

**CITY OF ESCONDIDO
RECREATION**

Escondido

• SPORTS CENTER •

Game On!



**HOCKEY LEAGUE
RULES & REGULATIONS**

www.escondido.org/sportscenter

HOCKEY LEAGUES RULES AND REGULATIONS

(Adult, Youth In-House, Club, Varsity, JV, & JHS)

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I. CODES OF CONDUCT

A. PARTICIPANTS

All participants should recognize that the Escondido Sports Center is dedicated to the benefit and welfare of all participants. In order to maintain a consistent, cooperative environment, the supervising staff ask that all of the participants at this facility:

- Refrain from the use of foul language, abusive actions or inappropriate behavior.
- Recognize that sportsmanlike conduct, fair play, and a cooperative attitude govern behavior at all times.
- Failure to observe this code will result in suspension or termination of privileges.
- Thank you for not smoking, drinking alcoholic beverages, or using illegal drugs at our center.

B. PLAYERS AND COACHES CODE OF CONDUCT

1. A School/Club, coach whose team accumulates 12 penalties in a game will be removed to the spectator stands for the remainder of the game. If the coach does not remove themselves or there is not a second coach, the game will be called in the favor of the opposing team.

An adult team which accumulates 12 penalties in a game, the player manager will be removed from the rink and players bench for the remainder of the game by either the scorekeeper or referee's. If the player manager does not remove themselves, the game will be called in the favor of the opposing team. (6/09)

2. A School/Club coach may receive a one game suspension if his/her team is involved in two fights/incidents during a season (pending review).
3. As a player or coach at the Escondido Sports Center I will:
 - Refrain from the use of profane, vulgar and foul language at any time in the course of league business or activities.
 - Refrain from any abusive verbal attacks, disparaging remarks or dialogue with or about staff, referees, teammates, coaches, opponents and spectators.
 - Not participate in, or instigate my players to partake in, acts of or threats of physical violence towards referees, teammates, opposing players, parents or staff, under any circumstances.
 - Not recruit my coaching assistant(s), players or parents to lobby staff, referees or any center official to change or question the decision of any referee, game official or center official.
 - Refrain from objectionable demonstrations or any other forceful action.
 - Abide by and accept all decisions of the referee and staff, whether or not I feel there is any real or imaginary wrong decision or judgment made.
 - Not instruct my players to engage in unnecessary "rough tactics" against opposing players.
 - Not recruit or allow my coaching assistant(s), players or parents to recruit opposing Escondido Sports Center players.
 - Abide by the drug-free, alcohol-free and tobacco-free environment at the Escondido Sports Center and parking lot.

Points may be deducted for any of the behavior listed above. One point will be deducted for any player "game misconduct" received. Two points will be deducted for any coach's "game misconduct" received. In the school/club league points will be deducted for any spectator of that team that received a "game misconduct" (case by case.) Points will not be deducted for violation of the four penalty rule.

I UNDERSTAND THAT FAILURE TO COMPLY WITH THE ABOVE WILL RESULT IN

1. Written or verbal warning, OR
2. Removal from current game and a minimum one game suspension, OR
3. Suspension for the remainder of the season, OR
4. Suspension for one year, OR
5. Suspension indefinitely, pending review, OR
6. Exclusion from the Escondido Sports Center facility for one or more seasons.

All Suspensions are from the entire center and parking lot. Any violation may increase the length of the suspension.

C. HOCKEY MISCONDUCT POLICY

1. Four (4) Penalty Rule

A player receiving four (4) penalties in one game will be ejected from that game. This player is eligible to play in the next game unless he/she received a Match or Game Misconduct penalty.

2. House Misconduct – All Participants

- a. 1st Misconduct: Removal from the current game and a minimum one game suspension.

2nd Misconduct (within a 12-month period): Maximum suspension four (4) months from the date of the violation.

3rd Misconduct (within a 12-month period): Maximum suspension one full year from the date of the violation.

