

HIGH SCHOOL HOCKEY LEAGUE
OF
NASSAU COUNTY
Rules and Regulations

Effective from August 11, 2009
Through August 10, 2010

I. ORGANIZATIONAL RULES AND REGULATIONS

1. MEMBER RESPONSIBILITIES

It is the responsibility of the coaches, and the players to adhere to the principles of sportsmanship. It is also the responsibility of the coaches to be conversant with the By-Laws, Rules & Regulations, policies, playing rules, league rules, USA Hockey's Coaches Code of Conduct and USA Hockey's Coaching Ethics Code.

The Board of Governors of the HSHLNC asks that all individuals refrain from contributing, writing or providing publicity that would reflect poorly or negatively on any member organization or the league itself. Behavior that is detrimental to the well being and image of the league and its participants may be referred to the Discipline Committee for disciplinary action.

a. COACHING RESPONSIBILITIES

Should a player or coach receive a Game Misconduct, Match Penalty, or Gross Misconduct, it is incumbent on the coach to insure that he/she or the player not participate in any games until his/her suspension has been served in its entirety. There is no excuse for a coach allowing himself/herself or a player to participate in a game because the league did not notify the team or post a suspension list.

An ineligible player or suspended player participating in a game or listed and signed in on a score sheet without the notation "Suspended" annotated to the name, shall result in a \$50.00 fine by the offending team and forfeiture of the game by the offending team, increased penalties to the player, and suspension of the next three (3) scheduled league games against the coach of record. All coaches and players suspended from a game must be noted on the game sheet that the suspension is being served. Failure to make the notation will result in a ten-dollar fine to the organization failing to supply the suspension information to the scorekeeper.

It will be the responsibility of each team's head coach to secure and maintain the following information from each and every player and to produce upon request of the Board of Governors:

-School ID- showing current enrollment in a school district (letters from the district, school, principal, or teacher will not be acceptable unless they have a raised seal from the school district) Picture Id, school schedule with name and address, report card (grades may be blocked out) are acceptable;

-League Approved Wavier of Liability signed by parent and player; and

-League Approved Zero Tolerance signed by parent and player.

Any coach who fails to supply to the league within 24 hours of the first request for this information will be suspended until all proofs are submitted for all players rostered. Any

player the team has rostered that the coach cannot produce this information for will not be permitted to play until the proof is supplied to the league. The league may not ask for the proof until October 15 of the season in progress. Each coach shall supply enough copies of their team roster for each other team in their division, when the roster is submitted to the league for distribution to the league members.

Prior to the first game of the season each team shall designate the "head coach" of the team. The head coach shall be the "coach of record" for each game that he/she is present on the bench and shall sign the score sheet as head coach of the team.

All coaches and instructors must wear an HECC approved ice hockey helmet on the ice during all practices.

b. TEAM RESPONSIBILITIES

All teams must have home and away jerseys and identical team matching socks. Home team is to wear light colored jerseys, away are to wear dark. Any team without the proper jersey will be given a forfeit. Home and visitors are determined by league schedule. The League Official must call all forfeits at the beginning of the game. The word forfeit must be written on the score sheet and the forfeiting coach advised prior to the start of the game. All jerseys must be team-uniformed jerseys only. Players without matching jerseys and socks will not be permitted to play. Any team who forfeits a game for any reason must leave the ice surface immediately and the remaining team may use the slot for practice.

Once the Board of Governors publishes the initial schedule of games for a division, each team in that division shall have three (3) weeks to request that individual games be rescheduled. The Board of Governors shall try to accommodate any requests it receives to reschedule games during this three (3) week period. Upon the expiration of this three week period the Board of Governors shall publish the final schedule for the division. Once the final schedule is published, any request to reschedule games must be submitted in writing to the division Vice President and have the Board of Governors approval.

