

# Pacific Coast Hockey League

This rulebook contains amendments to the rules of NHL Hockey. For Any ruling not addressed in this rulebook, USA Hockey rules will apply.

## Table of Contents

<u>Section</u>		<u>Page</u>
1.	League Guidelines.....	2
2.	League Fees.....	2-3
3.	Team Pricing.....	3
4.	Rosters, Releases & Player Placements.....	4-7
5.	Injuries.....	7
6.	Uniforms.....	8
7.	Equipment.....	8
8.	Officials.....	9
9.	Game Length.....	9-10
10.	Playoffs.....	10
11.	Modifications to NHL/USA Hockey Rules.....	11-16
12.	Codes of Conduct for Team Reps and/or coaches.....	17-18

## Section 1: League Guidelines

- a. The PCHL is a **NON-CHECKING** league but please be warned that ice hockey is a contact sport.
- b. There are five levels of play in PCHL:
  1. Level 1- Highly Advanced
  2. Level 2- Advanced
  3. Level 3- Upper Intermediate
  4. Level 4- Lower Intermediate
  5. Level 5- Developmental - Novice
- a. All Players in the PCHL must be at least eighteen (18) years of age upon registration to be eligible to play
- b. Full slap shots are allowed in all levels of play
- c. The PCHL will not schedule games of any league activity on the following holidays: New Years Day, Easter Sunday, July 4<sup>th</sup>, Labor Day, Thanksgiving, Christmas Eve and Day, and New Years Eve.

## Section 2: League Fees

- a. Total League fees for each season will be presented to the player prior to the start of the season. Payments are broken down into two (2) different payment plans. Players may pay in full, or pay in two (2) installments. Players paying in two (2) payments will be assessed a processing fee determined prior to the season and added to the total season dues. Players are expected to pay on or before the set deadlines. If they do not, a \$15.00 late processing fee will be added to the league dues. This applies to all deadlines at the beginning, and any time during the season. Players will be notified via registration information and once again prior to a payment deadline. **PLAYERS, WHO HAVE NOT MET THEIR PAYMENT SCHEDULES BY GAME TIME, WILL NOT BE ALLOWED TO SKATE. ANY PLAYER CAUGHT SKATING WITH ANY UNPAID BALANCES, WILL CAUSE THEIR TEAM TO FORFEIT ANY WINS FOR THAT SEASON.**

- b. Any player who is rostered after the beginning of the season will be pro-rated based on the number of games missed, and or playoff potential of the team placed on.
- c. Illness, Injury, and suspensions will **NOT** be cause for refund of games missed. **PCHL will not refund money to any player for quitting or due to injuries; it is the teams responsibility to find a replacement for the player.** Please honor your season commitment to PCHL.
- d. At times, it is the responsibility of the player and Team Rep to ensure that whatever League fees and/or fines are owed is paid promptly before the start of the game. As it is not the scorekeeper's responsibility to "chase down" players who owe dues and/or fines, all payments must be brought to the scorekeeper.
- e. Prior to the start of the game, Team Reps should immediately review the score sheet for any relevant team personnel information. Should a player play before paying any dues/penalties, that player/and or Team Rep may be suspended pending a League Review.

### **Section 3: Team Pricing**

- a. PCHL offers team pricing. Team pricing gives teams the chance to skate with as few as thirteen (13) players to sixteen (16) players for one basic price. The base price is to be determined at the start of every season with an adequate deadline to pay off. If your team chooses to utilize the team pricing, please be advised that all team pricing payment **DEADLINES ARE FINAL**. There will be no spreading of payments. If your team wishes to roster more than sixteen (16) players.

