**Fairbanks Men's Hockey Association**

**League Rules**

**(Sept 2010 revision)**

        1.      **Eligibility to play** - FMHA Leagues are open on a first come, first served basis to all adults. If an excess of players exists, the league reserves the right to choose those players who are not playing in leagues with another organization. The league reserves the right to make exemptions to eligibility rules in specific cases as circumstances warrant. Players who refuse to exhibit good sportsmanship, take excessive numbers of penalties, or who abuse the officials may be dropped from the league.

        2.      **Slap Shots** - All FMHA tiers are full slap shot permitted.

        3.      **Penalties** - Any player receiving three penalties of any type in one game is ejected from that game. A game misconduct penalty includes an automatic one game suspension from the next scheduled game. This is a USA Hockey rule. Any player who plays while under suspension is subject to a one calendar year expulsion from all USA Hockey affiliated organizations. This is also a USA Hockey rule.

        4.      **Checking** - All FMHA tiers are non-check. Referees may issue game misconduct penalties for intentional body checks. If the referee believes you were trying to injure a player you shall be penalized for such and penalized per USA Hockey rules.

        5.      **Fighting** - Fighting is not allowed in our league and will not be tolerated. What constitutes a fight is solely up to the referee's discretion. One punch with or without gloves on may be penalized as a fight. The first offense for fighting is a 10 game suspension. The second offense is a one calendar year suspension. Prior to returning to the league any player so suspended must appear before the Board and be voted back into the league by a majority vote of Board members. The Board may place any number of conditions for return that it feels necessary. All suspensions carryver to other seasons and to any USA Hockey affiliated league or function.

 6.      **Equipment** - All FMHA players shall use all equipment required by USA Hockey rules. In addition FMHA requires the following. Tier 1 (Advanced) players are not required to wear a mask. It is highly recommended however. In Tier  2  play all players must have a half-shield. This shield is required to fully protect the eyes and must be installed as it was designed and be properly worn. It shall cover to the tip of the players nose. Tipping a helmet back during play is not allowed and shall constitute an equipment violation. In Tier 3 (Novice) play all players are required to wear a full face mask. This mask shall be complete and properly installed and shall meet HECC requirements. No part of the mask may be altered or cut away. During seasons when multiple Tiers of play are combined, the Tier 1 and 2 half mask rule will apply to all players. All players in all Tiers must wear a HECC approved helmet. Ear flaps are recommended but are not required. Mouth pieces are not required for players over the age of 18, but are recommended. Goalies may use a non-certified mask as long as it is designed for ice hockey goalie use and properly fitted to the helmet. Players under age 18 must wear a full face mask and use a mouth guard at all times, no matter what tier they play in. Chin straps are required and must be snapped. The ultra-lightweight Joffa helmets are not allowed. If a Referee or Board member sees an equipment violation, they shall give one verbal warning to the player. That player must immediately leave the ice and must fix or acquire the correct equipment prior to returning to the ice. Any player who returns to the ice or fails to leave the ice shall be issued a game misconduct penalty. A second infraction by the same player within one calendar year shall result in a 10 game suspension. Further infractions shall be dealt with by the Board. Designated Team Representatives who see an equipment violation shall report it to a Board member or on-ice referee. Team reps are responsible for policing their teams. Per USA Hockey Rules all equipment must be worn in the manner that it was intended by the manufacturers. Face shields may not be cut or altered.

 7.      **Red Line** - In FMHA play the center ice red line is used for icing calls only, not for two line passes.

 8.      **Substitute Goal Tenders** - If a team requires a substitute goalie they may use any goal tender they choose from their tier of play or a lower tier. Teams may not use a goalie from a higher tier. Substitute goalies from outside our organization are not allowed. Teams are welcome to substitute their goalie with one of their out skaters. The goalie may skate out in this case. Teams may not allow their goalie to skate out and use a substitute goalie. The Board reserves the right to rule some players ineligible to change position on a case by case basis. An example would be a former college goal tender skating out in tier three would not be allowed to be a goalie for his/her team. Any team violating the Substitute Goal tender section shall be subject to forfeiture and suspension under the ineligible player rules.

 9.      **Ineligible Players** - Any player who is not on your team's starting roster may not play any game or any part of a game, excluding substitutes and emergency player additions which are covered in their own sections. Players may only be added to a roster by use of a signed drop add form. This form shall be signed by the Vice President in charge of that tier of play. If the Vice President plays on the team involved, the form shall be signed by the Association President. If both play on the same team, the addition must be voted on by the Board and signed by the Association Secretary. Added players shall keep their copy of the form in their possession and shall show it to the scorekeeper before each game to be an eligible player. Players added at league meetings are exempt, but the form must still be signed and filed with the Secretary. Any score keeper who notices an ineligible player shall circle that players name on the score sheet and note this across the top of the score sheet. Any violations of this section will be dealt with under the Ineligible Player penalties section.

 10.  **Ineligible Player Penalties** - Any team who uses an ineligible player shall forfeit that game. In addition the entire team will be suspended for one game. The Association Scheduler shall remove one game from their schedule at a future date. The scheduler shall attempt to give the suspended game to the team that was forfeited to. If the schedule will not allow, the scheduler shall pick a team other then the offending team to receive a bonus game. First priority should be given to last place teams. Additional penalties for repeat offense shall be handed out by the board. Sponsors or Team Representatives who repeatedly violate this section shall not be allowed to continue to Sponsor or Team Rep.