It is the responsibility of each individual team to make any changes in scheduling directly with another team, once the official schedule is given to the league. Notification to the Board of Governors (to the individual board member responsible for the scheduling of games and ice times) and all affected teams within at least 24 hours notice is necessary. If the notification is given with less than 36 hours it must be done by telephone or face to face. Email notification must have a return receipt to be considered as proper notification and must be done prior to 36 hours before the scheduled start time. If a team is to have a full team no show, no matter of the time frame, an email will not be considered as proper notification. Any team causing a forfeit due to a complete no show will be responsible for half the ice fee and all on and off ice officials. If the proper notification is given the team will not be responsible for the on or off ice officials. The winner of a no-show forfeit, as determined by the Board of Governors, is not obligated to participate in a "make-up" game. No show/forfeits without proper notification, as determined by the Board of Governors, are subject to a \$200 fine for the first offense and a \$400 fine for the second

offense. Each offense thereafter is an additional \$100 fine to the second offense. (i.e., 3rd-\$500, 4th -\$600, etc.) If a club needs to cancel a scheduled league game for any reason, such as, an insufficient number of players, school closing, etc., it is the responsibility of the canceling Organization to advise the league of the cancellation and find acceptable ice to reschedule the cancelled game. If the canceling Organization does not notify the league and find acceptable replacement ice that Organization will forfeit the game.

It is every team's responsibility to supply to the Secretary of this league contact information which must include at least one email address per organization (i.e.: email address, postal address, phone number, contact name). This information will be used to distribute league information as outlined in the By-Laws and Rules and Regulations. It is the responsibility of each organization to notify the Secretary of any changes in the organization's contact information. Any team not updating this information with the league, lends itself to being misinformed or uninformed about league matters. The league will accept and mail to only three (3) contacts per member organization.

2 ORGANIZATIONAL MERGERS

Any Organization wishing to merge with another School District, must submit to the Board of Governors at the June League meeting: (a) a written request to merge, (b) a copy of the proposed merged team's preliminary roster (i.e., a roster including those players from the School District with which the Organization seeks to merge), and (c) a description of the steps the Organization has taken to promote the participation of new players within the Organization's own school district during the preceding twelve (12) month period (e.g., posters, banners, ads, car wash, etc.). With respect to Organizational Mergers at the Varsity Division level, eligible 9th grade players must be included on the preliminary Varsity roster submitted to the Board of Governors. If a merger is approved, any 9th grade players who were not included on the preliminary roster submitted to the Board of Governors may not be added to any subsequent roster of the merged organization and may not play in any varsity games for that merged organization without the approval of the Board of Governors. In making a determination whether or not to approve the addition of a 9th grader to the roster of an approved merged organization the Board shall consider the number of players on the merged team's roster, the reason why the eligible 9th grade player was not included on the preliminary roster submitted to the board and the organizations prior history as to the accuracy and reliability of its preliminary roster submissions.

The Board shall consider each request to merge in accordance with the NYSAHA merger rules. Consistent with NYSAHA rules, each district in the proposed merger must have fewer than 15 players, and the districts seeking to merge must abut. Mergers at the Varsity level need not be applied at the JV or MS levels.

Approved merged teams shall be considered Tournament Bound teams, unless they need to subsequently select players from the league's player selection pool.

In the event the merger is approved by the Board, the approved merger shall be effective only for the coming hockey season. Each Organization which has received permission to merge must submit a new request for permission to continue as an approved merged organization to the Board of Governors at each subsequent June League meeting.

Any Organization whose request to merge is granted shall be considered a new Organization, and the new merged Organization shall lose all “grand-fathering rights” held by the pre-merged Organization, thus any out-of-district players on the pre-merged organization’s roster shall be returned to the player pool and shall be subject to the draft (if such player wishes to continue to play in the league).

If an approved merged Organization still does not have a sufficient number of players (i.e., fewer than 15) to field a team, that merged organization may elect to enter the player draft and seek to have out-of-district players assigned to the merged team by the League. The merged Organization will have first rights on previously rostered players. Once an out-of-district player has been assigned to an approved merged team, such player may continue to play for that merged Organization so long as that same merged Organization continues to be an approved merged team by the Board of Governors. A merged Organization with ANY out-of-district players on its roster may not roster more than a total of 20 players in any given season with the exception of an out of district goaltender.