### **Section 4: Rosters, Releases & Player Placements**

- a. The Team Rep for each team may be **REQUIRED** to deposit \$400.00 prior to the current season. This is to reserve the team's place in the league. If that teams decides not to participate, the \$400.00 security deposit will be forfeited and will become property of PCHL.

b. Once a team is registered and playing in the league, they must maintain a minimum of fifteen (15) paid players rostered or the current policy guideline. A team may roster up to twenty (20) players including goalies. If at any time the roster falls below this paid player point, PCHL has the right to add players from a wait list, until the paid player point is reached. If PCHL cannot fill the roster due to selectiveness of the Team Rep, **THE TEAM REP WILL BE REQUIRED TO PAY FOR THEIR SEASON.** In addition, a fine of \$50.00 may be assessed (this is taken from the \$400.00 team deposit). If the team is short of the paid minimum, the team will be required to pay for the open slots...**NO EXCEPTIONS**

c. If during the season the Team Rep allows a non-rostered player to skate, with out first notifying the League and getting a verbal response, the team will be subject to forfeiture of such game **NO EXCEPTIONS**, and the Team Rep will be subject to suspension and or fine. The fine may be up to \$50.00 following review of the incident.

#### 1. Substitutes

Substitute players may be signed on at a cost of \$110.00 for insurance, registration, and three games. If the player completes three games of substitution, they can sign up for three more games at \$90.00. Following ten (10) games of substitution, the player must sign on for the remainder of the season at \$25.00 per games left. **ALL PAYMENT DUE DATES AND SUBSEQUENT LATE FEES APPLY TO THE SUBSTITUTE AS WELL AS THE FULL SEASON PLAYER.** Substitutes allowed only to teams who have met the fifteen (15) paid player roster guideline. No substitutes or “new faces” during final five (5) games of the regular season.

#### 2. Tryouts

Tryouts will be permitted only if the Team Rep formally requests one from the League AND if it is approved one day prior to the game. If granted, the player trying out will pay \$30.00 for the initial game and further dues will meet the requirements covered within this booklet. Whether or not the tryout player will be permitted to continue with the team will be left to the discretion of the Team Rep and the League. If a tryout is obviously too good for the level in which he/she is trying out for, PCHL has the right to pull that player from the ice at any time during the game, and be given a refund.

**IMPORTANT FOR TEAM REPS**...Do not knowingly try out a player overly too strong, you'll waste their time and yours. No tryouts are allowed during the final five- (5) games of the regular season. **TEAM REPS WILL BE RESPONSIBLE FOR MAJOR PENALTIES BY TRYOUTS.**

Therefore, if your tryout receives a suspension and/or fine, the Team Rep will be responsible. **NO EXCEPTIONS**. Take care in your selections.

- d. A player may play on two teams if approved by PCHL
- e. Each team is required to have a full roster of fifteen (15) registered and paid players before the start of each new hockey season. Additional skaters will be required to pay regular PCHL dues. Except for goaltenders substituting in emergency situations. No substitute players are allowed to skate in PCHL, unless the proper steps were taken, which is described in sub-section C of this section.
- f. For the Team Rep to be eligible for a dues credit, his/her team must have and maintain a roster of fifteen (15) paid players (including goalies) by the conclusion of the second game of the PCHL season. If this condition is met, the Team Rep, in effect, becomes the sixteenth (16) player and skates for free. If this condition is not met, the Team Rep must pay regular full season dues. There will be no extensions granted for Team Reps after the conclusion of the second game.
- g. Teams with incomplete roster may have their rosters completed by the League from a waiting list of players (if available).
- h. Team Reps are allowed to release players (with League Approval) as long as the minimum number of players is maintained on the roster.
- i. Player placement and movements shall be monitored and approved at the discretion of the League so as to ensure the integrity and balance of all levels. PCHL has the authority to adjudicate on any player placement/movement so that the best interests of the League are served.
- j. PCHL may release any player on any team; if it is determined that doing so is in the best interest of the League. The League will also review all disciplinary matters that have occurred outside of the PCHL and act accordingly in the best interests of the League.
- k. As a method of controlling player placements after the season, all new players must receive League approval before arbitrarily placing him/herself on a team. In response to the on-going concerns about players competing in levels, below their skill level. League Representatives will be randomly monitoring games throughout the season. In obvious cases, players will be asked to move up immediately. However, most cases will be remedied at season's end when a "NOTICE TO ADVANCE" will be issued to players deemed "too good" for their current level. Should a new team join the PCHL and they are found to be playing in an inappropriate level, the PCHL has the right to move that team accordingly.

