

NIAGARA JUNIOR PURPLE EAGLES

House Rules

Revised November 2010

Article I – Definitions and Compatibility with other Rules and Regulations

1. All terms used herein are defined in the Niagara Junior Purple Eagles (NJPE) By-Laws.
2. In the event of a conflict between these rules and the NJPE By-Laws, the By-Laws shall control.
3. These NJPE Rules are in addition to all Rules established by the Western New York Amateur Hockey League (“WNYAHL”), the New York State Amateur Hockey Association (“NYSAHA”), and USA Hockey (“USAH”). In the event of a conflict between these Rules and WNYAHL, NYSAHA or USAH Rules, the later shall control; although the fact that the NJPE Rules may be more restrictive than WNYAHL, NYSAHA or USAH Rules shall not constitute a conflict.

Article II -- Purpose

1. The purpose of these Rules is to set forth a uniform procedure to govern play in the League. The intent of the League is more for “instruction and recreation” than competition, with the EQUAL ICE TIME FOR ALL PARTICIPANTS being the goal, rather than the winning of a game. The league will make every effort to find a place for every child who wants to play, regardless of ability.

Article III -- Sponsors

1. All sponsors will pay an annual registration fee set forth by the House Board. All fees are payable by December 31. The House Board must approve uniform colors requested by sponsors.
2. Sponsors need not participate with the same age group from year to year, provided requested changes do not conflict with existing sponsors.
3. Established sponsors will be given primary consideration for house sponsorship. Sponsor requests will be granted by seniority.

4. The House Board or properly appointed committee will:
 - a. Contact active sponsors and confirm their willingness to participate in the forthcoming season.
 - b. Recruit new sponsors as needed.
 - c. Be advised by the treasurer of all receipts from sponsors and transmit proper acknowledgment.
 - d. Advise treasurer to render and invoice for annual fees to each active sponsor by Oct. 1st.
 - e. Distribute team pictures and approved tokens of appreciation to sponsors at the close of each season.

Article IV -- Playing Rules

1. The House Board will decide the length of the season, and when, per division, games shall start, and set schedules.
2. No teams will be allowed to play games after May 1st, without the express written permission of the House Board.
3. House players may not play on travel teams (at NJPE or elsewhere), except as alternates, without the permission of the Central Board.
4. If a house player is an alternate on a travel team, the travel team coach must communicate with the player's house team coach so that the house team coach is generally aware of the player's activities for the travel team. Alternates must give priority to house events (including house practices, house games and house team functions) and, in the event of a conflict, must attend house events as opposed to travel events. Alternates who are suspended from house league games are not allowed to play or practice as alternates until their suspensions are complete. WNYAHL Rules governing alternates must be followed.
5. Any house player whose skills have developed enough to advance to travel hockey should be encouraged to do so.
6. All players must wear protective cups, elbow pads, gloves, shoulder pads, shin guards, neck guards, pants, mouth guards, helmets and full face protection, even if not required by WNYAHL, NYSAHA, USAH or the Canadian Amateur Hockey Association. No player will be allowed on the ice without complete equipment for any practice or game.

7. Profanity, consumption of alcoholic beverages or non-controlled drugs, and smoking are prohibited in all areas of the arena. This applies to all Coaches, Trainers, Instructors, Managers, Players, Parents or Guardians of a Player, Spectators, Sponsors, and anyone else associated in any way with the League.
8. No artificial noisemakers (bells, horns, etc.) may be used by spectators during games involving two house teams at any time. Artificial noisemakers may be used by spectators during games involving a NJPE house team and a team from an outside organization.
9. Equal ice time for all players is mandatory. **Equal ice is to be determined on a per game basis** (i.e., all players should get equal ice time in each and every game). In order to ensure equal ice time, coaches must “roll lines,” utilizing the following system at all times:
 - a. 10 Players: 6 forwards and 4 defense
 - b. 11 Players: 7 forwards and 4 defense
 - c. 12 Players: 7 forwards and 5 defense
 - d. 13 players: 8 forwards and 5 defense
 - e. 14 Players: 9 forwards and 5 defense
 - f. 15 Players: 9 forwards and 6 defense

There shall be no dedicated power play or penalty killing units or specialists on any team. All players shall have an equal opportunity to play in such situations.

The only exception to the above stated policy is in the final minute of any game. During this final minute of the game only, coaches are permitted to play any players on the team, including the team’s “best” players.

If coaches violate this equal ice policy, they will generally be warned verbally for an initial violation, given a written warning for a second violation, and for any subsequent violation will be immediately suspended from coaching. However, Division Directors, the House President and the House Board shall have the authority to take such other and further action, including but not limited to the immediate suspension of coaches, the deduction of goals scored by the offending team, and game forfeiture, as deemed necessary under the circumstances.