The approval of any merger by the Board shall be deemed to take effect at the close of the Annual League meeting in August of each year.

3. TEAM ROSTERS

Each team may have a maximum of twenty-five (25) players on their league roster.

All teams must submit their preliminary roster and team application seven (7) days prior to such team’s first scheduled game of the season. Teams whose preliminary rosters and applications have not been received by the league seven (7) days prior to their first game of the season will not participate in the league scheduled games and will forfeit all scheduled games and be fined \$50.00 per game, until such preliminary roster and application is received, along with all necessary IMR information. The Board of Governors will give team preliminary roster sheets and team applications to each organization to complete. Final rosters must be submitted to the league at the December meeting. (For tournament bound teams only – the USA Hockey rule is no game played will count toward your 20 game schedule unless preliminary rosters and team applications are submitted to the Section Registrar.)

Teams may add players to their league roster at any time prior to completing the first half of their scheduled league games or December 31st, whichever comes first. To add a player, the team must petition the Division Vice President, a minimum of 48 hours before the player participates. As long as a team has less than 18 players, it can roster an in-district player at any time. Teams that have rostered out-of-district players, excluding goaltenders obtained in the league’s player selection pool (either in the current season or grandfathered from prior seasons) cannot roster more than 20 players in any given season.

Teams may add players after December 31st only under exceptional circumstances, such as transfers into their school after the deadline, etc. In any case, the team must petition the Board of Governors for approval. Tournament Bound teams cannot roster any players after December 31st.

4. PLAYER ELIGIBILITY

Eligibility shall be determined by New York State Club School Hockey (NYSCSH) rules.

No “IN DISTRICT” player may be cut from a team to roster an “OUT of DISTRICT” player. (This includes placing an “IN DISTRICT” player on J.V. to roster an “OUT of DISTRICT” player on Varsity.)

No organization may roster an “OUT of DISTRICT” player, including an adjoining District player, unless the organization is merged, if an “IN DISTRICT” player has been cut.

Any Organization with two teams in any one division (i.e., Varsity, JV and Middle School) MUST roster any out-of-district players on the Organization’s second tier team in that division. The first tier team in the division MUST exclusively consist of players from within the district.

All players entering grades 9 - 12 must try out for their Home District Varsity Team, unless the organization has a JV team, then 9th graders may try out for their district JV. All female players can play JV, if available, once they become a senior. A senior goaltender who has been cut from his District varsity team may play on that districts JV team if that JV team has less than 2 district goal tenders already on its roster. The Senior Goaltender must play as a goaltender on the JV team.

Middle School Division, formally the 14 and Under Non-Tournament bound house league, players are restricted to grades six, seven and eight (6-8), and who have not attained 14 years of age as of November 1st of the season in progress. J.V. players are restricted to grades nine through eleven (9-11) and Varsity players are restricted to grades nine through twelve (9-12). NO 6th, 7th or 8th grade players are permitted to play in J.V. or Varsity games at any time with the exception of an eighth grader who passes the test to be able to play up at the Junior Varsity or Varsity Level. A player who will be ineligible because of his age for the following Fall season is ineligible to play in the preceding Spring program. Determinations regarding player eligibility shall be made by the Division Vice President, subject to appeal to the Board of Governors. Any appeal to the Board regarding eligibility determinations by a Division Vice President must be submitted to the League President in writing within five (5) days following written notification of the Division Vice President’s decision. The request for an appeal must include a “Statement of Appeal” setting forth the basis or grounds of the appeal. The Board has discretion to decide the appeal on the basis of the Statement of Appeal, or it may conduct a hearing before rendering a decision on the appeal.

All “OUT of DISTRICT” players must register directly with the league. “OUT of DISTRICT” players will be placed in a player’s pool and assigned, by the league player pool committee.

Definitions:

“IN DISTRICT” player is a player who resides within the territorial bounds of the School district, or merged school district, where he/she resides with his/her parents or legal guardian and:

A: Attends that School Districts Middle School, Junior or Senior High School or,

B: Attends Private or Parochial School that does not have an Ice Hockey team.

