

ALBERTA MEN'S HOCKEY LEAGUE

RULE CHANGES – SUMMARY

Effective September 2016

Rule 2-1(c) Player Registrations

Players will be allowed to register with more than one team, providing the two teams are in different divisions. Full time [Division 1 and 2A](#) players will not be allowed to register lower than [Division 3B](#) as a full time or part time player.

Previously the rule stated that Division 1 and 2 players will not be allowed to register lower than Division 5, but with this was changed to reflect the new division numbering.

Rule 2-4(h) Carded Players

During the Winter season, any player currently issued a registration card in any Province, State or Country to allow him to play in Junior, College, University, Senior Men's or Professional hockey, will only be allowed to register in [Division 1 and 2A](#) as a full-time or spare player. In Alberta, final registration cards do not have to be handed in to Hockey Alberta until January; however, any carded player playing in another league after the AMHL's registration deadline of October 31 will be deemed ineligible to play in the AMHL in any Division other than [Division 1 and 2A](#).

If the carded player is cut or does not qualify for the team for academic reasons, the AMHL will not allow this player to play or register in any Division lower than [2A](#) after the October 31 deadline.

[Any team below Division 2A using a carded player will have 8 points deducted from their current standings and be fined \\$100.](#)

This rule was also changed to reflect the current division numbering. In addition, the rule was also expanded to include the summer season.

Rule 4-9(c) Composition of Team/ Replacement Goaltenders

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 [start of the second](#) period, the game will be declared a forfeit win for the opposing team.

Rather than the end of the first period, teams will also be allowed to use the flood time (if applicable) to find or dress a goaltender so that a forfeit may be avoided. As long as a full two periods can be played, the game will go ahead.

Rule 4-5 Time Outs/ Mercy Rule

[The mercy rule, may be requested by the losing team to end the game at any point after the second period when the opposing team has a very large and presumably insurmountable lead. The score at the time of the mercy rule request will be recorded as the final score for the game.](#)

This will spare the losing team the humiliation of suffering an extreme loss, and will prevent the opposing team from running up the score.