1. Should a Referee or Scorekeeper have a question about a player's identity, that player must show the League official valid state driver's license or ID. Failure to do so will place the game under "Protest" with a subsequent League investigation. Should it be learned or suspected, during the course of the game, that a Team is using an ineligible player, a protest should be filed and the official outcome of the game will be decided at a subsequent League meeting. Any team found using an ineligible player will be issued the following penalties:
  1. The Team Rep will be fined \$30.00 and suspended for two games.
  2. The game in question will be forfeited.
  3. In addition to the forfeited game, the team will have two points deducted from their team point total.
  4. The player in question, if playing on another League team, will be suspended for four (4) games and fined \$30.00
  
- m. Based on a twenty (20) game schedule, players must play a minimum of five games to be eligible for the playoffs. Please check with the League for changes regarding schedules of less than twenty (20) games. Any exceptions must receive League approval.
  
- n. Should a game be declared a forfeit before the game begins; the team may stay and split the ice to participate in a "practice session". Referees and scorekeepers will not be provided.
  
- o. Goalies
  1. Each team may have two (2) registered goalies that may only play for that team in the level.
  2. Only one goalie position is required to be paid for on each team. If a team has two goalies, the goalies may split the due or one goalie can reimburse the other for the games in which he/she played. Both goalies are required to have a completed registration form prior to the start of the season.
  3. Provided that the regular team goalie is registered and in good account standing, teams may use a substitute goalie in emergency situations. Any abuse in the use of subs, for example: deliberately using a substitute goalie of a higher skill level will be subject to League review and possible forfeiture. If you cannot secure a goalie, call the League office. PCHL DOES NOT GUARANTEE securing a goalie for your team, but will try with an adequate notification.
  4. In the event that a goalie cannot be secured, a sixth (6<sup>th</sup>) skater may participate, but without goaltender privileges. **In order to be considered a "goaltender", the player must wear full goaltending equipment.**

## **Section 5: Injuries**

- a. If a player sustains an injury, incurred during a league game, which keeps him/her out longer than the next three (3) scheduled games, and wishes to **FORFEIT** their roster spot, the player may request, in writing, for refund based on the number of games missed and number of games remaining to be missed.
- b. If the player sustains an injury, incurred during a league game, which keeps his/her out longer than the next three (3) scheduled games, and wishes to **CONTINUE** to play out the rest of the season, the player may request in writing, for refund based on the number of games missed during the injury period.
- c. No guaranteed refund for injury. PCHL will do it's best to adequately reimburse players out due to injury. Policy is a (3) game grace period beyond injury in which a player is under no circumstance entitled to a refund.
- d. Any player Cut (**BLEEDING**) during a league game, **WILL NOT** be allowed to return to the game until complete stoppage of the bleeding has occurred **AND** the wound is completely covered and secured in place.....**NO EXCEPTIONS**
- e. Any player that injures a player or him/herself with intent will not receive a refund. If players continue to act dangerously, high penalties, and/or fines, will be implemented towards those players.

## **Section 6: Uniforms**

- a. Unless prior exemption is granted by the League, all teams in all levels must have matching sets of home (white) and away (dark) jerseys with at least one set of matching socks. (Exception example: A level with all teams having non-conflicting colors)
- b. All players must wear team color coordinated jerseys with color coordinated socks with "main color" coordinated, permanently attached numbers on the back. Team crests are optional.
- c. Any player not in proper uniform could be assessed a ten minute misconduct penalty at the start of the game.

- d. All players must have complete matching uniforms by the third game of the season. Should your uniform be “on order”, you will be required to show a paid receipt to the PCHL in order to be exempt from the uniform violation penalty.

## **Section 7: Equipment**

Certified protective headgear is required with a fastened, regulation strap. The lightweight JOFA helmet is NOT ACCEPTABLE.

- a. Face protection optional in all levels.
  