Where a player’s parents are separated, divorced or otherwise living apart, and the player attends a Private or Parochial school, such player will be deemed to reside in the School District of the parent with physical custody for player placement purposes. Such player must submit written proof of physical custody to the Board of Governors before he/she may be rostered.

“OUT of DISTRICT” player is a player who does not reside within the territorial bounds of the School district, or merged district, of the team where he/she plays.

Ineligible player: A player not rostered with the team within 48 hours prior to game time, a suspended player, a player who has played more than the allowed games at a higher level (Ineligible for the lower level only)

No organization may roster an OUT of COUNTY RESIDENT unless that player is attending their school within Nassau County.

Players cut from their District Varsity team must try out for the J.V. team in their home District.

Players in ninth grade, that are cut from their District J.V. team, should be given a release and can join the player pool to play with a team in need.

Players who are cut from their Home District team must apply to the league before they can play for another organization’s Varsity, J.V. or Middle School Team.

Provided no “IN DISTRICT” player has been cut from the team, a drafted player shall remain, irrespective of age/grade, with the organization that selected the player from the league player pool until:

- a) he/she is released by the drafting organization; or
- b) the player informs the league that he/she no longer wishes to play for the organization that drafted him/her; or

- c) the player becomes eligible to play for his/her home (or merged) district the following season.
- d) The drafting Organization changes status (e.g., the drafting Organization opts to merge with another school district it loses its right to retain out-of-district players previously drafted and rostered by the pre-merged Organization, or where the drafting Organization was a merged Organization at the time the out-of-district player joined the organization and the Organization's merger is discontinued the non-merged Organization shall lose its rights to retain out-of-district players previously drafted and rostered by the merged Organization.
- e) In the event the drafting Organization seeks to roster more than 20 players in a season, it must release one out-of-district player for every player excluding goaltenders, in excess of 20 it wishes to roster.

If an organization has a Varsity and a JV, all eligible In District players must be rostered on the Varsity team first, then populate the JV teams. No Out of District player can be rostered on the Varsity team if there are Varsity eligible age players on the JV team.

With the exception of goaltenders, J.V. players listed on the Varsity roster, may participate in up to 2 games prior to December 31 and up to a total of 4 games for the season, without losing J.V. eligibility for his/her organizations Varsity Team. Should a player participate in more than 4 of the Varsity games, he/she shall be deemed ineligible from further J.V. participation.

Middle School players cannot play up to JV or Varsity. Organizations having two teams in the Middle School Division may permit in-district skaters rostered on their second tier Middle School team to play up to the Organization's first tier Middle School team no more than four (4) times (twice before December 31st and twice after December 31st) during a single season. Goalies rostered on either the first or second tier team's roster may play up or down with the approval of the Middle School Vice president.

Any team wishing to draw players from the player pool must have paid their Non Refundable deposit to the league for the team seeking to enter the player pool. Any team must have a minimum of 12 players to enter the player pool. 9th grade players must be included on the preliminary roster if they are to be included on the official roster and be available to play in games during the coming season.

5. GAME PROTESTS

Game protests will be entertained ONLY when they pertain to the interpretation of playing rules, interpretation of league rules, or review of supplemental discipline. Game protests will not be entertained regarding the judgment of an on ice game official.

Protests must be made in writing to the any board member within 24 hours of the alleged occurrence and a \$50 protest fee must be delivered to the Treasurer within 72 hours of the occurrence. The protest fee will be refunded should the protest be deemed valid and deposited in the Scholarship Fund should the protest be denied.

The president shall schedule a Board of Governors meeting within one week of the receipt of the protest. However, in no case may a suspension as denoted Rules 20 and 21 be modified or reduced prior to the meeting of the Board of Governors.

A protest committee will be made up of 3 members of the board. If a board member is unable to attend, a coach or manager that is not involved will be asked to fill in.

6. STANDINGS

A win shall count as two (2) points; a tie shall count as one (1) point. A double forfeit shall be regarded as a loss for both teams.

