



ADULT HOCKEY LEAGUE RULE BOOK

Updated as of 09/2025

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Please read this Rule Book.
Your familiarity with it may often answer questions that are raised by your teammates.

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1. RULES AND REGULATIONS

USA Hockey rules and regulations will be used for guidance in the Adult Hockey leagues at the LA Kings Ice PV. The Adult Hockey League Rule Book contains additional rules to the USA Hockey Rule Book. For any ruling not addressed in this Adult Hockey League Rule Book, USA Hockey rules will apply. All players shall be in good standing with all hockey leagues and associations, including, but not limited to, the LA Kings Ice PV Adult Hockey League, USA Hockey and its National Affiliate Associations. The Adult Hockey League reserves the right to make any final determination for any action committed at LA Kings Ice PV.

2. LEAGUE PHILOSOPHY

LA Kings Ice PV Adult Hockey League strives to provide a safe, enjoyable athletic experience for players of all skill levels in a competitive and organized environment. We emphasize friendly competition, camaraderie and sportsmanship. All Adult Hockey Leagues at the LA Kings Ice PV are recreational non-checking, no fighting leagues.

3. ADULT HOCKEY LEAGUE COMMITTEE

Gabriella Weissmann: General Manager, Paramount/Palos Verdes
 James Gasseau: Senior Hockey Director, Toyota Sports Performance Center
 Corey Mendes: Adult Hockey Director, Toyota Sports Performance Center/Palos Verdes
 Mark Petrovich: Coordinator, LA Kings High School Hockey
 Christine Souto: Administrative Assistant, Youth Hockey
 Michel Voyer: Director of Officials

4. ADULT HOCKEY DEPARTMENT

| | |
|---------------|------------------------|
| Corey Mendes | Adult Hockey Director |
| James Gasseau | Senior Hockey Director |
| Michel Voyer | Director of Officials |

5. LEAGUES AND DIVISIONS

5x5 Adult Hockey Divisions

- Tier 1
- Tier 2

6. HOLIDAYS – NO GAMES

- New Year's Day
- Super Bowl Sunday
- President's Day Weekend (Fri-Mon)
- Memorial Day Weekend (Fri-Mon)
- Independence Day
- Labor Day Weekend (Fri-Mon)
- Thanksgiving Weekend (Thurs-Sun)
- Christmas Break (19th-31st)

7. PRIVATE ENTITY

- 7.1. American Sports Entertainment Company is a **PRIVATE** entity. All Adult Hockey leagues operated by ASEC are **PRIVATE**. ASEC reserves the right to refuse service to anyone.
- 7.2. **The Adult Hockey League Committee reserves the right to change, modify and/or alter this Rule Book, at any time, should the Adult Hockey Committee determine that is the best interests of the Adult Hockey League.**

8. INSURANCE

- 8.1. LA Kings Ice PV requires players to obtain Secondary Medical Insurance from USA Hockey.
- 8.2. This is excess accident medical coverage. It acts as secondary insurance to the players' primary insurance.
- 8.3. All medical claims should first be submitted to the primary insurance, if there are remaining balances over one thousand dollars, a secondary claim is submitted.
- 8.3.a. For example, a player has a leg injury and has \$10,000 in medical expenses. The players' primary insurance pays \$8,000 towards the total. After the \$500 deductible is met, we will submit a claim for the remaining \$1,500 balance.

9. REGISTRATION PROCESS

- 9.1. Participation in the Adult Hockey Leagues at LA Kings Ice PV is a MEMBERSHIP.
- 9.2. All teams must complete a down payment **PRIOR** to the start of the season.
- 9.3. Teams are financially responsible for all their players. LA Kings Ice PV does not provide any refunds or credits to players.
- 9.3.a. Down payment for all leagues is due **TWO WEEKS BEFORE** the first game.
- 9.3.b. **Payment plan:** Four installments for 3x3.
- 9.3.c. Missing a scheduled payment results in an **IMMEDIATE FORFEIT** unless paid before your **NEXT GAME**.
- 9.3.d. If still unpaid by the **NEXT GAME**, that second game is also a **FORFEIT**.
- 9.3.e. If the late payment remains unpaid by your **THIRD GAME**, the team will be **REMOVED FROM THE LEAGUE**.
- 9.3.f. Credit cards or online checks are accepted.
- 9.3.g. LA Kings Ice PV does offer team payment plans.
- 9.4. To play at LA Kings Ice PV in each season, players and goalies must complete all the following **PRIOR** to the start of each season:

- 9.4.a. **ALL players (skaters and goalies)** must register online and complete the LA Kings Ice PV online membership process via Daysmart BEFORE they are allowed to participate in games.
- 9.4.b. **ALL players (skaters and goalies)** must complete an annual online LA Kings Ice PV Waiver via Daysmart.
- 9.5. **ALL PLAYERS, SUBS, GOALIES AND SUBSTITUTE GOALIES MUST COMPLETE THE ONLINE REGISTRATION PROCESS IN ORDER TO APPEAR ON THEIR TEAM'S ROSTER.**
- 9.6. **FAILURE TO COMPLETE THE ONLINE REGISTRATION PROCESS WILL RESULT IN THE PLAYER BEING DEEMED INELIGIBLE AND CLASSIFIED AS AN ILLEGAL PARTICIPANT. AS A RESULT, THE PLAYER NOT APPEARING ON THE OFFICIAL SCORESHEET WILL BE PROHIBITED FROM PARTICIPATING IN THE GAME, AND MAY CAUSE THE TEAM TO FORFEIT THE MATCH.**

10. DEFAULT PAYMENTS

- 10.1. Any team whose payment defaults (i.e. NSF check, credit card declination, etc.) will be ineligible to play in the Adult Hockey League at LA Kings Ice PV until their account returns to good standing.
- 10.2. A \$50.00 penalty will be issued for any returned check.
- 10.3. Teams with outstanding funds from the previous season will be ineligible to re-register with the league until all balances are paid in full.

11. PRIOR TO THE START OF THE GAME – CHECKING IN WITH THE STAFF

- 11.1. **ALL PLAYERS/GOALIES** are required to check in at the check-in table or with the score keeper to ensure proper registration is complete **BEFORE** they jump on the ice. **NO EXCEPTIONS.**
- 11.2. **ALL PLAYERS/GOALIES** are required to show their valid ID or Daysmart account as proof of identity, age and registration upon request **AT ANY TIME** during the season. **NO EXCEPTIONS.**
- 11.3. Players/Goalies who are late to the game must check in by showing their Valid ID or face verification to the scorekeeper BEFORE participation in the game.
 - 11.3.a. **Players/Goalies may NOT check in to any game after the conclusion of the second period.**
 - 11.3.b. **Players/Goalies who fail to check in at the check-in table or with the score keeper before playing in the game will be given a minor penalty for delay of game.**
- 11.4. Should a Referee or Scorekeeper have a question about a player or goalie's identity, that player/goalie must show a Valid ID. **Failure to do so will place that game under "Protest" with a subsequent Adult Hockey League investigation.**
- 11.5. **Any team found using a player/goalie who is participating under a false identity (using a player's information that is not their own) or a player/goalie who is participating without properly checking-in may be issued the following penalties:**

- 11.5.a. The Team Representative (or substitute representative, if the team representative is not present) may be suspended up to four (4) games, including but not limited to league dismissal.
- 11.5.b. The player/goalie may be suspended up to four (4) games, including but not limited to league dismissal.
- 11.5.c. The game will be forfeited.

12. ROSTERS

- 12.1. **NON-REGISTERED** players are **NOT** allowed to skate in the LA Kings Ice PV Adult Hockey League at any time.
- 12.2. Absolutely **NO PLAYERS or GOALIES** will be allowed on the ice without completion of the **LA Kings Ice PV** online membership registration process. (Please see Section 8 of the Adult Hockey League Rulebook)
- 12.3. **It is the responsibility of the Team Representative to know the skill level of all players and goalies that they place on their roster.** Team Representatives must work to ensure that each of their players' skill levels are within the level of the Adult Hockey League division in which they are participating.
- 12.4. **Should any player/goalie and/or team be found to be playing in an inappropriate level, the Adult Hockey League has the right to move and/or remove that player/goalie and/or team accordingly.**
- 12.5. All players/goalies in the 3x3 Adult Hockey League must be at least eighteen (18) years of age upon registration to be eligible to play. **NO EXCEPTIONS.**
 - 12.5.a. Any player or goalie who is not at least eighteen (18) years of age who participates in an Adult League game is subject to immediate dismissal and the game may be forfeited.
- 12.6. Adult Ice Hockey League Roster Rules – 3x3 Hockey
 - 12.6.a. The **MAXIMUM** amount of registered rostered players on any roster at any time for 3x3 league play will be twelve (12) slots. 10 skater slots, 1 goalie slot, and 1 sub goalie spot.
 - 12.6.b. Each team must have a minimum of one (1) slot for their goalie.