- b. A player may be given a game misconduct, if, in the opinion of the referee, he/she shows a flagrant disregard for the safety of an opponent by intentionally roughing a player within the last two minutes of a game or shooting the puck at an area of the rink that could cause harm to a player, goalie, or official after the whistle or end of the period.

4. School/Club Suspensions

For all school/Club competition, when a player has been suspended they must attend the game(s) up to a three game maximum. On the day of their next game they must check-in with the scorekeeper and remain in the spectator stands only. They may not step onto the rink or enter the team bench area. Failure to attend the scheduled "game suspension(s)" will carry over to the next week(s). While serving the suspension, players will be allowed to practice with their school/club team.

5. Adult League Suspensions

After receiving a game misconduct, a letter from a Sports Center Supervisor will be sent by mail, to the manager, regarding the length of the player suspension and a **\$25** team fine. Second game misconduct involved with the team, in the same season, will result in a **\$50** fine and a player suspension. Third game misconduct involved with the team, in the same season, will result in a **\$75** fine, a player suspension, and a written team warning. A fourth game misconduct will result in a team dismissal for the remainder of the season with the possibility the team may be refused admittance to play the following season. All misconduct payments must be paid before next scheduled game to the front office during office hours. If the fine is not paid before game time, the team will be forced to forfeit and pay forfeit fees.

6. Appeal Process (All Levels)

The suspended person's team manager may submit in writing (within 7 days or 24 hours prior to game time) to the recreation supervisor any reason(s) why the suspension should be re-evaluated by staff. If player plays next game while suspension is under appeal and game is won, game will be forfeited if appeal is denied. A \$20 processing fee is to be collected with all appeals. If appeal is granted, the processing fee will be refunded.

D. SPORTS CENTER RULES

1. No smoking
2. No alcohol
3. No illegal drugs
4. No littering
5. No pets
6. No loud music
7. No puck handling in common areas
8. No foul language
9. No glass containers
10. No bicycles, skating on bleachers or walkway areas in common areas
11. No fighting
12. No indecent or obscene clothing
13. No chewing gum
14. No viewing games in "players/coaches only" area

Failure to comply with any of the above may result in you being asked to leave the Sports Center

The center shall remain locked unless programs supervised by ESC staff are being conducted. ESC staff has final authority in decisions concerning center operations.

II. MISCELLANEOUS

- A. No player shall play in a hard cast.
- B. Any woman who is knowingly pregnant may not play.
- C. All registration fees are nonrefundable.
- D. Your opinion does matter, so if you feel strongly enough, please fill in an "Info Share" available at the ESC office.
- E. Games will not be scheduled for the following dates: Easter weekend, Memorial weekend, Independence Day, Labor Day weekend, Thanksgiving weekend, Christmas holidays, and New Year's day. On all other dates, games will be scheduled, unless requested for in your team registration packet. Not all requests are guaranteed.

III. RULES & REGULATIONS

A. PRACTICE TIMES

- 1. A team manager/coach must be present while practice is in progress as well as make sure each player is wearing all required hockey gear.
- 2. Each school, club, and In-House team is guaranteed one practice per week.
- 3. The manager/coach must have a coach's badge visible to the Sports Center Staff during their scheduled practice. Any non-team-players must obtain permission from the recreation coordinator to practice with another team. (6/10)

B. GAME TIMES

- 1. Game times must start promptly as scheduled. If one or both teams are not ready to start at game time, the clock will commence until five (5) minutes have run off. At that time the game is a forfeit win for the team that was ready. If the referee(s) chooses, the game may commence. The clock will continue to run, resulting in a shortened first period. Games are subject to begin 10-15 min. early.
- 2. All adult teams must have at least three (3) players plus a goalkeeper on the rink to begin a game (9/07). All school/club teams must have at least four (4) players plus a goalkeeper to start the game. Anytime during the game a team is reduced to two (2) players, without additional substitutes available, the game shall be declared a forfeit.
- 3. At the start of a game, if a team is ready but stall for time, one person must serve a 2-minute "delay of game" penalty. A team may use their timeout in order to avoid a "delay of game" penalty.
- 4. The game shall be made up of three 15-minute periods with a one-minute interval between periods. The clock stops in the last two minutes of a game when a two goal difference separates the teams.
- 5. Each team will be allowed a one-minute "time out" per game, including overtime.