In case of ties, the following, in order of occurrence, shall be the tie breaking system:

- A) Most Points
- B) Most Wins
- C) Most Wins, Head to Head
- D) Least goals against, Head to Head.
- E) Most Goals, Head to Head
- F) Least goals against, Season.
- G) Coin toss.

7. PLAY-OFF ELIGIBILITY

Each team shall supply to the league a \$100.00 deposit for each senior on their roster. The individual deposit will be retained by the league and deposited into the league's scholarship fund if it is determined by the board of governors that a senior player in their last game has:

- 1) Verbally or physically abuses another player, coach, or league official.
- 2) Received a match penalty
- 3) Received a game misconduct for fighting, high sticking, kicking, spitting, check from behind, cross checking, boarding, head butting or unsportsmanlike conduct.

In order to be eligible for the play-offs, a player must have participated in a minimum of 50% of the regular season games for that team, rounded up to the next whole game. Unless an extended injury or illness prevents a player from playing. For example, in a 20 game season, a player in any division must have participated in 10 games in that division. In a 15 game season, the player in any division must have participated in 8 games in that division.

Suspensions do not count towards games played. In the case of an extended injury, the player must present a physicians letter to the board at the time of the injury in order for the missed games to count toward playoff eligibility. The score-sheet must list the player as injured or ill. Once a player signs in for a game following the noted injury, that injury will be considered concluded. After verification such player may be eligible to play as long as he/she has played in 50 % of games he/she was eligible for (no minimum)

Clearance notifications must allow 2 business days prior to playoffs for verification of clearance.

A meeting will take place before the playoffs, for all coaches participating in the playoffs. At this time player eligibility will be verified.

8. DECIDING PLAY-OFF GAMES

Play-off games cannot end in a tie. If neither team is leading at the end of regulation play, the following 5 minute “sudden death” stop time periods shall be played:

- a) 4 on 4 (plus goalies)
- b) 3 on 3 (plus goalies)

The first team scoring in either of these overtime periods shall be declared the winner.

Should neither team score during either of these overtime periods, a shoot-out will follow using 5 players per team with shooters alternating. If the score is still tied the shoot-out will continue with one (1) player from each team per round until a winner is determined. The home team has the right to go last, but may relinquish that right by declaring so before the shootout starts. No team may repeat a player until all players have been used, at which time the opposing team may also repeat players. Goaltenders may be changed at any time, but no warm-ups will be permitted.

II. GAME RULES

1. PLAYING RULES

The playing rules as established by USA Hockey, as well as supplemental playing rules adopted by NYSCSH and the H.S.H.L.N.C., shall govern the conduct of the League’s games.

2. START OF GAMES

A team must have a minimum of seven (7) fully equipped Players present on the ice to start a game. Any team not having seven players on the ice or on the bench five (5) minutes after the scheduled starting time of a game, shall forfeit that game. Players in the locker room do not constitute being on the ice or on the bench for the purposes of this rule. (Fully equipped will be defined by USA Hockey Off-Ice Officiating Manual - second edition.)

3. PLAYING TIME

Ideally, each game shall consist of three (3) fifteen-minute (15 mm.) stop time periods. Each game slot is scheduled for 90 minutes and may include ice resurfacing. At the end of such 90 minutes, the teams shall be required to stop play and leave the ice surface. Should a game still be in progress at the end of this 90 minute period, the team that is leading shall be declared the winner. Should neither team be leading, the game will be declared a tie. The game will terminate after the first stoppage of play after the allotted 90 minutes of ice time.

There shall be no overtime in the regular season. The completion of two periods shall constitute an official game. Running time shall not be used with the exception of running time will be played in the third period when the goal differential is 8 or more goals. If goal differential becomes 4 goals, the clock will resume stop time. Clock can also be run to gain control of spectators. Clock is stopped for penalties only. In Middle School and JV division games, if the goal differential at the end of 2 periods is 10 goals or more, or a goal differential of 10 goals is attained at any time during the third period, the game may end at the discretion of the losing coach.

