



King Township Ice Hockey League

Declaration of Understanding

All teams and individual players agree to abide by the in-house league rules outlined below. The current [Hockey Canada Rule Book](#) will be utilized for all other rules. All teams agree to operate under the guidelines outlined in this manual. All players are required to read the enclosed information prior to the start of the season and team captains are responsible for ensuring this document has been by all players in its entirety.

League Overview

- (a) Non-Body Checking environment
- (b) Players must be 18 years of age or older
- (c) Players must sign Roster & Game sheet
- (d) Fighting & Dangerous play will not be tolerated

Registration Team/Individual

- (a) Team and Individuals must be registered to play league games.
- (b) The roster and registration process is set for each team based on the number of players.
- (c) All players must register individually for with their team.

Team Roster

- (a) All team rosters must be completed in full and registered in the league by the first week of the season.
- (b) Players cannot be added to final after the closing date and no changes will be permitted after.
- (c) Fall Season: September 20 - December 13
- (d)



Alcohol/Drug Policy

- (a) The terms and conditions of the facility rental agreement prohibit the use of alcohol/drugs in the arena, dressing rooms or bench.
- (b) If the officials suspect any player or team to be under the influence of alcohol/drugs, players will be requested to leave immediately.
- (c) The non-offending team of a suspended game, due to the above conditions, will be recorded as the winning team and receive the appropriate points in the standings.
- (d) Suspended games will not be made up and League Standings adjusted accordingly.
- (e) Any violation of this policy will result in the termination of a team or player from the League with no refund.

Dressing Room Keys

- (a) Dressing room keys will be provided by the league convener at the start of each night.
- (b) Teams will be responsible for locking their own dressing room door prior to the start of their game and leaving the key in the door at the end of their game ready for the next team.

Game Sheets/Rosters

- (a) Game sheets will be prepared and circulated to the home team by the League Convener.
- (b) Each team will receive a completed roster and all players must sign the roster sheet prior to game start. Players not listed or who have not signed the roster will not receive credit for points or attendance.

Game Sheet

- (a) Game sheets will be supplied under the Visiting teams roster attached to the clipboard.
- (b) The visiting team is responsible to bring out the game sheet with their Roster and provide it to the timekeeper.

Ice Surface

- (a) Players are NOT permitted to enter the ice surface until the Zamboni has finished, and the gate is completely closed.

Game Length

- (a) Each game consists of three, 10-minute stop time periods. To start the warm-up, the timekeeper will put 13 minutes on the time clock. Players are to be ready to face off when the clock reaches 10 minutes. The clock will continue to run until the first stoppage of play in the period regardless of if teams are ready to play. Teams must be prepared and ready to play 10 minutes prior to the listed time indicated on their schedule.

Running Time

- (a) Running time will commence in the last 5 minutes of the third period during the regular season and playoffs, where there is a 5-goal spread. It will revert to stop time if the game is brought within 2 goals (i.e.: 5-3).
- (b) The clock will also run during altercations to avoid the game delay.

Examples: includes fighting or lengthy verbal disputes between players or officials.

Player Lateness

- (a) A Late player participating in a game must be on the ice fully dressed at the start of the third period. (They must also sign the game sheet.)

Team Lateness

- (a) If a team is late at the beginning the game, the referee will issue a minor penalty for delay of game. When the clock reaches the 5-minute mark of the first period, a goal will be awarded to the opposing team. The game is an official forfeit if the team is not on the ice and ready to start play in the last 2 minutes of the first period.

Absent Goaltender

- (a) If a team is aware that their goalie will be absent for a game, they may contact the league to assist in obtaining a replacement.
- (b) In the event that a team does not have a goaltender ready to begin the game, that team may put a player in net, or ice six skaters for the first period. If a goalie is not fully dressed prior to the start of the second period, the team will default the game and the game may be continued as an exhibition match.
- (c) In the event that a goaltender is unavailable for a playoff game, a replacement must have played in at least two regular season games and signed the game sheet to be eligible. Otherwise, the replacement must be approved by the league prior to the game.

Penalty Interpretation

Game Ejection

- (a) Any player receiving three (3) minor penalties of any type in the same game will be ejected from that game regardless of if the penalties are coincidental in nature. Double minor penalties count as two penalties; thus 2 double minors equal a game ejection.

(B.O.G.) Balance of Game Penalty

- (a) A Balance of Game (B.O.G.) penalty is a game ejection only, with no penalty or suspension assessed to the offending player. Failure to leave the ice quickly will result in further penalty or suspension.
- (b) Goalies receiving 4 penalties will NOT be ejected from the game but will be suspended from their next scheduled game.

Player Suspension Responsibility

- (a) The Team Rep is responsible to investigate any match/major/game misconduct penalties issued to their team with the Convenor to determine suspension.
- (b) Any player on the team roster, knowingly participates in a game while under suspension will be further suspended as indicated below.
- (c) If The Team Rep permits a suspended or ineligible player to participate, he/she will also be suspended as follows: 1st occurrence 2 games suspension, 2nd occurrence season suspension

Penalty Minutes Carry Over

- (a) All team and player penalty minutes will carry over into the playoffs and will be used to determine the total minutes accumulate for the season, and any other suspensions due to accumulated penalty minutes.

Player Penalty Minute(s) Threshold Suspension

- (a) Player suspensions for accumulating penalty minutes are as outlined below.

40 minutes = 1 game suspension

60 minutes = 3 game suspension

70 minutes=Review and possible season suspension

80 minutes = season suspension

Team Penalty Minutes Threshold Suspension

- (a) Any team with an average accumulation of **10** minutes per game in minor and major penalties or more during the Regular season will NOT be eligible for playoffs.
- (b) The team will be disqualified from playoffs without any refund. This same threshold will apply for playoffs only.