6. OVERTIME - During regular season there is no overtime, exception: Club Varsity has a 5-min "Sudden Death" period if the game is tied after regulation. During playoffs and championship, Continuous 15 -minute "sudden death" overtime periods will be played until a winner is determined. Varsity abides by separate rules during playoffs.

C. HOUSE RULES

1. If time allows, each team will be permitted five (5) minutes of warm-up practice before a game.
2. The clock will run continuously, except for injured players or official's time out.
3. a. In the In-House youth leagues a player may score no more than three goals per game, exception 6u Cub division. Players will be notified by the referee after their third (fifth) goal. Any goals scored after three (five) will not count for that team. The rule does not apply for overtime during playoff or final games.
b. If a team is winning by 5 goals, they must remove a player from the arena until the opposing team lessens the difference.
4. School teams will be seeded at the end of the GGMS tournament in their appropriate division for the winter season. Each team must be available to participate for all scheduled games for the GGMS tournament in order to participate in the Winter School season. Teams will be subject to point deduction for their regular season standings if they forfeit any GGMS games. (6/11)
5. The League director has the option to assign school teams to the appropriate division based on their ability level prior to and during the school pre-season. (6/10)
6. In adult leagues/spring/summer club, a roster ESC goalie may be recruited to play for any team in an emergency situation. This rule does not apply for playoff or final games without a Sports Center Supervisor approval.
7. An eight goal mercy rule will be enforced for all school/club leagues. Club Varsity abides by separate rules.
8. Registration priority will be given to the first and second teams entered by either a Middle School or JV program. If a school has a third team, this team will be on stand-by until the end of registration and will only be admitted if there is available space. No school team is to have more than one team represented in the Varsity.

D. PLAYERS' AND PENALTY BENCHES

1. Only players in full uniform and coaching staff (up to a maximum of three for school/club teams) shall be permitted to occupy the bench area. Coaching staff are required to wear a coach's ID badge. If a coach is on the bench without an ID badge and refuses to leave, a two-minute bench penalty will be assessed for that team and the coach will be dismissed from the bench. Players on the roster that are not suited up to play must have a hockey helmet and a team jersey on in order to be on the bench. No one under the age of 18 shall be in the bench areas that are not on the player roster or part of the coaching staff. (6/10)
2. Before and during any school, club, or In-House games (12 years and older), coaches will be restricted to the length of the players' benches. They may enter the playing surface only when directed by the referee.

3. Teams are responsible for cleanliness and safety of the bench area.
4. Teams must wait until all players have exited from the bench area before entering for the next game.
5. Teams must dress and undress at the home or guest benches provided.
6. Players must remain seated when serving a penalty.
7. Any team is subject to dismissal from the league (for the remainder of the season) if the player bench empties during an altercation or to start an altercation.

IV. TEAM INFORMATION

A. AGE DIVISIONS

Age divisions are based on a player's age at the time of enrollment.

<u>DIVISIONS</u>	<u>PLAYER AGE</u>
Cubs	6u In-House
Atoms	8u In-House
Mite	10u In-House & Club
Squirt	12u In-House & Club
Peeweess	14u In-House & Club
Bantam	16u In-House & Club
Midgets	18u In-House & Club
Juniors	21 Under
*Adults	18 years and up
Varsity	9th – 12th Grade
Jr. Varsity	9th – 11th Grade (12th graders case by case)
Jr. High	6th – 8th

*All adult level players must be 18 years and up to participate in the adult leagues. Exception: (a) Player is turning 18 during the season, (case-by-case). (b) Player is turning 30 during the season for the 30+ division. League director has the discretion to modify the rule at any time. (6/10)

Juniors: All players must be 21 under with the correct birth year. Each team may use players under the age of 18 but older than 16. A team using players under 18 must get permission from the league director. (6/11)

Club League: To promote the standardization and consistency of the playing rules between Roller Hockey leagues nationwide, a player's age must adhere to the prior year December 31st. (example: as long as the player turns 10, 12, 14, 16, or 18 prior to December 31st, that player is eligible to play in that division.)