4. PLAYER CONDUCT

- A) Players shall remain on their respective side of the blue line during and between period intermissions. When allowed by the layout of the rink
- B) The LOSING TEAM will leave the ice surface first. The WINNING TEAM shall not leave the ice surface until the losing team is entirely in its locker room, or otherwise directed by game and/or league officials. At Newbridge Arena the team closest to the entrance to the ice surface will leave first regardless of the outcome of the game.
- C) Handshake upon agreement of both coaches can be at the end of the game only when time allows a 10 minute ice cut. Any altercation off the ice, on the property of the ice rink OR DURING THE HANDSHAKE will result in a 3 game suspension of the players involved AND the coach of the players involved, subject to review by the Board of Governors.

5. BENCH CONDUCT

- A) **A maximum of 4 (four) Team officials, registered with AAU Hockey, are permitted on the bench during the game.** At least (one of two), (one of three) or (two of four) coaches on the bench must be Level 3 or higher, or have reached the maximum level allowed by USA Hockey for that season. First year coaches must attain Level 2 during their first season. The Coach of Record, as designated on the League Sign-In sheet and the AAU Hockey Score sheet must be Level 3 or higher. Subordinate coaches are not permitted to be the official Coach of Record. Medical trainers are not permitted on the bench during play unless they are attending to an injured player and must leave the bench area upon finishing treatment to said player.

- B) The only person allowed in the scorekeeper booth during the game is the person working the clock.
- C) No suspended players are permitted on the bench during the game.

6. **SIGN-IN SHEETS**

- A) A two (2) minute bench penalty will be assessed to any team which does not have a properly typed sign in sheet.
- B) At any point during a game, any player who is listed on the sign in sheet may come on the ice, sign in with the scorekeeper and play. If the player is not on the sign in sheet, a 2 minute penalty will be given to the player, however, he/she may play.
- C) For the game to count for the minimum game eligibility of the player, the player must be signed in prior to the drop of the puck at the start of the third (3rd) period.
- D) A player who plays a shift before signing in, but their name is typed on the sign in sheet, shall be considered a legal player, however that player must serve a two minute minor penalty for not signing in. If this player is involved in the scoring of a goal the goal shall be considered good but the player must serve the two minute minor penalty. If the player is called on another penalty before signing in the player shall receive all assessed penalties plus the two-minute minor for failing to sign in.
- E) Any coach allowing a player to play without signing in shall be suspended from their next regular scheduled league game. Any coach that receives this penalty twice in the same season will be suspended for no less than four games.

7. **UNIFORMS AND EQUIPMENT**

- A) No two players on the same team may have the same numbered jersey, unless one of the players is “playing up.” The official sign in sheet must show the name of the player along with his/her number, and must indicate that he/she is playing up. If the sheet does not show this, the team is deemed to have played an illegal player. In such circumstance, the Board of Governors will determine the penalty for the player and coach.
- B) Each player including a goaltender must wear an unaltered neck guard that is commercial manufactured and sold as a neck guard. Any player not wearing the neck guard around his or her neck will not be allowed to play.
- C) All players must wear ice hockey pants or inner girdle with a shell. Full length “roller hockey style” pants are not permitted.

8. LEAGUE OFFICIALS

The League Official may suspend or discontinue the game at his/her sole discretion under the following conditions:

- 1) Failure or breakage of rink equipment making it impossible to continue or endanger the safety of players, Game Officials or spectators.
- 2) Notification by rink officials that time has run out.
- 3) No League Official or Board of Governor will have the authority to intervene with the playing of a game except for the following exceptions: (not withstanding rule 16A sections 1, 2, 3)
 - A) Having the referee run the game clock to gain control of the spectators only as necessary and as a last resort.
 - B) To advise the referee at the beginning of the game of the two minute minor penalty for a non-typed sign in sheet.
- 4) The league official is required to check for proper jerseys and socks. The league official shall notify the coach of all players in inappropriate uniforms prior to noting them. The coach with the violations has the option of not playing a player not in uniform, therefore avoiding any forfeit. Any player not in the proper uniform must have their signature crossed off the sign in sheet and the player is not allowed on the player's bench.
- 5) The League Official shall count the players on the bench and check the sign in sheet to confirm an accurate count of players. The League Official shall notify the coach of any and all discrepancies before the start of the game. All discrepancies must be cleared before the game will start.
- 6) League officials may not be assigned to games played by any team with which they are associated.

