

ALBERTA MEN'S HOCKEY LEAGUE

RULE CHANGES – SUMMARY

Effective September 2010

Rule 1-1 Smoking

NOTE: Any team **caught using illegal drugs** in the dressing rooms will be expelled from the League! *This has been changed from any team smoking drugs in the dressing room.*

Rule 1-3 Dressing Rooms

Teams that exceed this time limit, or leave the dressing room in an untidy state **will be responsible for any additional cleanup or overtime costs charged by the arena.** *The previous rulebook had this as a \$200 fine.*

Rule 1-7 Goaltenders Net and Crease

Extended Goal Crease Rule: - added last year – please see the Rule Book.

Rule 1-8 Players' Benches

All suspended players and any non-registered persons will NOT be allowed on the player's bench. This includes players ejected from the game and is to be enforced. *In the past, ejected players have made their way to the player's bench after a flood. This is not to be permitted.*

No person under the age of 18 will be allowed on the player's bench. *This includes children with or without a helmet and full face-gear on – they are simply not allowed on the bench.*

Rule 2-1 Registration - Online process is entirely new.

– unregistered players will not be credited with points or games played

– no unregistered player appear on website unless registered player taken off roster – with 'UR' code

Paper waiver forms are to be used as last resort only.

Players will be allowed to register with more than one team, providing the two teams are in different divisions. **Full time Division 1 and 2 players will not be allowed to register lower than Division 5** as a full time or part time player. Players participating in any division can register as a spare player on any higher division team subject to league approval.

Carded Players may be used in Division 1 during the winter season and in any division in the summer. *Previously, carded players were not allowed in the league at all during the winter season.*

Rule 2-2 Game Changes – Times or Dates

Game change requests may now be submitted to the league if the conditions are met. There will be a fee.

Rule 2-5 - Player Verification

The referees or timekeepers may check the identity of a player at any time, but teams will only be allowed to request verification of an opposing player before the first flood. Teams may also be allowed to request verification of an opposing player immediately after he enters the game if after the flood. The player in question must present picture ID (driver's licence preferred) during the flood, or must fill out and sign a player ID verification form, and also have this signed by a guarantor from his team. The guarantor must provide picture ID at the time of signing.

If either the player or guarantor refuses to sign the verification form or if the player in question simply leaves the arena without providing ID, the game will be declared a forfeit win for the opposing team. The player must return the verification form to the officials, and will also be required to make arrangements to provide valid picture identification at the league office within 48 hours of signing the document.

Failure to provide valid ID within 48 hours will result in a forfeit win being awarded to the opposing team, and the guarantor will be suspended until the player in question can provide his ID. If it is proven that the player falsely signed the ID verification form, the guarantor will be expelled from the league.

For the verification questions on the ID verification form, the player is to fill in the same information that he registered with at the beginning of the season.

Rule 3-1 Stick Measurements – no stick measurements

- a. Requests for stick measurements will not be allowed as the AMHL will permit sticks with a curve in excess of ½ inch to be used.

Rule 3-4 League Jerseys

Car keys no longer collected as collateral for pinnies.

Rule 4-2 Glove Passes – within the defensive zone only

A player may pass the puck to another player on his team with his glove within his own defensive zone. This does not include when a glove pass is made from the defensive zone into the centre ice area. (NOTE: closing the hand on the puck or covering the puck with the palm of the glove may result in a delay of game penalty).

Rule 4-7 Change on the Fly

Exceptions to Rule 4-7:

- **during the stop time portion in the last 5 minutes of the game (if applicable and time permitting)**

Rule 4-9 Composition of Team/ Replacement Goaltenders

b) All games must be played with a minimum of one goaltender and five skaters. **When coincidental penalties are assessed against a team that has only the minimum amount of players, that team will be allowed to play shorthanded, provided that a minimum of three skaters and a goaltender can remain**

on the ice For the coincidental penalties, the shorthanded team's players will only be able to return to the ice during a stoppage in play.

c) Any team that does not have a goaltender at the start of the game will be allowed 20 minutes of running time to find or dress an eligible player/goaltender in full gear. A minor penalty for delay of game will be assessed against the offending team (see Rule 4-14c). **If the goaltender is not ready by the end of the first period**, the game will be declared a forfeit win for the opposing team.

If the goaltender is ejected from the game the team will be given **15 minutes** to find/dress another goaltender.

During the regular season, teams will be allowed to use a replacement goaltender registered **on the AMHL Spare Goaltender List, or registered in the League on a team in the same division or lower**. Any goaltenders that are registered with league teams and are also willing to spare for other teams are asked to contact the League to be added to the spare list. **For goaltenders that are registered on multiple teams, the lower division will be used to determine the divisions that the goaltenders on the AMHL Spare Goaltender List are eligible to spare in.**

Rule 4-13 Gamesheets

Failure to print out gamesheets neatly will result in individual **(points) statistics being recorded under a generic player number**.

If pinnies are being used, **the pinny number is to be recorded clearly** on the game sheet.

If a player arrives late he will be allowed to participate, provided that he arrives before the start of the third period, AND his name was on the gamesheet prior to the start of the second period.

Rule 4-16 Three-Penalty Ejection

Any player or goaltender who is assessed three penalties of any kind during the same game will be assessed a Game Ejection. *Previously, goaltenders were allowed 4 penalties.*

If a goaltender is assessed three penalties on his own, the team will be given **15 minutes** to dress another goaltender. *(this was written as 10 minutes in the previous rulebook)*

Rule 6-8 Fighting

No additional minor penalty will be assessed against a player wearing a face shield who starts a fight.

Rule 8-2 Suspension Policy

All regular season suspensions carry over into playoffs and/or to the beginning of the next season. Any suspensions assessed during playoffs will carry over to the next season if they are not fully served during the playoffs. ... **Unless a suspension is a Match on Official, the suspensions will carry forward from summer to summer, and winter to winter. A Match on Official will be served immediately.**

Rule 9-1 Playoffs

Tie break system for regular season - **Add Team with least Penalty Minutes** before a coin flip.