10. The Mini-Mite program is mainly for six year olds or younger that have had minimum one year of instruction.

Mini-Mites will be set up as follows:

- a. Six teams of six to eight players, equally balanced by the Division Director and his coaches. Each team will have a separate color jersey. Mini-Mites should skate for a few sessions before they are separated into teams so they can be properly evaluated.
 - b. Saturdays will be set as a practice day with basic hockey skill development the goal. Six stations should be set up with fun drills or small ice games that emphasize basic hockey skills.
 - c. Sundays will be game days played three on three with the mini boards brought out, cross-ice. A running clock will be used with the buzzer sounding every 1.5 minutes. Face offs are not required each shift, just let them play! Emphasize passing and spreading out, no goaltending required for the small nets. No score will be kept. If there are not enough players for three on three then double shift the rest on a rotating basis. Consider allowing some younger mites or instructional players to fill in as necessary.
 - d. Any out of division player must attend their session in addition to the mini games. This can be done only with the consent of the proper Division Director and coaches.
11. In general, all regular season games for Mites and Squirts will be three periods @ 12 minutes, Peewee will be three periods @ 13 minutes and Bantam will be three periods @ 14 minutes. The House Board may adjust these times depending upon the number of players on each team in a given season. Any remaining ice time will be used for a shootout that has no bearing on the outcome of the game.
 12. No overtime periods shall be allowed in regular season play. In the event of a tie at the end of regulation time, each team shall be awarded one point.
 13. A two-minute warm-up period shall be allowed prior to each game.
 14. Coaches and staff are required to have all players shake hands with all players from the opposing team at the end of each game. Players must leave the ice immediately after the handshake. Coaches are responsible for monitoring handshakes at the end of all games.
 15. All Teams must be ready to start play ten minutes before scheduled game time. Teams must have a goaltender and nine skaters or game will be forfeited. In the event of forfeit, the teams shall practice.

16. If a team has no goaltender, Peewees and Bantams may borrow one from another team in the same division. In rare cases, a goalie may be borrowed from next lower division (preferably one of the select goalies for Squirts and Peewees playing up). Mites and Squirts will dress another player from their team. The Division Director must approve all borrowing of goalies.
17. Penalties shall be:
 - 1.5 minutes-minor (mites and squirts)
 - 2 minutes-minor (peewees and older)
 - 5 minutes-major
 - 10 minutes-misconduct
18. In Mites and older, an injured player, or one for whom a suspected injury causes a stoppage of play, must leave the ice for the ensuing face-off.
19. In order to draw attention to dangerous and/or reckless behavior of players, and in an attempt to modify and reduce such behavior, and in an effort to reduce the potential for injuries, the League has adopted the following rules relating to penalties:
 - a. As used herein,
 - i. any minor or major penalty for intent to injure, for checking from behind, for head contact, for spearing, for butt ending, for boarding, and any major (five minute) penalty, and any ten minute misconduct penalty, shall be considered a "Serious" penalty. [Note: any minor or major penalty plus a misconduct as a result of the same minor or major penalty shall be considered one penalty for the purposes of this section.]
 - ii. any minor penalty for high sticking, roughing, slashing, charging or cross checking shall be considered an "Aggressive" penalty.
 - b. Any player who receives three Serious penalties in any one season shall be immediately suspended from his/her next game. Any subsequent Serious penalty shall result in an immediate two game suspension. Any additional Serious penalties shall result in referral to the House Board for disciplinary action, including possible suspension for the remainder of the season.
 - c. Any player who receives any combination of five Serious and Aggressive penalties, or any five Aggressive penalties, in any one season shall be immediately suspended from his/her next game. Any subsequent Serious penalty, or three subsequent Aggressive penalties, shall result in an immediate two game suspension. Any

additional Serious or Aggressive penalties shall result in referral to the House Board for disciplinary action, including possible suspension for the remainder of the season.

- d. Any player who averages more than three penalties (of any kind) per game over any three game period, shall be immediately suspended from his/her next game.
 - e. Any player who receives five penalties (of any kind) in any one game shall be immediately suspended from his/her next game.
 - f. Any player who leaves the players' bench and enters the ice surface during an altercation, shall be immediately suspended for three games; said suspension being in addition to any other suspension imposed by USAH Playing Rules.
 - g. For the purposes of this section penalties shall be tracked separately for house and select games. In other words, if a player is playing on a select team, his penalties in house games and his penalties in select games shall be tracked independently. Once suspended because of penalties in either house or select games, however, the player shall serve his suspension(s) in his next scheduled game(s), whether house or select. Penalties incurred while playing as an alternate on a travel team shall not be considered for the purposes of this section, except as stated in subsection "i," *supra*.
 - h. Division Directors shall be responsible for keeping track of penalties and informing the House President when disciplinary action is needed.
 - i. Nothing herein shall prevent the League from taking additional or other disciplinary action as it deems warranted, including immediate suspensions, as otherwise permitted by these rules, by the NJPE By-Laws and by USAH rules, including USAH Rule 410 ("Supplementary Discipline").
21. Any player serving a game or games suspension(s) must attend the game(s), in street attire and sit in the stands. Suspensions are not considered served unless player so complies. Referees or the Division Director shall note the affected player's attendance.
22. Any player who is suspended from the last game of the season shall serve the suspension the following season.