13. PLAYER EXPERIENCE GUIDELINES

- 1. Guidelines are used as a basis for player placement, evaluation and division balancing.
- 2. Team Representatives must work to ensure that each of their players' skill levels are within the level of the Adult Hockey League division in which they are participating.
- 3. The Adult Hockey League reserves the right to make changes regarding players and/or team at any point throughout the season for those players and/or teams which are too skilled or inadequately skilled for the division in which they are currently playing.
 - 3.1. Tier 1 (Tier 1 teams are primarily comprised of players with intermediate to high intermediate playing skills.)
 - 3.2. Tier 2 (Tier 2 teams are comprised of amateur to intermediate adult hockey players.)

| 3x3 Division Levels | |
|---------------------|-----------------------|
| Level | Player Qualifications |
| | |

| | |
|--------|-----------------------------------|
| Tier 1 | Intermediate to High Intermediate |
| Tier 2 | Amateur to Intermediate |

14. GOALIES

- 14.1. Each team may have a MAXIMUM of two (2) rostered registered goalies.
- 14.2. Provided that the regular team goalie is rostered and registered; teams may use a substitute goalie in emergency situations. Any abuse in the use of substitute goalies (i.e. deliberately using a substitute goalie of a higher skill level) will be subject to Adult Hockey League review.
- 14.3. **When attempting to secure a substitute goalie, Team Representatives are required to do their best to find a goalie from the same level.** If the Team Representative cannot secure a goalie from the appropriate level, please consult the Adult Hockey League Director.
- 14.4. If a goalie cannot be secured, a 4th skater may participate but without goalkeeper privileges. To be considered a “goalkeeper”, the player must wear full goalkeeper equipment.
- 14.5. **For playoffs and championships, ALL substitute goalies must be approved by the Adult Hockey League Director.**

15. REGULATION OF PLAYERS AND TEAMS

- 15.1. Adult Hockey League representatives (director, referees, scorekeepers) randomly monitor games and report to the Adult Hockey League Director to maintain reasonable team parity within each division.
- 15.2. Players may only be registered, rostered and play on one (1) team within each division.
- 15.3. Players may not sub for any team within the same division for which they are rostered.
- 15.4. Once the season has started, all new players must receive Adult Hockey League Approval prior to being placed on a team.
- 15.5. At the discretion of the Adult Hockey Director any team that wins a championship may be required to move to the next highest league prior to the start of the next season.
- 15.6. In most cases, player and/or team movements will be remedied at the end of the season when a “NOTICE TO ADVANCE” may be issued to players and/or teams who appear to be “too skilled” for their current level.
- 15.7. The Adult Hockey League reserves the right to make changes regarding players and/or team at any point throughout the season for those players and/or teams which are too skilled for the division in which they are currently playing.
- 15.8. The Adult Hockey League reserves the right to review any issue involving Adult Hockey League participants that may have occurred inside and/or outside of the facility and act accordingly in the best interests of the Adult Hockey League which may include but is not limited to player suspension and/or dismissal.

16. PLAYOFFS AND ELIGIBILITY

- 16.1. Unless otherwise specified, at the end of the regular season, the top four (4) teams in each division advance to the playoffs.
- 16.2. **ONLY rostered players are eligible for playoffs.** Substitutes are NOT eligible to participate in playoffs.
- 16.3. **ROSTERS ARE FROZEN PRIOR FOR PLAYOFFS.** Teams may NOT add players to their roster after the regular season has ended.
 - 16.3.a. Emergency situations involving injuries will be addressed on a case-by-case basis by the Adult Hockey League Director.
- 16.4. **ALL players in the 3x3 division must play a minimum of five (5) of the scheduled games to be eligible for the playoffs.**
 - 16.4.a. Violation of this rule may result in the Team Representative being suspended for two (2) games including but not limited to dismissal.
 - 16.4.b. The player may be suspended for two (2) games including but not limited to dismissal.
 - 16.4.c. The game may be forfeited.
 - 16.4.d. The Adult Hockey League Director reserves the right to change the required number of games for playoff eligibility.

17. TIE BREAKING CRITERIA – ALL LEAGUES

- 17.1. If two teams are tied at the conclusion of the regular season, the following tie-breaking procedure will be implemented:
 - 17.1.a. Team with the fewest PIMs.
 - 17.1.b. Team with the fewest forfeits.
 - 17.1.c. Most wins.
 - 17.1.d. Superior head-to-head record.
 - 17.1.d.i.a. Teams have played each other 3 or more times.
 - 17.1.d.i.b. Win = +1, Loss = -1, Tie = 0
 - 17.1.d.i.c. All head-to-head games counted (greatest total advances).
- 17.2. Unless otherwise determined, all playoff rounds will be a one (1) game sudden-death elimination.
- 17.3. Unless otherwise determined, the championship will be a one (1) game sudden-death elimination.

