

GLACIER HOCKEY LEAGUE



PLAYER HANDBOOK WINTER SEASON

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This handbook has been assembled for the participants of the Glacier Hockey League (GHL). The rules, regulations and policies herein have been reviewed and approved by the GHL Commissioner and Administration. Team representatives provided suggestions, shared insight and voted on many of the items through the years to shape and reflect the spirit of the league to ensure its goal to provide: A fun, challenging and safe program for recreational adult hockey.

Table of Contents

Introduction.....	4
Philosophy.....	4
History.....	4
Season Overview.....	4
GHL Administration & Staff.....	4
GHL Divisions.....	5
Winter.....	5
USA Hockey Membership/GHL Registration.....	6
USA Hockey Membership.....	6
Registration & “No Pay = No Play”	6
Refund/Credit Policy/Payment Plans.....	6
Player Code of Conduct and League Policies.....	7
Player Code of Conduct.....	7
Zero Tolerance.....	7
Locker Room Policy	7
Alcohol Policy.....	8
Vandalism Policy.....	8
Locker Room Policy.....	8
Security & Video Cameras.....	8
Jerseys.....	8
Game Management.....	9
Scoresheets-MyStatsOnline.....	9
Referees.....	9
Scorekeepers.....	10
No Referees Present for Game.....	10

Captains & Rosters..... 10

 Team Captains..... 10

 Rosters..... 11

 Substitute Players..... 12

 GHL Roster Approval & Placement..... 12

 Ringers..... 13

 Ineligible Players..... 13

GHL Rules & Regulations..... 13

 Playing Rules..... 13

 Game Times..... 13

 Goal Differential..... 13

 Ties/Overtime (Regular Season) 14

 Ties/Overtime (Playoffs) 14

 Forfeits..... 14

 Playoffs..... 14

 Other Playoff Rules..... 15

 Game Cancellations..... 15

 Player Equipment..... 15

Penalties & Supplemental Discipline..... 15

 League Disciplinary Action..... 15

 Penalties..... 16

 Five Penalty Rule..... 16

 Game Misconduct Penalty..... 16

 Match Penalties..... 16

 Penalty Minute Thresholds..... 16

 Fighting..... 17

 Spearing, Head-Butting, Kicking or Butt-Ending..... 17

 Supplemental Discipline Procedure..... 18

Please Be Advised..... 18

INTRODUCTION

The Glacier Ice Rink (GIR) and the Glacier Hockey League (GHL) welcome you to an exciting and unique brand of adult recreational hockey programming for players of all skill levels ages 18 and older. All GHL divisions are non-checking. It is our goal to exceed your expectations and provide you with a fun and safe adult hockey league experience.

PHILOSOPHY

The GHL will strive to create a variety of exciting seasonal adult programs that are founded on the emphasized principles of safety, fair play, sportsmanship, camaraderie, and fun.

HISTORY

The Glacier Hockey League was founded in 1998 with just a handful of teams. Since its inception, the GHL now has 3 seasons (Fall, Winter, Spring) with Winter season its largest, which includes 80 teams across nine divisions with over 900 players participating in 2017.

SEASON OVERVIEW

Adult Hockey is played seasonally at the Glacier Ice Rink. The GHL is divided into three seasons. Fall season runs approximately eight weeks, September through October. Winter season is 15 games from November through April. Spring runs April thru June. Traditional holidays are observed and occasional breaks are scheduled based on facility schedules, tournaments and other special events. Schedules are subject to change based on number of teams per division and cold weather cancellations. Champions are determined at the end of each season thru single-elimination playoffs. All games are non-checking and USA Hockey sanctioned events. Many of the teams in the GHL have played together for a decade or more. New players are welcome to join the league and will be placed on rosters based on availability. Representatives from each team are encouraged to attend draft sessions to get new players to fill any roster openings. New teams looking to join the league can contact the GHL Commissioner to be placed on a waiting list and will be added on a space-available basis.

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The GHL Commissioner is responsible for the overall operation of the GHL. These operations include program development, league scheduling, game operations, end of season awards, rules and regulation development and enforcement, league correspondence, USA Hockey compliance and coordination with the statewide referee association.

The GHL Commissioner may collaborate for all program development, league scheduling, game operations, team parity, disciplinary actions, rule and regulation enforcement, league correspondence and coordination with additional GIR staff, including the GHL Administration.

The GHL is staffed by Off-Ice Officials/Game Monitors. We also partner with specialized instructors and player development coaches to conduct various adult hockey clinics and classes throughout the year.