B. BYLAWS

The following rules govern teams and players participating in all Escondido Sports Center (ESC) hockey leagues. For detailed rule descriptions, contact the ESC office. The Community Services Department shall have the power to make decisions on any points in the rules or to revise any rule as they deem necessary. Final decisions shall be made by the Community Services Department.

NOTE: The term ESC as used herein, shall refer to the Escondido Sports Center.

The term PLAYER, as used herein, shall refer to all teams' personnel, such as managers, coaches, parents, spectators, etc.

The term OFFICIAL, as used herein, shall apply to all ESC personnel, such as supervisors, scorekeepers, maintenance crews, office staff, etc.

**C. CALIFORNIA PENAL CODE SECTION 243.8
P.C. 243.8. BATTERING A SPORTS OFFICIAL**

(a) When a battery is committed against a sports official immediately prior to, during, or immediately following an interscholastic, intercollegiate, or any other organized amateur or professional athletic contest in which the sports official is participating, and the person who commits the offense knows or reasonably should know that the victim is engaged in the performance of his or her duties, the offense shall be punishable by a fine not exceeding two thousand dollars (\$2000), or by imprisonment in the county jail not exceeding one year, or by both that fine and imprisonment.

(a) For purposes of this section, "sports official" means any individual who serves as a referee, umpire, linesman, or who serves in a similar capacity but may be known by a different title or name and is duly registered by, or a member of, a local, state, regional, or national organization engaged in part in providing education and training to sports officials.

(Added by Stats 1991 ch 575 1, eff. 1/1/92.)

D. CHECK-IN PROCEDURE – FOR PLAYERS & COACHES

1. The player and coaches cards (or a color copy of the card) will be checked against the official team roster to confirm each player's eligibility. A strict "NO CARD, NO PLAY, NO EXCEPTIONS" policy will be adhered to. Players and coaches must check in with the scorekeeper before they play on the rink. Failure to do so will result in a two-minute team penalty.
2. School Leagues: All school team managers/coaches must provide, to the Sports Center, prior to the winter season, legible colored copies of all roster player's ASB Card. Players without an ASB card will not be allowed to participate until they produce an ASB card from their school administration.
3. A player may be issued a "temp" card in place of their ESC membership card for the first game of the season ONLY. (Including Tournaments)
4. To help start games on time, it is the player's and coaches responsibility to physically check in with the scorekeeper prior to the start of their game. Each school & club league coach must check-in with the scorekeeper and show coach card. (6/10)

E. FORFEITS AND TEAM DISMISSAL

1. If a team forfeits two games, they will be removed from the league. No refunds of league fees will be issued.
2. If a double forfeit occurs, both teams involved will receive a full game loss in the league standings.

3. If a team is removed from the league or forfeits out of the league, the players on that team will not be allowed to add to another team without the permission from an ESC supervisor.
4. Managers and coaches must have confirmation from league administration or office staff prior to forfeiting a game. If the team forfeits a game without confirmation, they may not be eligible for playoffs.
5. If a team forfeits during regulation time or game is canceled do to weather, as long as half of the game is played, the game is considered complete. Game will not be re-scheduled to another date.

F. INSURANCE

1. The City of Escondido does not carry sports insurance to cover the players. Teams or players must carry their own insurance if they wish to be covered.

G. MANAGER/COACH RESPONSIBILITIES

Team managers are responsible for controlling the actions of their players, coaches, and spectators. Managers should be sure that each player on their roster knows and understands the Players' Code of Conduct, Center Rules, General Misconduct Policies and specific Hockey Misconduct Policies. Managers/coaches will be held responsible for the actions of their teams. Only three nonplaying personnel are allowed inside the players' bench area during games for school leagues only. They must have a signed manager/coaches contract on file.