- b. All players in all PCHL levels must wear the following:
  - a. H.E.C.C. approved helmet
  - b. elbow pads
  - c. knee pads/shin guards
  - d. protective cup
  - e. hockey gloves
  - f. hockey pants
  - g. hockey skates
  - h. matching jersey and socks

## **Section 8: Officials**

- a. The Scorekeeper is an off-ice official and may assist the referees in declaring assists and penalties.
  
- b. Any abuse, verbal or physical, or uncooperative attitude toward any League official will cause a player to be fined and/or suspended. PCHL officials may enforce all USA Hockey rules regarding Abuse of Officials.
  
- c. Any physical abuse to a League official and/or staff i.e. (fisticuffs, throwing or shooting any objects...) by a player or persons will be suspended from the League. Those players and or persons may also be prosecuted to the full extent of California Law. (League discretion)

## **Section 9: GAME LENGTH**

a. For regular season games, all levels will utilize the following format:

1<sup>st</sup> and 2<sup>nd</sup> periods, twenty- (20) minute running time; last thirty (30) seconds of each period will be stop time.

3<sup>rd</sup> period, first thirteen (13) minutes running time; last seven minutes, stop time.

- b. Should two teams finish tied in the standings and that be a playoff position, the following tie breaking system will be implemented to determine the higher place:
  - 1. Total wins in the season.
  - 2. Head to head record.
  - 3. Most goals head to head
  - 4. Most goals during regular season.
  - 5. Least goals allowed head to head.
  - 6. Least goals allowed during regular season.
  - 7. Fewest penalty minutes.
  - 8. Playoff game between tied teams.
  
- c. Play-off games will utilize the same three period formats and overtime as in the regular season. Dan Garcia and the scorekeeper are the only officials that can make the decision of extending overtime. Otherwise it will be 5 minutes. Should a play-off game be tied at the end of the overtime, a five player “shoot-out” will be implemented to break the tie. If the game is still tied after five shooters, a sudden death shoot-out will take place until a winner is decided. A team may not repeat use of a player until ALL players have had a shot.
  
- d. Unless otherwise determined, all quarterfinal and semi-final rounds will be one game sudden-death elimination. All final rounds will be one game championship..

## **Section 11: Modifications to NHL/USA Hockey**

### **Rules**

- a. Offside/Offside Pass  
PCHL utilizes the “tag-up” method of on side play. Players are permitted to “dump” the puck while teammates are offside.
  - b. Offside pass (two-line pass) will be permitted.
  - c. Automatic Icing is in effect
  - d. When the puck is passed from behind the red line through your offensive goal line, there will be an immediate whistle and the puck will be brought back to your defensive zone for a face off. Touching the puck is not necessary.

b. Penalty Minutes

- a. Minor penalty during running time = three (3) minutes
- b. Minor penalty during stopped time = two (2) minutes
- c. Major penalty during running time = seven (7) minutes
- d. Major penalty during stopped time = five (5) minutes
- e. Ten (10) minute misconduct at any time = ten (10) minutes

Stopped time is referred only to last seven- (7) minutes of the third period. A minor penalty is three (3) minutes if received during running time, at the 8:00 mark or earlier of the third period. However, if a minor penalty is received at the 7:59 mark or later of the third period, they will be released from the penalty box at 5:00 left in the 3<sup>rd</sup> period, provided that stop time may be in effect.

- f. Minor penalty at 8:00 left = three (3) minutes
- g. Minor penalty at 7:45 left = two (2) minutes forty-five (45) seconds
- h. Minor penalty at 7:01 left = two (2) minutes one (1) second

If these penalties happened in this order, the penalties would be of this length. The spirit of the rule being **no player taking a penalty after another should be let out of the box first.**

Delayed penalty being called and goal scored results in penalty minute's assessment but team not shorthanded. Therefore player gets three (3) minutes on record, but goal considered power play and play resumes at five (5) on five (5).

Delayed penalty being called and goal scored while team already short-handed results in player in penalty box let out and delayed penalty to be served by player committing the penalty.