18. FORFEITS

- 18.1. Players are expected to be present at the scheduled game time.
 - 18.1.a. All teams will receive a five (5) minute warm-up clock.
 - 18.1.b. Any team or team that is not properly dressed or has the required minimum number of players at the end of the warm-up clock and their allotted time out will result in a forfeit.
 - 18.1.c. 3x3 ice must have 4 players minimum (including goalie).
 - 18.1.d. Teams requiring only one more player may take a delay of game penalty and start the game short-handed (3 players for 3x3). If the final player needed is not present and ready when the first period expires, the game will result in a forfeit.
- 18.2. Forfeit
 - 18.2.a. 1st Forfeit: Lose the game.
 - 18.2.b. 2nd Forfeit: Lose the game.
 - 18.2.c. 3rd Forfeit: Lose the game, written warning and Adult Hockey League Committee's review which could include expulsion from the league.

19. GAME CANCELLATIONS

- 19.1. LA Kings Ice PV Adult Hockey League reserves the right to change or cancel any game at any time.
- 19.2. If a game must be changed or cancelled, the Adult Hockey League Director will contact each team representative immediately.
- 19.3. If any game is cancelled, it will be rescheduled **PRIOR** to playoffs.
 - 19.3.a. The Adult Hockey League Director will make every attempt to reschedule the game for the same night of play as the normal night for that division.
 - 19.3.b. In instances where it is not possible to reschedule the game for the same night the division usually plays on; the game may be rescheduled on a night that may be different than the night that the division normally plays to get the game played prior to the start of playoffs.

20. INJURIES

- 20.1. All injuries must be reported, in writing, to the Adult Hockey League Office within 24 hours of occurrence.

21. EQUIPMENT

- 21.1. **The following hockey equipment is mandatory for all players:**
 - All players must wear an H.E.C.C. approved helmet.
 - Helmets, facemasks, or visors may not be modified and must be worn as intended by the manufacturer.
 - Elbow pads
 - Shin guards
 - Hockey gloves
 - Hockey pants
 - Hockey skates
- 21.2. **Equipment Penalties:** The following will occur for players missing and/or using inappropriate equipment:
 - 21.2.a. The offending player will be sent off the ice until the equipment issue is corrected.
 - 21.2.b. Any player who commits a second equipment offense will be assessed a ten (10) minute misconduct penalty at the start of the game.

22. UNIFORMS

- 22.1. **ALL TEAMS MUST HAVE HOME AND AWAY JERSEYS.**
- 22.2. **All players must have a Home (DARK) and Away (LIGHT) matching team jersey.**
 - 22.2.a. Jersey color must be the same.
 - 22.2.a.i. Jersey crests are optional.
 - 22.2.b. All players must have an assigned unique jersey number, same for both home and away (0-98). **NO DUPLICATE NUMBERS ARE ALLOWED.**
 - 22.2.c. The number must be **permanently attached** to the back of the jersey. **TAPED OR DRAWN NUMBERS ARE NOT ALLOWED.**
- 22.3. **In instances in which both teams have the same color jerseys, the HOME TEAM decides the jersey color.**

- 22.3.a. If both teams arrive in White Jerseys, the Home Team is obligated to change into their dark set of jerseys.
- 22.3.b. If both teams arrive in Dark Jerseys, the Visiting Team is obligated to change into their white set of jerseys.
- 22.3.c. If both teams arrive in non-conflicting colors, teams are NOT obligated to change regardless of Home or Away status.
- 22.3.d. Should all members of a team fail to wear the appropriate uniform which results in a conflict (is the same color) the compliant team has the following options:
 - 22.3.d.i. Play the game without protest.
 - 22.3.d.ii. Play the game and file a protest with the scorekeeper PRIOR to the start of the game.
 - 22.3.d.iii. Do not play the game and file a protest with the scorekeeper.
- 22.4. The scorekeeper will proactively enforce the uniform code prior to the start of a game.
- 22.5. A penalty shot will be awarded prior to game start if a player fails to adhere to the jersey rule.
- 22.6. The Adult Hockey League Director reserves the right to make all final determinations regarding jerseys and compliance with the Adult Hockey League uniform rules.