23. In the Mini-Mite and Mite divisions, for Spring hockey only, an armband system may be used to match players of equal skill levels, with the prior approval of the House Board.
24. All house teams shall be limited to a total of eight exhibition games (i.e., games against teams from another organization), which may include one tournament. The Division Director's prior approval is required for all exhibition games, and copies of all game sheets must be submitted to the Division Director.
25. No exhibition or select team games will be scheduled during playoffs without the Division Director's prior approval.
26. Only USAH certified coaches are permitted on the players' benches. Non-coaching parents and others are strictly prohibited from being on or near the players' benches.
27. Regular season standings will be decided by point total. A win will be worth two points, a tie worth one point, a loss zero points. Tie breakers in the event two or more teams having the same point total at the end of regular season shall be:
 - a. Most victories
 - b. Best record head to head
 - c. Team which allows the fewest goals against during the season
 - d. Winner of last game head to head, as far back as necessary
28. Members of regular season championship team shall be awarded individual medals or trophies. No trophies will be awarded for individual achievements by the League, but individual teams may do so.

Article V -- Playoffs

1. Playoffs shall consist of one round robin.
2. Tie Breakers for the playoffs shall be:
 - a. Head to head during the playoffs
 - b. Team which allows the fewest goals against during the playoffs
 - c. Regular season final standings

- d. Winner of last regular season game head to head, as far back as necessary
3. No championship game shall be curfewed. In the event of a tie after three periods of regulation play, the teams shall change ends and play a four on four player (excluding goalies) sudden death overtime period of 10 minutes or less. If the game is still tied after overtime, a shootout shall determine the winner. The shootout will consist of each team selecting three different shooters who shall all participate in the shootout. The home team shall have the option of shooting first or second. If the game is still tied after the first three shots of the shootout, a sudden death shootout shall take place with each team utilizing different players. No player shall have more than one turn in the shootout until all of the team members have had an opportunity to participate.
4. Throughout the playoffs, the team with the best regular season record shall be the home team in all games. For the championship game, the team with the best record in the playoffs shall be the home team.
5. Each team in the championship game shall be given one 30 second time out. There will be no time outs in any other playoff games.
6. Members of playoff championship team shall be awarded individual medals or trophies. No trophies will be awarded for individual achievements by the League, but individual teams may do so.

Article VI -- Coaches

1. The House Director of Coaching, with the assistance and input of the Division Director, shall recommend qualified head coaches to the House Board. The House Board shall have final authority to approve the coaches.
2. All coaches must read, be familiar with, and abide by the League's By-Laws, these playing rules, and the rules of USAH.
3. Once approved, a head coach is totally responsible for his/her team. The violation of any By-Law or rule subjects a coach to review and/or suspension.
4. A head coach shall select his assistant coaches and managers, but the House Director of Coaching must approve all assistant coaches.
5. The head coach shall be responsible for the following:
 - a. Enforcing League policies, rules and suspensions.

- b. Filling out required forms and reports.
 - c. Ensuring that League information (e.g., game score sheets, raffle tickets, banquet sheets, uniform size sheets, etc.) is returned to the proper League official in a timely manner.
 - d. Scheduling exhibition games, and informing the Division Director prior to playing exhibition games.
 - e. Being at the rink at least one half hour before all games and practices.
 - f. Ensuring that no player enters the ice surface without a head coach or assistant coach.
 - g. Monitoring the team's dressing room at all times when players are in the room.
- 7. Coaches must never touch, physically or verbally abuse, or threaten referees or linesmen.
 - 8. Coaches should never enter the ice surface without the prior permission of an official.
 - 9. Any Coach who leaves the players' bench and enters the ice surface to dispute or argue a call with an official, shall be immediately suspended for one game; said suspension being in addition to any other suspension imposed by USAH Playing Rules.
 - 10. Any Coach who leaves the players' bench and enters the ice surface during an altercation, shall be immediately suspended for five games; said suspension being in addition to any other suspension imposed by USAH Playing Rules.
 - 11. Coaches must make every attempt to ensure their fans behave in an appropriate manner. It is understood that coaches may not be able to control them, at which time responsibility lies with the referee, for possible expulsion from the rink.
 - 12. Coaches serving suspensions must not have any contact with his/her team during the suspension. If present at the rink, a suspended coach must be on far side away from the player benches. Suspension time can include games and practices.