Four (4) minors incurred during any one game will result in an automatic game dismissal. A ten- (10) minute misconduct is equivalent to two (2) minors. (I.e. Two (2) minors and a ten (10) minute misconduct = four (4) minors and an automatic game dismissal). The Four minors in a game rule can be lowered to three (3) or two (2) minors if the League deems necessary. Game dismissal means removed from game in progress with no further penalty minutes.

c. Excessive Penalty Minutes

Players incurring a total of seventy (70) minutes during any one season will be suspended for one game with no fine. Their maximum minor penalty per game rule will be reduced to Three (3).

Players incurring a total of ninety (90) minutes during any one season will be suspended, again for one game with a \$25.00 fine. Their maximum penalty per game would be reduced to two (2).

Players incurring a total of one hundred (110) minutes or higher during any one season will be immediately suspended for the remainder of the season (including play-offs) and are subject to being “capped” (i.e. playing with a restrictive penalty minute total) and must submit a letter requesting reinstatement. Should the player be reinstated, he/she must agree to play with a seasonal penalty minute cap as determined by PCHL. If the penalty cap is exceeded, the player is immediately suspended for the remainder of the season with no refund given. The status of all “capped” players will be reviewed prior to the start of each season. A “cap” can be changed or dismissed by PCHL. All suspended players must re-apply to participate in the PCHL by writing a letter requesting reinstatement. The player will be notified of his/her status after a review by the PCHL.

Any player attempting to play while on suspension or with an unpaid fine may cause his/her team to lose by forfeiture, as determined by the PCHL. Suspended players are not allowed to sit on or stand behind his/her team’s player bench during a PCHL game.

d. Checking

There is “NO” Checking. PCHL officials realize there will be body contact during a game. However you must not play the body of an opposing player to get to the puck. Take a direct line to the puck, not through an opposing player or push an opposing player out of the way to get to the puck. Lowering your shoulder, extending your arms, and taking your eyes off the puck and looking at an opposing player while making contact, will be considered a check. In front of the goal, you may not push or drive an opposing player out of the way. You can deny a player position but once a player is set you can only tie their stick up. A checking penalty is a minor or major. Checking from behind, Boarding and Charging i.e. (taking three (3) or more strides) will be a major penalty. (Referee discretion)

e. Interference

You must be playing the puck at all times. You cannot use your body to shield an opposing player from the puck. You do have the right to skate where you want, but zig zagging in front of or skating parallel with an opposing player away from a direct line to the puck will be considered interference. Interference is a minor penalty. (Referee discretion)

f. Slashing

Holding your stick with one or both hands and swinging it at or towards an opposing player is considered slashing. Staring above your waist and swinging down with both hands on to an opposing players stick will also be deemed “SLASHING” and will bring a minor penalty. A penalty may be called upon referee’s discretion, even if contact is not made. (Referee discretion)

g. Illegal Equipment

Any player playing with a broken stick will be assessed a minor penalty. The player must drop the stick immediately after breakage.

A player losing their helmet during play MUST pick up and place the helmet back on OR skate immediately to the bench and get off the ice. A referee whistle will blow the play dead and may penalize the player for playing without a helmet.

h. Blindside Trip-Slue Foot

A major and game misconduct penalty shall be imposed on a player who deliberately trips an opponent by stick or “sweeping action” with skates from the blinding side.

i. Coincidental Minors

Unlike the NHL, penalties called at the same time to both teams will, in effect, cancel each other with no reduction in manpower. The penalized player will be required to serve their entire penalty time and must wait for a stoppage in play before being allowed back on to the ice.

j. Fisticuffs

1<sup>st</sup> Fight, player receives a major penalty, automatic game misconduct, minimum one (1) game suspension and a \$15.00 fine.

2<sup>nd</sup> Fight, minimum two (2) game suspension and a \$30.00 fine.

3<sup>rd</sup> Fight, automatic season suspension pending review by PCHL.

k. Third Man In

A player who intervenes in an altercation shall receive a game ejection and a \$15.00 fine. All third man in penalties shall be reviewed by PCHL to determine if suspension

is warranted. Be advised that fighting penalties do not have to be called for a player to be assessed a third man in penalty.