23. PLAYING RULES

- 23.1. Game duration (3x3) There will be a (2) minute warm-up and (3) 15-minute running time periods.
- 23.2. Stop time Stop time is in effect the last 1:00 minute of the 1st and 2nd periods. Stop time is in effect the last 3:00 minutes of 3rd period (3x3).
- 23.3. Mercy Rule (3x3) If a team leads by a goal differential of three (3) or higher AFTER the 3-minute mark of the 3rd period, the remainder of the game will continue in running time.
- 23.4. Ties/Overtime If the score is tied at the end of regulation during any REGULAR SEASON game in any division, a shootout will immediately commence with each team selecting three skaters to alternate attempts at a penalty shot. If any player is in the penalty box at the end of regulation, they are not eligible to participate in the shootout. The Home team determines who will start the shootout. If the three player shootout results in a tie, each team will then select players one by one until there is a winner. All players on the current game roster must participate before a player can shoot a second time. If one team has less players, once all players on the team with less players shoot, the same players may shoot for the opposing team as well. The winning team will have one extra point in the final score.
- 23.5. Championship For all divisions: If a game is tied at the end of regulation during the Championship there will be a five (5) minute stop time sudden death overtime period. If the score is still tied after the overtime period, the game will commence in a shootout with the rules above. If any player is in the penalty box at the end of overtime, they are not eligible to participate in the shootout.
- 23.6. Time Outs Each team will receive a 30 second time out during each game. A one (1) minute break between periods will be in effect (except before overtime – no break). No time outs are allowed during the last 10 minutes if the mercy rule is in effect.
- 23.7. Forfeits If a team is forced to forfeit a game for any reason, the opponent shall receive an automatic 1-0 victory. All players can utilize the ice slot for practice or scrimmage. **Forfeits will not be rescheduled.**

- 23.8. Delays If a fight breaks out during running time, the clock will NOT stop. In the event of an extraordinary time-consuming delay where the clock is stopped (i.e. injury, ice maintenance, etc. and/or the facility is behind schedule for any reason) the Adult Hockey League, Scorekeeper and Referees shall have the authority to run the clock on “straight time” and/or modify the period time allocation for the balance of the game should the arena ice schedule be seriously compromised.

LA Kings Ice PV RESERVES THE RIGHT TO CHANGE, MODIFY AND/OR ALTER ANY GAME FORMAT SHOULD IT BE NECESSARY TO MAINTAIN THE FACILITY SCHEDULE.

The Adult Hockey League reserves the right to NOT reschedule games in the event of “Acts Beyond the Control” of LA Kings Ice which may prevent ANY game from full completion. Should any game reach 7:00 minute mark of the 2nd period for 3x3, the Adult Hockey League reserves the right to call the game.

24. OFFICIALS

- 24.1. All LA Kings Ice PV Hockey League games are officiated by members of the LAHOA. All on-ice officials have jurisdiction and all rulings made by an official during a game will be supported by the Adult Hockey League and Adult Hockey Committee.
- 24.1.a. Players will not confront any official following a game. This includes but is not limited to accessing the Official’s locker room.
- 24.1.b. Players will not abuse/threaten any official verbally or physically on or off the ice.
- 24.1.c. Any player who violates this rule shall be subject to a suspension from the league.
- 24.1.d. Players are responsible for conducting themselves in a professional manner.
- 24.1.e. **There is a zero-tolerance policy when it comes to the abuse of officials.**

25. SCOREKEEPERS

- 25.1. Scorekeepers are off-ice officials and are responsible for game management, stats and scoresheets. They may also report any off-ice misconduct by any players during the game. All off-ice officials will be supported by the Adult Hockey League and Adult Hockey League Committee.
- 25.1.a. Players will not confront any scorekeeper following a game.
- 25.1.b. Players will not abuse/threaten any scorekeeper verbally or physically on or off the ice.
- 25.1.c. Any player who violates this rule shall be subject to a suspension from the league.
- 25.1.d. Players are responsible for conducting themselves in a professional manner.
- 25.1.e. **There is a zero-tolerance policy when it comes to the abuse of scorekeepers.**

26. SCORESHEET

- 26.1. The Scoresheet is the official document that records:
- Player, Official, Scorekeeper
 - Date, Time, Rink
 - League, Division, Teams
 - Penalties, Scoring
 - Total Shots on Goal

- 26.2. Copies of the score sheet are available online on the LA Kings Ice PV website or by contacting the Adult Hockey Director.
- 26.3. The Adult Hockey League is NOT obligated to make modifications to individual player's goals and/or assists after a game has concluded.
- 26.4. The Official may modify/change a scoresheet within 24 hours of the game's conclusion.
 - 26.4.a. The Adult Hockey League may send a courtesy notification via e-mail to notify the Team Representative of any change to a scoresheet if the change is made AFTER the game.
- 26.5. **Team Representatives have 24 hours from the time that the game ended at the LA Kings Ice PV to request a correction to a player's attendance. All requests must be made by writing via email to the Adult Hockey Director.**
- 26.6. Any team requesting a correction to a player's attendance who did not actually play, as determined by the Adult Hockey League, may be issued the following penalties:
 - 26.6.a. The Team Representative may be suspended for four (4) games including but not limited to dismissal.
 - 26.6.b. The player may be suspended up to four (4) games including but not limited to dismissal.
 - 26.6.c. The game may be forfeited.