9. TEAM LIAISON

- A. At every game regardless of division, each team's coach or general manager will be responsible to identify a team liaison before each game and notify the game supervisor of who the liaison will be. The team liaison can be a General Manager, Non Participating Coach or Parent Representative.
- B. The role of the team liaison is to assist the game supervisor in requesting their organization spectators to adhere to League Approved Parent/Spectator Zero Tolerance policy as well as identify those individual(s) who are being abusive to players, referees, and fans.

- C. Any team not identifying a team liaison will be assessed a 2 minute penalty at the beginning of the game.

III. PENALTIES/DISCIPLINARY RULES

1. GAME MISCONDUCT PENALTIES

Any player or coach receiving a Game Misconduct penalty or is suspended will serve such suspension at his/her team's next scheduled H.S.H.L.N.C. game, including play-off games. Any penalty assessed for conduct which occurs after time expires in a game will carry a game Suspension. Suspensions assessed to a player or coach shall only apply to the player's or coach's participation in H.S.H.L.N.C. sanctioned games, practices or other events, **and shall not prohibit the coach or player from participation in other AAU Hockey related games or activities.** Every suspension shall be served at the next officially scheduled league game at the time the suspension is incurred (i.e., the game already appearing on the official league schedule of that team at the time of the infraction). No team shall schedule an additional H.S.H.L.N.C. league game for the purpose of satisfying a player's or coach's suspension.

Any player receiving a major penalty in a league game shall immediately be ejected from the game and shall receive an automatic game suspension from the player's next actual league game including play-offs.

For each game misconduct penalty assessed during the same season and playoffs, the suspension imposed is increased by one game for each subsequent suspension incurred. Thus, the first suspension incurred by a player with no prior suspensions during the previous 12 months, will carry a one game suspension; the second game suspension incurred by that same player during the previous 12 months, will carry a two game suspension; the third game suspension incurred by that same player during the previous 12 months will result in the player being suspended from all future league games until such time as the player appears at a hearing before the Disciplinary Committee to explain his conduct. The hearing before the Disciplinary Committee shall be held within thirty (30) days of the game in which the player incurred his third game misconduct penalty. Following such hearing the Disciplinary Committee shall determine the penalty to be assessed the player, including permanent suspension from the league.

This includes multiple game misconducts incurred in a single game. For example, a player receiving his or her first and second game misconduct of the season in one game will be suspended from their team's next three actually scheduled league games. It is the coach's responsibility to check all game sheets and verify that his team has receive a no suspensions.

Should a player, play in a game that he/she has been suspended, the game shall be forfeited, the player must sit the initial game suspension plus an additional game suspension, and the coach of record will be suspended for the next three scheduled league games.

Any HSHLNC team playing as such in a non-league game during which player, coach or Team official receives a game misconduct penalty or suspension must report that incident and submit a completed score-sheet of the game to a member of the Board of Governors within 72 hours of the completion of the game. Any coach failing to report the incident to the league will be suspended for the next scheduled league game including playoffs. For the second offence in the same season the coach will appear for a hearing before the Discipline Committee and explain his or her actions and face supplemental discipline as well as a mandatory one game suspension from the teams next scheduled league game. The hearing before the Disciplinary Committee shall be held within thirty (30) days of the leagues' discovery of that a coach failed to report the incident and submit a completed score-sheet to the league for the second time following a non-league game. All score-sheets must have the referee's name clearly printed as well as signed.

Any player who receives a 5-minute penalty for "a check from behind" will be suspended from the team's next two actual high school league games.

2. MATCH PENALTIES

In accordance with USA HOCKEY and NYSCSH rules, any person assessed a Match Penalty must have a hearing within 30 days of the incident. The Hearing may be conducted by the local organization in all cases except those involving physical abuse of officials. The Zone President or his designees hear these cases.