1. Misconducts

TEN (10) MINUTE MISCONDUCT (ten (10) minutes on the score sheet):

First offense = a Warning, no fine or suspension.

Second offense = is a cause for a one- (1) game suspension, no fine. Each ten- (10) minute misconduct thereafter, will be cause for another game suspension, or fine.

GAME MISCONDUCT (ten (10) minutes on the score sheet):

First offense = one (1) game suspension.

Second offense = \$20.00 fine, and a one (1) game suspension.

Third offense = \$40.00 fine, two (2) game suspension, and a review by the PCHL.

Match penalty & GROSS MISCONDUCT (ten (10) minutes on the score sheet):

First offense = \$50.00 fine, minimum two (2) game suspension from the level in which the action occurred and PCHL review.

Second offense = automatic expulsion from the League.

NO REFUNDS

League officials reserve the right to suspend any player at anytime for misconducts.

Any player so suspended has the right to immediate APPEAL, pending a PCHL review.

No REFUNDS. NO MAXIMUM SUSPENSIONS.

m. Game Ejection

Should a player be ejected for the balance of a hockey game, he/she will be fined \$15.00 (no suspension).

n. Additional Penalties with Fines

Kicking, Match, and Intent to Injure: \$50.00 fine, minimum four- (4) game suspension from the level in which the action occurred and PCHL review.

Match Deliberate Injury: indefinite suspension and a PCHL review.

Major Butt-End: game misconduct, two- (2) game suspension and a \$30.00 fine.

Major Crosschecking: game misconduct, one- (1) game suspension and a \$30.00 fine.

Major High-sticking: game misconduct, one (1) game suspension and a \$30.00 fine.

Major Slashing: game misconduct, one- (1) game suspension and a \$30.00 fine.

Major Spearing: game misconduct, one- (1) game suspension and a \$30.00 fine.

Major Boarding: game misconduct, one- (1) game suspension and a \$30.00 fine.

Major Charging: game misconduct, one- (1) game suspension and a \$30.00 fine.

Major Kneeing: game misconduct, one- (1) game suspension and a \$30.00 fine.

Major Roughing: game misconduct, one- (1) game suspension and a \$30.00 fine.

Major Checking From Behind: game misconduct, two- (2) game suspension and a \$30.00 fine.

Major Elbowing: game misconduct, one- (1) game suspension and a \$30.00 fine.

Major Head Butting: game misconduct, two (2) game suspension, a \$30.00 fine and subject to PCHL review.

Attempted Head Butt: double minor.

Instigator Penalty: Any player initiating an altercation will be assessed a minimum game misconduct, ten (10) minutes on the score sheet, a one game suspension, a \$30.00 fine and a PCHL review.

Racial Slurs/Derogatory Statements: Racial slurs will not be tolerated in the PCHL.

Any player guilty of such will be assessed a game misconduct, ten (10) minutes on the score sheet, a one game suspension, a \$30.00 fine, and a PCHL review.

Obscene Gestures: Any player guilty of such will be assessed a game misconduct, ten (10) minutes on the score sheet, a one game suspension, a \$30.00 fine, and a PCHL review.

Verbal Abuse of an Official: Game misconduct, minimum two- (2) game suspension, \$30.00 fine, and a PCHL review.

Physical abuse of any official. Automatic expulsion from the League.

Any player who receives FOUR (4) penalties of any type in one game receives an automatic game ejection. No additional penalty minutes from the game ejection will be included in the player's season totals.

Leaving the Bench: Any player leaving the bench during a teammates altercation, will be called for leaving the bench. A game misconduct. One (1) game suspension and \$30.00 fine.

Dropping of Gloves: Regardless of contact with another player, the dropping of a players gloves with intent to fight another player may result in an automatic game misconduct. (Referee discretion)

In addition to the fines and suspensions previously outlined in these rules, PCHL may, at their discretion, investigate any incident that occurs in connection with any League game or season and may assess additional restrictions, fines, suspensions, and/or expulsions for any offense committed during the course of a season, game and/or after the game by a player or coach regardless of whether such offense was penalized by the referee.