27. SUPPLEMENTS TO USA HOCKEY RULES – ALL LEAGUES

- 27.1. **All penalties result in a penalty shot.**
- 27.2. **Coincidental Minors**
 - 27.2.a. Both teams are rewarded with a penalty shot.
- 27.3. **Major Penalties**
 - 27.3.a. All major penalties result in an ejection and a penalty shot.
 - 27.3.b. (5 minutes counted towards CAP): 2 game suspension.
- 27.4. **Misconducts**
 - 27.4.a. All misconduct penalties result in an ejection and a penalty shot.
 - 27.4.b. 10 Minute Misconduct (10 minutes counted towards CAP): No suspension.
 - 27.4.c. Game Misconduct (10 minutes counted towards CAP): 2 game suspension.
- 27.5. **Game Ejection**
 - 27.5.a. Should any player be ejected for the balance of a hockey game, he may be subject to review including additional suspensions.
- 27.6. **Match Penalties**
 - 27.6.a. **All Match penalties are subject to the Adult Hockey Committee Review process and may result in but not limited to immediate dismissal.**
 - 27.6.a.i. Match – Intent to Injure: 4 game suspension (**MINIMUM**)
 - 27.6.a.ii. Match – Homophobic Slur: 4 game suspension (**MINIMUM**)
 - 27.6.a.iii. Match – Spitting on player: Indefinite suspension
 - 27.6.a.iv. Match – Deliberate Intent to Injure: Indefinite suspension

Note – At the discretion of the Official, a match penalty-intent to injure may be assessed for any action, which appears to have the potential for injury to another player. A match penalty-deliberate intent to injure maybe assessed for any action, which appears to result in injury to player.

27.7. Third Man In

- 27.7.a. A player who intervenes in an altercation shall receive a game misconduct.
- 27.7.b. All third man in penalties shall be reviewed by the Adult Hockey Committee to determine if a suspension is warranted.
- 27.7.c. Be advised that fighting penalties do not have to be called for a player to be assessing a third man in penalty.

27.8. Diving/Embellishment

- 27.8.a. Any player or goalkeeper who blatantly dives, embellishes a fall or a reaction shall be penalized as a minor penalty.

27.9. Off Ice Officials

- 27.9.a. The Scorekeepers, Hockey Office, Operations and Facility Security staff persons are considered Off Ice Officials.

27.10. Abuse of Officials

- 27.10.a. Any verbal abuse or uncooperative attitude toward any On Ice and/or Off Ice Official may cause a player/team rep/coach to be penalized and/or suspended pending review by the Hockey Committee.
- 27.10.b. The Adult Hockey League will enforce all USA Hockey rules regarding Abuse of Officials.
- 27.10.c. All Abuse of Officials penalties are subject to the Hockey Committee Review process.
- 27.10.d. Any physical abuse of any official or injury to or attempt to injure any official may be regarded as a Match Penalty. Suspensions will be based upon one of three categories.
 - 27.10.d.i. **Category One - Immediate dismissal from league.** *Example – Punching, kicking, spitting, and/or shooting a puck at and or any physical contact that may result in an injury to the referee.*
 - 27.10.d.ii. **Category Two - Four or more game suspension.** *Example – Shoving pushing, skating into and/or physical contact that may result in the referee falling.*
 - 27.10.d.iii. **Category Three - Two or more game suspension.** *Example – Bumping, pushing, skating into and/or physical contact. No intent to injure is apparent.*

28. DELAYING THE GAME

- 28.1. A bench minor penalty shall be assessed to any team, which, after a warning by the official, fails to place the correct numbers of players on the ice, thereby causing a delay in any manner.

29. OFFICIAL INCIDENT REPORT

- 29.1. **ALL** Game Misconducts, Major and Match penalties require a completed and signed Official Incident Report, which is submitted to the Adult Hockey Office with the score sheet.
- 29.1.a. Official Incident Report documents a detailed summary and diagram of the incident to the Adult Hockey Committee.
- 29.1.b. Team Representatives may review Official Incident Reports in person at the Adult Hockey Director's office. Copies of the Official Incident Report are not provided to the Team Representative and/or players.
- 29.2. All infractions carry the minimum standards per the Adult Hockey League Rule Book.

30. PENALTY CAP

- 30.1. **Penalty CAP Index = 2 minutes per game scheduled – ALL LEAGUES.**
- 30.1.a. 1st Cap= (Total games*CAP Index)
 Example – (20 games*2) = 40 minutes
- 30.1.a.i. Any player who meets and/or exceeds the 1st CAP over the course of the regular season receives a one (1) game suspension.
- 30.1.a.ii. If a player meets and/or exceeds the 1st Cap in the last game of the regular season, **their suspension will be enforced in their team's first playoff game.**
- 30.1.a.iii. Once playoffs begin, all players who are under the 1st Penalty Cap shall have their penalty minutes reset to zero.
- 30.1.a.iv. Once the playoffs begin, all players who are **AT OR OVER** the 1st Penalty Cap shall **NOT** have their penalty minutes reset to zero.
- 30.1.b. 2nd Cap = (Total games*3)
 Example – (20 games*3) = 60 minutes
- 30.1.b.i. Any player who meets and/or exceeds the 2nd CAP over the course of a regular season (including exhibition games AND PLAYOFFS) receives a season-ending and indefinite future season suspension with no refund for games not played.