13. If a coach encounters a problem regarding any aspect of the League, he or she shall:
 - a. Go to his Division Director first.
 - b. If it is a coaching problem and the Division Director cannot solve it, go to the House Director of Coaching.
 - c. Go to the House President.

Article VII – “Drafting” of Teams

1. The Division Director, or his/her designated appointee, shall administer the draft, insuring that all players are rated and drafted fairly.
2. During “try-outs,” all players will be assigned a rating (number) by each coach in the division, or by an unbiased participant. Players will be rated on the following skills: forward skate, forward stop, crossovers, backward skate, backward stop, stick handling and shooting. A scrimmage will be included in the try-out in order to determine aggressiveness and hockey instincts, and ratings for scrimmage skills should be included in a player’s overall rating. Players’ individual skill and scrimmage ratings will be combined as set forth on draft scoring cards and the player will be assigned a total rating number. Draft scoring cards are attached to these Rules.
3. Draft scoring cards for all skaters (i.e., non-goalies) will be laid upon a table in serpentine fashion (i.e., if there are six teams, the sixth team will get the sixth and seventh highest rated players) based upon the total rating numbers, until all cards are on the table.
4. After all of the skaters’ draft scoring cards are on the table, the goalies’ draft scoring cards will be added in a manner to be determined by the Division Director or his/her designated appointee who is administering the draft, in order to make the teams as even as possible.
5. After goalies are added, teams will be rearranged in a fair manner to accommodate sponsors. Team equity takes priority over sponsor placement. Sponsors cannot choose their coaches and vice versa.
6. Teams will be rearranged to accommodate siblings, who shall be placed on the same team whenever possible and equitable.
7. Any subsequent player movements (including issues such as friends, cousins, travel to the rink, second assistant coaches, managers, etc.) are strongly discouraged and can only be made with the approval of all head

coaches and with the approval of the Division Director or his/her designated appointee who is administering the draft.

8. Any questions about team equity must be addressed at this time. All participants in the draft must agree that the teams are as even as possible before teams are assigned to coaches.
9. After all teams are set, each coach will randomly select a team from a hat.
10. Once teams have been assigned to coaches, teams will be rearranged in a fair manner to accommodate the children of the head coaches and one assistant coach per team.
11. No changes or "trades" will be allowed after the coaches have randomly selected teams.
12. The House President will resolve any draft conflicts that cannot be resolved by the coaches and the Division Director.

Article VIII -- Select Teams

A. Objectives and Guidelines:

1. Select teams provide the opportunity for house team players to play in a slightly more competitive environment and to compete against teams from other organizations.
2. Select team players' first responsibility is their individual house team. This includes practices and games (i.e., house team practice takes precedence over a select team game).
3. Select team players may not compete in select games prior to their regularly scheduled house games should the games occur on the same day, unless approved in advance by the house team head coach.
4. Select coaches must be aware of house teams' schedules when scheduling games, and must avoid conflicts.
5. Select teams are house teams and, as such, must abide by all house playing rules.
6. Select coaches, assistant coaches, managers and players who do not abide by the house rules shall be removed from select teams by the House Board and no refunds will be given.

7. Any select player who is suspended from their house team is also suspended from all select functions (practices, games, tournaments, fundraisers, banquets, etc.) until the house suspension has been served.
8. Any select player who is suspended from their select team is also suspended from all house functions (practices, games, tournaments, fundraisers, banquets, etc.) until the select suspension has been served.
9. Select coaches must promptly provide copies of all select game score sheets to his/ her Division Director.

B. Coach and Player Selection:

1. Select coaches shall be selected in the same manner as other house coaches.
2. All house players shall be eligible to try-out for select teams.
3. Division Directors and/or select coaches must distribute and post the dates and times of, and relevant information concerning, try-out times well in advance of try-outs.
4. There shall be a minimum of two try-out sessions.
5. Only players who attend at least one try-out session shall be considered for selection.

C. Financial:

1. Select coaches shall be totally responsible for the financial accounting of select teams.
2. Select teams must be financially independent and self sufficient.
3. Select teams wanting to hold fundraisers must comply with League By-Laws concerning fundraising.
4. Upon completion of the season, select team coaches must file a team financial report in a timely manner, with receipts and expenses and an explanation of money collected and spent, to the Division Director and House Treasurer.
5. All bank accounts will be handled by the House Treasurer and/or League CFO. All bank accounts must be reduced to a minimal amount (i.e., \$5 or \$10 in order to keep the account open from year to year) and returned to the League CFO at the end of the season.

These House Rules were adopted by approval of the House Board on November 24, 2010.