” payment will forfeit those games that the ineligible player competed in. It is the responsibility of the team captain to ensure that all players are current in their league fees.
- The maximum number of total games a “sub” can play in is four (4). On the fifth game, regardless of which team the sub player has subbed for, the sub must become a rostered player and pay for the remaining number of games left x’s \$25.00.
- The League will not be chasing anyone down for payment. Any player who is not current in their league fees will be removed from the league at the 3rd game mark. Once a player is removed from the league no other team is allowed to roster or have that player as a sub.
- All players will submit their sign-up information to their team captain. All players will then receive a electronic invoice, via their cell phone, in which they can make their payment. In order to track who has paid and who has not, **NO TEAM PAYMENTS WILL BE ACCEPTED.**



■ **PLAYER ACKNOWLEDGMENT**

I have read and the “League” rules and understand the expectations of playing in the league. _____

I understand that if I violate any of the rules outlined in the **PLAYER GUIDEBOOK** that I may be subject to discipline that entails my possible suspension, or ejection from the league on a temporary or permanent basis. _____

I understand that there are no refunds for participating in the League. _____

I understand that I will pay the necessary League Dues, whether as a “sub” or full-time team member. _____

I understand that failure to stay current in my League Dues may result in my removal from the league. _____

By signing below I acknowledge that I have read the **PLAYER GUIDEBOOK** and understand, and will adhere to it’s rules, and policies.

Failure to sign this document it is a statement signifying that I will not support nor encouraged the enforcement of the **LEAGUE GUIDEBOOK** and will not be participating in the **LEAGUE**.

Print Name

Signature

Team Name

Sub