31. PROGRESSIVE SUSPENSIONS

LA Kings Ice PV is committed to providing a safe and fair environment for all participants. While most players participate within the rules and respect the game and their opponents, LA Kings Ice PV recognizes the need to hold those players deemed to be "repeat offenders" accountable for their actions.

1. Any player who receives a major penalty for any of the aggressive infractions listed below shall be suspended pending a review of the incident from the Adult Hockey Director and Head of Officials.
2. Any player who receives their second major penalty during the same season for any combination of aggressive infractions listed below shall be indefinitely suspended pending a review from the Adult Hockey Committee. The suspension will consider all the player's previous suspensions.
3. Any player who receives their third major penalty during the same season for any combination of aggressive infractions listed below shall be suspended for the remainder of the season as well as playoffs. Such situations will require the player to apply for reinstatement in the Adult Hockey League for the next season. Application for reinstatement does not guarantee that the player will be reinstated in the Adult Hockey League.

The aggressive infractions that fit into this category are:

- Major Boarding
- Major Body Checking (Body Contact categories)
- Major Butt-Ending
- Major Charging
- Major Checking from Behind
- Major Cross-Checking
- Major Elbowing
- Major Fighting
- Major Head-Butting
- Major Head Contact
- Major High Stick
- Major Holding an Opponent (Grabbing Facemask)
- Major Kicking
- Major Kneeing
- Major Slashing
- Major Spearing
- Major Tripping/Clipping/Leg Checking/Slew Footing
- Major Unnecessary Roughness (Roughing)

The role of the Official is to enforce all playing rules at all times and they are expected to strictly enforce playing rules that fall under the aggressive infraction category. Players must be held accountable for dangerous actions, and the onus is on them to play the game within the rules. Officials are required to submit a game report immediately following the game for any major penalty falling into the aggressive infraction category, game misconduct or match penalty that is assessed.

32. SUSPENSION NOTIFICATION AND APPEAL PROCESS

- 32.1. The Adult Hockey Committee will make every attempt to issue an “Initial Determination” prior to the next game; **HOWEVER**, receipt of an “Initial Determination” is **NOT** a requirement.
- 32.2. Should a player arrive at the rink and is suspended per the scoresheet, the player may not participate in the game.
- 32.3. **A player may not play or substitute for any team for which he participates while on suspension.**
- 32.4. **A player may not be on the bench while on suspension.**
- 32.5. **If a player plays on multiple teams, he/she may not play for any team in any division until the suspension has been completed for the team/division in which they received the suspension. NO EXCEPTIONS.**
- 32.6. Any player attempting to play while on suspension may cause his team to lose by forfeiture, as determined by the Adult Hockey Committee.

- 32.7. There are **NO REFUNDS** from the Adult Hockey League for any player who receives a suspension.
- 32.8. All appeals to any “Initial Determination” must be made in writing.
- 32.9. All suspensions are in effect during any appeal process.
- 32.10. The Adult Hockey Committee may issue a “Final Determination” within 30 days upon receipt of a written appeal request; **HOWEVER**, it is not a requirement.
- 32.11. Should a “Final Determination” not be issued, the “Initial Determination” shall stand.
- 32.12. Any player and/or Team Representative who is unwilling to cooperate and/or comply with any FINAL DETERMINATION issued by the Adult Hockey Committee is subject to immediate dismissal from the League.
- 32.13. Players who receive an “Indefinite Suspension” may submit a request for reinstatement letter the following season.
 - 32.13.a. All requests for reinstatement must be in writing to the Adult Hockey Committee.
 - 32.13.b. All request letters should detail an explanation of the event that resulted in the player’s suspension.
 - 32.13.c. All request letters should detail an explanation of what actions the player has taken to avoid a similar incident in the future.
 - 32.13.d. The Adult Hockey Committee reviews all requests for reinstatement.
 - 32.13.e. All determinations are at the sole discretion of the Adult Hockey Committee.
 - 32.13.f. All reinstatement requests will be answered in writing within 60 days from when the player submits their written request.
 - 32.13.g. There are **NO REFUNDS** from the Adult Hockey League for any player who receives an “Indefinite Suspension”.
- 32.14. Players who receive a “League Dismissal” are not eligible for reinstatement.
 - 32.14.a. There are **NO REFUNDS** from the Adult Hockey League for any player who receives a “League Dismissal”.
- 32.15. The Adult Hockey Committee reserves the right to review, change and/or modify any initial determination should the Adult Hockey Committee determine that the best interests of the Adult Hockey League are served.