H. PLAYOFFS

1. All Adult players must have played or checked in with the scorekeeper for five games during the season to be eligible for playoffs. Each adult team can have one designated substitute player who can be eligible for playoffs and finals if they are checked in for three league games. The designated substitute can only play in a playoff or final game as long as the amount of players for that game does not exceed 6 players and a goalie. (6/10)
2. All Club, Club Varsity, JV, JHS, and In-House players need to be on the final roster and have a valid Sports Center player card prior to the 3rd league game to be eligible for playoffs. (6/09)
3. All school players must show a current ASB ID card and sign in prior to any playoff game.

I. POSTPONEMENT

If there is a possibility of games being canceled due to rain, wind, fire, etc., team managers should phone the sports line after 3 p.m. to verify if games will be played. Call 839-5425, Extension #4.

J. PROTESTS

Only a players' eligibility is protestable. Player eligibility protests must be made to the scorekeeper prior to the end of the game. An ineligible player will result in a forfeit loss for that team and that player and coach may be suspended for the remainder of the season.

K. REFEREE

A minimum of one referee will be assigned to each game. The referee(s) shall be in complete charge of the game. Their authority and the exercise of the powers granted to them by the rules of the game commence as soon as they arrive in the center and continue for as long as they are in the center.

L. ROSTERS

1. Rosters may not exceed 12 players including Goalie(s), Players may be added to the team roster up to 24 hours before game time. Added players' forms must be received by the ESC office 24 hours before game time. Under "special circumstances," an ESC supervisor may approve an add-on player wishing to play with less than 24 hours notice. No add-ons after the third league game. Each adult team can have one designated substitute player who can be eligible for playoffs and finals if they are checked in for three league games. The designated substitute can only play in a playoff or final game as long as the amount of players for that game does not exceed 6 players and a goalie. (6/10)
2. Players transferring from one team roster to another in the same division must first obtain the written consent of both managers and approval of an ESC supervisor. No transferring after the third game of league play, including tournament games. Under "special circumstances," an ESC supervisor may approve a player added to a roster after the third game.
3. Each player must have a current ESC Sports Center card. Any person participating without holding an ESC Sports Center card or temporary card will be declared an ineligible player. Penalty for above is forfeiture of all games in which the ineligible player(s) participated and the ineligible player(s) may be suspended for the remainder of the season. Adult Managers and School/Club coaches accepting ineligible players are subject to suspension from coaching for up to 1-year.
4. Any player playing under an assumed name or age may be suspended for not less than one (1) season. Penalty for above is forfeiture of all games in which the ineligible player(s) participated. Managers accepting ineligible players are subject to suspension. A driver's license, to verify age, is required for players in the adult division's. ESC supervisors, upon notification or observation of a team using an illegal player, will notify the referee and managers it is a forfeit game.
5. Adult team individuals, excluding goalies, may NOT play on more than one team in the same "Program Area." The three "Program Areas" are defined as follows: #1: Silver, Bronze, and Copper; #2: 30+; #3: Adult Open; #4: Juniors. If a player's ability far exceeds the competition in a division, they will not be allowed to play. All adult level players must be 18 years and up to participate in the adult leagues. Exception: (a) Player is turning 18 during the season, (case-by-case). (b) Player is turning 30 during the season for the 30+ division. (c) Junior players can be 16+ with approval of league director. League director has the discretion to modify the rule at any time. (6/10)
6. School league players and goalies may not be on more than one school team roster. Goalies can only fill-in for their second team, within the same league, if there is an emergency situation, with Supervisor's approval. Goalies cannot skate out for one team and in goal for another. Goalies cannot play in two separate leagues. i.e. Varsity and JV or JV and JHS.