A player receiving a Match Penalty shall be suspended from his team until a hearing is held, which will be within 30 days

Any coach, manager, or other team official receiving a match penalty, or gross misconduct penalty shall be suspended, appear at a hearing of the Board of Governors within 30 days and confirm to any other conditions set forth by the Board of Governors.

A player receiving a second Match Penalty shall be ruled ineligible for the balance of the season, including all play-offs.

3. SUPPLEMENTAL DISCIPLINE

A) Disciplinary Committee

Notwithstanding 1 and 2 above, the Board of Governors have the authority to increase the severity of the suspensions for repeated game misconduct penalties or other serious and/or repeated infractions of the rules by any player, coach, team representative, parent, fan or other person, after a hearing with the Board of Governors. The Board of Governors also have the authority to suspend or rule ineligible to participate any coach, manager, or other team representative, after a hearing with the Board of Governors for behavior detrimental to the code of conduct or unsuitable to the game of hockey.

In addition, the league recognizes that it is the responsibility of the team and coaches to control their respective players. It is within the team's prerogative to increase the duration of any suspension noted above, and it is also within the team's prerogative to discipline

their respective players for any violation of the tenets of sportsmanship, team rules, or insubordinate activity.

In accordance with USA HOCKEY and NYSCSH rules, a hearing must be conducted, within 30 days of the incident to suspend a player, coach, team representative, parent, fan or other person. At this hearing both sides must have the opportunity to present their case. Individuals have the right to appeal, to the Section President. These cases are heard by the Section President or his designees.

The results of any hearings before the Disciplinary Committee may be appealed to the Board of Governors provided notice of the appeal and a "Statement of Appeal" is delivered to the Board of Governors within ten (10) days following the delivery of the Disciplinary Committee's decision to the subject(s) of the hearing. If the notice of appeal to the Board of Governors is not delivered to the Board within ten (10) days the decision of the Disciplinary Committee shall become final. The "Statement of Appeal" submitted by the appealing party must, at a minimum, be a written statement of why the decision of the Disciplinary Committee should be overruled, modified or reversed. The board must schedule a hearing of the appeal within fifteen (15) days of its receipt of the notice and Statement of Appeal. If the appealing party so requests, the hearing date may be postponed to a mutually convenient time for the appealing player and the Board. The results of any hearings before the Board of Governors may be appealed to the Section President within twenty (20) days of the Hearing before the Board of Governors.

A written report of all disciplinary hearings before the Disciplinary Committee and/or Board of Governors must be sent to the Section President.

B) Coaching Evaluation Committee

The Board of Governors also have the authority to suspend or rule ineligible any participating coach, after a hearing with the Board of Governors for behavior detrimental to the code of conduct or unsuitable to the game of hockey.

It will be the Coaching Evaluation Committee's responsibility to review all inquiries related to a coach's actions and see that USA Hockey's Coaches Ethic Code is being followed. Items such as but not limited to which will commence an evaluation will be for items such as a coach being verbally or physically abusive towards his or her own players, parents, referees, and opposing coaches, players or parents, inappropriate actions regarding cultural, role differences, gender, race, ethnicity, national origin, religion, sexual orientation, disability, language and socioeconomic.

The results of any Coaching Evaluation before the Coaching Evaluation Committee may be appealed to the Board of Governors provided notice of the appeal is delivered to the Board of Governors within twenty (20) days following the delivery of the Coaching Evaluation Committee's decision to the subject(s) of the hearing. The results of any hearings before the Board of Governors may be appealed to the Section President within twenty (20) days of the Hearing before the Board of Governors

A written report of all Coaching Evaluation hearings before the Coaching Evaluation Committee and/or Board of Governors must be sent to the Section President.

4. ZERO TOLERANCE POLICY

- A) The league has a policy of zero tolerance with respect to hazing and/or any form of racial, sexual, religious or other discrimination. Any player, coach, team official, parent, fan or other person found to have engaged in such conduct shall appear at a hearing before the Board of Governors and shall be subject to such discipline as the Board see fit after a hearing as to the facts of the case.

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