33. SEASON ENDING SUSPENSIONS

- 33.1. All players applying for reinstatement following a “Season-Ending Suspension” must submit their request in writing to the Adult Hockey Committee.
 - 33.1.a. If/when the player is reinstated, they will be suspended indefinitely should they receive a suspension within the next season.
 - 33.1.b. The player will then proceed to go through the reinstatement process for indefinite suspensions.
 - 33.1.c. Any reinstated player who receives a MATCH penalty will receive a season-ending suspension and may not appeal for reinstatement until the following season.
- 33.2. Players who successfully complete their reinstated season are returned to “regular” player status for the following season.

34. SUPPLEMENTARY DISCIPLINE

- 34.1. In addition to the suspensions previously outlined in these rules, the Adult Hockey Committee may, at their discretion, investigate any incident that occurs on or off the facility premises. Additional restrictions, suspensions and/or dismissals for any offense committed during a season, game and/or after the game by a player regardless of whether such an offense was penalized by the referee.

35. TEAM REPRESENTATIVE RESPONSIBILITIES

- 35.1. The Team Representative is the liaison between the players of his team and the League.
- 35.2. The Team representative is required to attend any Adult Hockey Team Representative meeting. If the Team Representative is unable to attend, they must designate a representative from the team to attend in his/her place.
- 35.3. It is the responsibility of the Team Representative to establish and maintain a full roster.
- 35.4. The Team Representative is required to check-in with the scorekeeper **before** every game.
- 35.5. It is the responsibility of the Team Representative to advise their team members that the League does not provide refunds.
- 35.6. It is the responsibility of the Team Representative to ensure eligibility of rostered players.
- 35.7. It is the responsibility of the Team Representative to ensure that every team member has their phone number and knows how to reach them.
- 35.8. It is the responsibility of the Team Representative to arrive early and attend every game or designate a substitute who is familiar with the team and this Rule Book.
- 35.9. It is the responsibility of the Team Representative to make sure that the team is ready to play at the designated time.
- 35.10. It is the responsibility of the Team Representative to instruct all new players to complete the registration process.
- 35.11. It is the responsibility of the Team Representative to instruct all new players to have proper equipment and matching team jersey.
- 35.12. It is the responsibility of the Team Representative to see to it that all your players have a schedule or know where and when the next game will be. Schedules and rulebooks are available online and in the Adult Hockey Office.
- 35.13. It is the responsibility of the Team Representative to make sure that their goalie is planning to be at their game. If he/she is not and a substitute goalie cannot be found, please contact the Adult Hockey Director for assistance.
- 35.14. It is the responsibility of the Team Representative to instruct all players that they must stay off the ice until the ice-resurfacing machine has exited the ice and the arena gates are closed.

- 35.15. It is the responsibility of the Team Representative to make sure that they keep their players up to date with League news, especially with memos sent directly to them by the Adult Hockey Director. **Communication is vital!**
- 35.16. Should a Team Representative know that he/she will be absent from a game, please designate a player to be acting Team Representative.
- 35.16.a. If the Team Representative is absent and no individual has been appointed to act in their place, the Team Captain will be the designated Team Representative.
- 35.16.b. Should the Team Captain be absent, one or all Assistant Captains will be designated as Team Representative.

36. PLAYER CODE OF CONDUCT

- 36.1. All members of LA Kings Ice PV Center Adult Hockey Leagues are required to conduct themselves in an appropriate manner both on and off the ice while at the facility.
- 36.2. Locker Rooms at LA Kings Ice PV will be assigned to each team. Keys for locker rooms are available for check out at Security. Each team is responsible for keeping the locker room clean. Please take every precaution with your valuables. LA Kings Ice PV Center is not responsible for lost or stolen personal property.

37. SPECTATORS' CODE OF CONDUCT

- 37.1. At the discretion of the Officials, the game may be stopped when the spectators displaying inappropriate and disruptive behavior interfere with other spectators or participants of the game. The Official may identify violators to the Team Representative for the purpose of removing spectators from the spectator viewing and game area. Violators may be subject to further disciplinary action by the local governing body and/or LA Kings Ice PV. This inappropriate and disruptive behavior shall include:
- Throwing objects in the spectators viewing area, player's bench, penalty box, scorekeeper's box or the playing surface that in any manner causes a safety hazard.
 - Taunting players, coaches, officials, or other spectators by means of baiting, ridiculing, threatening physical violence, or physical violence.
 - Using obscene or vulgar language in a boisterous manner to anyone at any time.