#### o. Suspension Notifications

As a courtesy PCHL will attempt to notify Team Reps as to penalty assessment.

However, if no notification is made by PCHL, the rules do not change. It is up to the Team Reps to correctly read the score sheet, consult the rulebook, and then relay the

action that will be taken by PCHL on that person who takes a major penalty, game misconduct, or any other action that will or may be cause for ejection from further play. **NO EXCUSES FOR NON-NOTIFICATION OF SUSPENSION. TAKE RESPONSIBILITY FOR YOURSELF AND YOUR TEAM!**

p. **Protest Policy**

If a team representative wishes to protest the integrity of another team's roster, they must do so by:

Notifying the scorekeeper **AFTER** the game.

Submitting a protest in writing within forty-eight (48) hours of the game. You may fax in your protest.

All games must be completed, so you cannot forfeit or leave the game. If you leave or forfeit the game in protest, it will count as a loss to the team's record. Discussions must be maintained professionally without any verbal abuse or yelling at PCHL officials, as this will deny any further dialog. Only a Team Rep, captain, or coach may be present in a discussion of protest. If a Team Rep, captain, or coach is disrespectful to the scorer, league, rink, or other individuals (present or not present) who are involved with the league, they will not be heard. Furthermore, disciplinary action will be taken against them. The protest will be reviewed within five (5) days by PCHL. The Team Rep will be notified of the Leagues decision within that period. If these guidelines are not followed, the protest will not be considered. **PCHL WILL NOT HEAR PROTESTS REGARDING REFEREEING OR THE JUDGEMENT OF ANY OFFICIAL OPERATING THE GAME.** Teams must accept good and bad officiating, as well as the fact that this can and will sway a game if level heads do not prevail. Excessive abuse of the protest rule will result in the loss of privileges to do so.

## **Section 12: CODES OF CONDUCT FOR TEAM REPS AND/OR COACHES**

- a. The Team Rep is the liaison between the players of his/her team and the League. The Team Rep should:
1. Establish and maintain a full roster. Please advise your team members that the **PCHL DOES NOT PROVIDE REFUNDS.**

2. See to it that every team member has your phone numbers and knows how to reach you as well as any other team member in any situation.
  3. Arrive early and attend every game or designate a substitute who is familiar with the team and this rulebook. Make sure that your team is ready to play at the designated time.
  4. Check with the Scorekeeper and score sheet before every game to find out if any player owes dues, fines, or other League business.
  5. Make sure that players owing money bring it with them and get it paid before the warm up is over.
  6. Please instruct all new players (who have received League approval to play) to pay their fees, sign the proper League registration forms and have proper equipment and matching team jersey and socks.
  7. Pick up the score sheet after the game and be sure that any players with suspensions or fines are aware that they are suspended or have a fine due before the next game. Please be advised that any score sheet changes must be done at the game by the scorekeeper.
  8. See to it that all your players have a schedule or know where and when the next game will be. Schedules and rulebooks are available from the scorekeeper.
  9. Make sure that your goalie is planning to be at your game. If he/ she isn't and you cannot find a substitute, call the League and we'll try to locate one for you.
  10. Please instruct all players that they must STAY OFF THE ICE until the Zamboni has exited the ice and the arena gates are closed.
  11. Keep in mind that all players are entitled to equal ice time. We know that it's nearly impossible to ensure this for all players but as Team Rep, it is your responsibility to try.
  12. Make sure that you keep your players up-to-date with League news, especially with memos sent directly to you. **COMMUNICATION IS VITAL!**
- b. Should a Team Rep know that he/she will be absent from a game, please call the League and advise us as to whom you have appointed as acting Team Rep. If you are absent and no individual has been appointed to act in your place, the Team Captain will be the designated Team Rep. Should the Team Captain be absent, one or all Assistant Captains will be designated as Team Rep.
- c. **Know this rulebook thoroughly. Your familiarity with it will often answer questions that are raised by your teammates.**