7. Middle School League: All middle schools will have the ability to add one eligible home school or one private school player to their roster by completing a "Player Eligibility Waiver". Players must reside within the said school boundary and attend a home school or private school that does not have a current team. (waiver must be submitted to league Supervisor at least 7 days prior to their scheduled first game). (A home school player may play for a private school as long as they reside within the public school boundary geographically closest to the private school.) (6/09)
8. Middle School League: Sister School – Schools must actively recruit for players at their own school to achieve the ultimate goal of being their own school pure team. All middle schools will have the ability to form their team using players from one other middle school within the same school district. This will be the schools Sister School. The established school team must apply for a sister school. All written requests for a sister school approval must be turned in prior to the end of the registration period for staff to review. The established team has the rights to the sister school until they choose to waive the sister school or one school year expires. No school team may comprise of more than two schools. Once the sister school has enough players to establish a team, six players and a goalie, they must form a new team for the next available school season. Private middle schools will follow the same rule however their Private Sister School must be within a 10 mile radius. All K-8 schools have the option to use fifth graders to help form a team. The league director does have the discretion to adjust the Sister School rule to help a school program. (6/09)
9. High School League: All JV and Varsity teams fall under the "school pure" rule. I.E. all high school teams must be comprised entirely of students enrolled in that school.
10. Club League: Players can play for more than one club team roster in separate age divisions, however, a player cannot exceed the age for said level. A player cannot be on the roster for more than one team per division. A goalie can be a fill in goalie for another team in same division. A goalie cannot fill in for a team in a lower division if their age exceeds the division.
11. Club League: To promote the standardization and consistency of the playing rules between leagues nationwide, a player's age must adhere to the prior year December 31st. (example: as long as the player turns 10, 12, 14, 16, or 18 prior to December 31st, that player is eligible to play for that division.)

M. SCHEDULES

1. Schedules of dates and times of games will be supplied to the team managers. It is their responsibility to inform the rest of their team. Schedules will also be posted on Center notice boards and the website at www.escondido.org/sportscenter . Only ESC staff can change the playing dates or times of games.
2. All teams must adhere to the schedule for playoffs and finals.

N. STANDINGS

1. The winning team shall receive two (2) points in the league standings. The losing team shall receive 0 points. In the event of a tied game, each team shall receive one (1) point each. Team standings will be determined in the following order: (1) Points (2) Most Wins (3) Head-to-head (4) Overall goal differential.

2. If the score is tied at the end of regulation time, each team will be awarded one (1) point. There will be an overtime period to decide playoff and championship games. Regular season games will not have an overtime period.

O. TEAM DISMISSAL

Any team, or fans of that team, demonstrating unsportsmanlike acts during any game, or from game to game, that causes the opponent and/or spectators to cease to receive recreational satisfaction from the game will be removed from the league.

P. UNIFORM/EQUIPMENT

1. It is the responsibility of the team coach/captain/ representative to ensure all players are properly outfitted for games and practices. Players not properly outfitted are not eligible to play. Uniforms must be identical colors with permanent numbers (4 inches minimum height). Teams must be uniformed by their second game.
2. All players are required to wear:
 - Hockey helmet with all safety straps snapped
 - Full-face cage or full-face shield (adults may have the option not to wear a shield)
 - Mouth guard (recommended)
 - Elbow pads
 - Hockey gloves
 - Knee and shin protection
 - Jockstrap and protective cup (male)
 - Girdle (adults may have the option not to wear a girdle)
 - Shoulder/Chest protector pads are recommended (RHL)
 - No friction tape allowed on stick blade
3. All equipment must be covered with uniform, including shin pads, elbow pads, shoulder pads, etc. Duct tape or other materials are not a substitute.
4. Smooth wedding bands are the only permissible forms of jewelry allowed!
5. The City reserves the right to change team names or wording on uniforms that are not in good taste.
6. ESC will provide the game puck. Practice pucks and pregame warm-ups are the responsibility of the team.

Q. Refunds

All team fees are non-refundable under any circumstance.