Fighting Major + GM Penalties

- (a) Fighting and intent to injure will not be tolerated. (One punch can constitute a fight or a one player fight) Any or both players dropping their gloves to incite a fight will receive a B.O.G.

Note: In all fighting situations, if an Instigator and/or Aggressor are identified, that player will receive an additional game misconduct(s) to the following fighting suspension as outlined here.

- (b) If a clear instigator/aggressor is identified, the opposing player involved shall receive only a 1 game suspension

1st Occurrence: 3 game suspension in any period. 2nd Occurrence: League Expulsion

Fighting Off of the Playing Surface

- (a) Fighting off the playing surface, in the dressing room areas or in the hallways of the centre will not be tolerated, this action will result in a **SEASON SUSPENSION**.

Major + GM Penalties

- (a) 1st Major Occurrence: 1 game suspension during any period.
- (b) 2nd Major Occurrence: 3 game suspension during any period.
- (c) 3rd Major Occurrence: League Expulsion

Note: Any infraction which causes injury to a player that draws blood, an automatic major or match penalty plus a game misconduct will be assessed, along with the appropriate suspension.

Head Contact

The Head Contact rule will apply as follows.

- (a) A 4-minute minor penalty will be issued for any moderate intended Head Contact, *examples, punch, elbow, high stick, face wash, etc.*
- (b) The following suspensions will apply to any player in any period for receiving a HC penalty, as listed here:
 - (c) 4-minute minor penalty for intentional Head Contact
 - (d) 5 Major + GM will result in a 2-game suspension
 - (e) Match (deliberate intent/injury) will result in **League Expulsion**.

Checking from Behind

The following suspensions will apply to any player receiving a CFB penalty, as listed below:

- (a) 2 + GM = if issued in 3rd period a 1 game suspension will apply.
- (b) 5 + GM = 3 game suspension
- (c) Match (intent to injure) = League expulsion

Match Penalty

- (a) Any match Penalty is determined by the deliberate intent to injure and/or inflicted injury.
- (b) Match Occurrence will result in a review of the incident by a review committee and could result in an indefinite suspension from any further league play with league and no refund.

Game Misconduct Penalties

- (a) Any player receiving a Game Misconduct penalty will be suspended according to Hockey Canada minimum suspension guidelines
- (b) Additional Game Misconducts incurred by the same player, 1 additional game suspension will be applied for each occurrence, **when a player reaches 4 occurrences they will receive a season suspension.**
- (c) A post season review will be conducted by the Convenor and a committee to determine if the player will be ineligible to participate in the league.



Code of Conduct

We treat each other, Township property and staff with respect.

We are accountable for our actions.

We are polite, courteous and professional in our interactions.

We speak clearly, listen actively and use appropriate words, tone and body language.

We value diversity of all facility users.

We provide assistance to each other.

We value differing opinions.

We appreciate and acknowledge each person's role and contribution.

We resolve conflicts respectfully

We apologize for our mistakes and learn from them.



Release and Waiver of Liability

The participant hereby acknowledges full understanding of any and all risks involved with the use of King Township facilities; further, the participant indemnifies and saves harmless King Township, its affiliates, elected officials, directors, officers, employees, volunteers and agents from any liability in personal injury (including death), damages, loss, and/or theft resulting from the participant's use of or participation in any King Township program, service or facility.

The participant hereby waives, releases, and forever discharges King Township and its affiliates, elected officials, directors, officers, employees, agents, volunteers (collectively, the "Releases") from and against any and all liability, claims, demands, actions, or causes of action for costs, expenses or damages to property or personal injury (including death) (collectively, "Liability"), which may result from the participant's use of or participation in any King Township, program, service or facility. The participant hereby further agrees to hold harmless and indemnify the Releases from and against any and all Liability as a result of, or in any way connected with the participant's use of or participation in any Township of King program, service or facility.

I acknowledge that the personal information on this form is collected under the authority of the Municipal Act, 2001, S.O. 2001 c. M 25. On behalf of myself and all participants listed above, I give permission to the Parks, Recreation and Culture Department or its representatives and volunteers to administer the Township's Parks, Recreation and Culture department programs, including but not limited to processing this registration form, collecting fees, assigning participants to various programs and recording any medical information (if required). On behalf of myself and all participants listed above, I give permission to the Township to arrange for emergency medical care including but not limited to hospitalization and /or transportation to a local doctor or hospital for medical treatment if necessary, and I consent on behalf of myself and the participants listed below, to the administration of such medical treatment, at my own expense. I release, discharge, indemnify and hold harmless the Township of King from and against all claims or proceedings in respect of any costs, losses, damage or injury, whether to property or personal injury resulting from or arising in connection with my participation, or the participation by those persons listed above, in any activity contemplated by this Registration. I hereby further agree that the Township, its staff, volunteers and other participants, shall not be liable, either directly or indirectly, for any claims, or any damages, costs and expenses respecting any act done in good faith, including but not limited to personal injury, death, property damage or loss resulting from or in connection with participation in any activity contemplated by this Registration, whether or not such injury, damage or loss occurred as a result of any negligence, negligent misrepresentation or breach of statutory duty and/or breach of contract on the part of the Township its staff, volunteers and other participants. By registering in a program, I agree to medical attention and accept inherent risks associated with the program.

By engaging in the league, I am confirming that all the information I have supplied is correct and agree to the terms and conditions for the Release & Waiver of Liability stated above.

Contact jquirk@king.ca for any inquiries