 11.  **Team Roster Freeze Date** - All Winter league team rosters are frozen as of December 1st. Any player changes after this point must be done at a Board or League meeting and a player must be removed from a roster to add another player. Players will be replaced with players of similar playing ability. Team ranking in the top three spots may be required to take a player of lesser skill if they replace a player.

 12.  **Drafts** - Unless determined first by the Board, the team Representatives may determine draft rules. The Board reserves the right to alter or change any draft rules. At no time may any player be bought of sold for any type of compensation. All drafts shall be contacted in a fair and impartial way with the intent of fostering parity and good competition in the league. Any Team Rep who conducts him/herself in an inappropriate manner during a draft will not be allowed to draft any further teams. Attendance at drafts is restricted to Board members and One designated Team Representative per team only. No other players or sponsors may be present.

 13.  **Team Representatives** - Each team shall have a designated Team Rep. This person shall be chosen by either the sponsor or the Board. The Board reserves the right to veto any person it feels would be inappropriate to Rep. a team in our Association. This person is responsible for coordinating attendance of his/her team and making sure that all league rules are followed by his/her team. This person shall have one vote to represent his/her team at League meetings. No proxies are allowed. If they cannot attend a league meeting they may send another player in their place. A board member must be notified of this prior to the meeting make sure that there is proper representation of all teams.

 14.  **Facility Rules** - Any player or team who violates facility rules shall be subject to discipline as determined by the Board. A team or player which causes the Association to lose valuable ice time may be banned or removed from the league.

 15.  **Player Fees** - All player fees are due at time of registration. The board may grant a slightly limited extension in hardship cases. Any player owing outstanding player fees is automatically ineligible. No player owing player fees may compete in a league tournament for any reason. Any player failing to return a jersey shall be ineligible until the jersey is returned or paid for.

 16.  **Emergency Player Additions** - From time to time it may be necessary to add a player or two to a team during a regular season game to avoid a forfeit. To avoid a forfeit a team may add up to two players to their roster for a specific game. It must be done at the rink during designated warm up time and must be agree to by the opposing Team Rep. The team which is short may add either one or two players to give themselves 7 players, plus a goalie) and one player on the bench. If more players from the team show up later, the added players may continue to play. The opposing Team Rep must sign the score next to the added players name to make the player eligible to play. If the Opposing Team Rep will not agree to allow the addition of players or a specific player, the game falls under the forfeit policy. No players may be added for any reason during tournament play. All added players must be rostered eligible FMHA players, not under suspension, and can come from any tier of play and can even voluntarily come from the opposing team. All statistics for games played in such cases will count towards league play. Scheduled Goal Tender absences are not covered by this rule, Goalie no-shows are covered.

 17.  **Forfeit Policy** - All teams must meet USA rules to start play. If at the designated start time of a game, one team is short, they may add players under the Emergency Player Additions section. If players cannot be added under that section for one reason or another, the score keeper shall start the game clock. If after 10 minutes have elapsed and the team is still short on players, the game is declared a forfeit and the referees and score keeper may leave. The remaining players may use the ice to scrimmage. However any altercations during scrimmage play will be dealt with under the fighting policy. Only eligible FMHA members may be on the ice during scrimmage time. Referees failing to follow this policy will not be paid and will not be allowed to continue to officiate for this association.

 18.  **Playing in more then one tier** - If room is available, players may play in more then one tier of play. Each individual case will be reviewed by the Board to determine appropriateness. If there is not enough room then players will have to choose one tier to play in, such choice is still conditional on board approval.

 19.  **Suspensions for players playing in more then one tier** - Players who earn a suspension while playing in more then one tier shall be required to sit out all league games until such time as the suspension is fully served in the tier where the infraction occurs. In other words, a player playing Tier 1 and 2 who gets in a fight during a Tier 1 game must sit out 10 scheduled Tier 1 games before he/she is eligible to play in Tier 2 again.

 20.  **Alcohol and Tobacco Policy** - At no time are alcohol or tobacco products to be present on the bench or on the ice during any association game. Violations will be dealt with by the Board.

 21.  **Language and Sportsmanship** - It is the intention of this association to promote good, clean, and fun competition in a family environment. Use of foul and vulgar language during a game, in the locker room, in the stands, or elsewhere on facility grounds is unacceptable. Players are responsible for their family and guests at a rink and may be disciplined or penalized or their actions or words. Inappropriate language or conduct towards an referee, off ice official, or Board member shall result in suspension of the player involved. If you have a problem with someone and can't be civil, please address the problem to the Board in writing. All players are encouraged to participate in the hand shake line after each game.

22. **Abuse of Officials** - FMHA has adopted an escalating suspension system for Unsportsmanlike Conduct Game Misconduct penalties. The first will be a one game suspension per USAH. The second and further Game Misconducts shall have two more games of suspension added for each one. The escalation shall be 1,3,5,7,9 etc. The count will only reset when a player had gone 12 consecutive months without one. An example being that if Player Smith receives his 3rd game misconduct (5 game suspension) on Dec 1st, his count would continue to grow for any further incidents until December 1st of the following year.