GHL DIVISIONS

Rules and regulations for all divisions are identical with the exception of a few variations for select divisions. (See Novice and Hang Loose C)

GHL Winter League offers nine divisions of play:

Cup: Highly-advanced players with pro, college or junior hockey experience. (Maximum of 6 teams)

Advanced: Advanced-level players with junior or high school experience. (Maximum of 6 teams)

Competitive: Upper intermediate-level players with limited youth hockey experience. (Maximum of 12 teams)

Intermediate: Intermediate-level players with limited adult hockey experience. (Maximum of 16 teams, split into two divisions)

Novice: Lower-intermediate players with minimal adult hockey experience. No slap shots. (Maximum of 14 teams)

Hang Loose A: Players 35 and older of Cup/Advanced/Competitive level. (Maximum of 6 teams)

Hang Loose B: Players 35 and older of Intermediate level. (Maximum of 8 teams)

Hang Loose C: Players 35 and older of Novice and Intermediate level, or those looking for a more laid-back division. No slap shots. (Maximum of 6 teams)

Women's: Women's-only division. (Maximum of 6 teams)

USA HOCKEY MEMBERSHIP/GHL REGISTRATION

USA HOCKEY MEMBERSHIP

In addition to league fees, all GHL participants are required to register with USA Hockey. USA Hockey provides supplemental accident insurance for covered medical expenses. The annual membership fee for USA Hockey Players/Coaches is \$50 (subject to change annually) and is valid for all USA Hockey sanctioned leagues and programs from September 1 through August 31 each year. All GHL participants are required to provide proof of membership online or by a printed copy of the confirmation page with their league registration.

https://www.usahockeyregistration.com/login_input.action

REGISTRATION & “NO PAY = NO PLAY”

To be considered a registered GHL player for each season, individually registering participants must complete all of the following steps prior to the stated deadline(s):

Online

- Register online by visiting the Glacier Ice Rink website and selecting the Adult Hockey Tab.
- Complete the online registration, by logging into your account (or creating a new one), selecting the division you will play, providing your USA Hockey number, and completing payment.

In-House

- Submit completed GHL registration form, read and sign the waiver either online or in-person at the skate shop
- Register with USA Hockey and provide the printed registration confirmation page
- Submit payment for all league fees **in full** (no payment plans)
- Assignment to a GHL team and listing on the Official Team Roster
- The Official Team Roster is printed on the Official Score Sheet for each game.

Any player not in compliance with any of the above items will be considered ineligible to play and will not be permitted on the ice. Teams that allow ineligible players to participate in league games shall have those games declared a forfeit and will risk suspension of the Team Captain.

REFUND/CREDIT POLICY/PAYMENT PLANS

A full refund will be issued if the cancellation occurs before the program begins. A partial refund will be issued if the cancellation occurs before the 3/4 point in the program. The refund will be prorated for the remaining weeks based on the fee paid divided by the number of weeks (e.g., fall GHL is \$130 for eight weeks, so each remaining game would be prorated at \$16.25 per game). No refunds will be given if the cancellation occurs three-quarters or more through the season. Special situations may be considered on a case-by-case basis by the hockey directors of the respective programs. All requests for refunds must be submitted in writing (email or letter) to the GHL Commissioner.

The refund must be requested at the time of withdrawal from the program and will be given as either a credit for a future program or as a check.

Late Registrations

Late registrations will be accepted for hockey programs if there is room. The registration fee will be a prorated amount for the number of weeks remaining, based on the program cost, plus any late fees.

Payment Plans

Payment plans are not available for Adult Hockey programs.

PLAYER CODE OF CONDUCT AND LEAGUE POLICIES

PLAYER CODE OF CONDUCT

All members of the GHL are required to conduct themselves in a professional and appropriate manner both on and off the ice while at the GIR and Fairgrounds. Failure to uphold this standard is unacceptable and will not be tolerated. Violators may be subject to disciplinary action. The following guidelines are to be adhered to at all times while at the GIR:

- 1) Foul, abusive, obscene or unsportsmanlike language and/or conduct will not be tolerated
- 2) Players and guests are to treat all facility employees, league participants, game officials and guests with respect
- 3) Players are to dress in the locker rooms only
- 4) Hockey of any kind is to be played on the rinks only
- 5) Ice access is not permitted until the scheduled start of your game
- 6) No access to the ice until the Zamboni has exited the surface and Zamboni doors are closed

ZERO TOLERANCE

GHL/GIR enforces a zero-tolerance policy for abuse of officials, scorekeepers, GHL Administration and facility employees. Abuse includes verbal, physical or otherwise. Abuse of officials and others will result in an immediate and indefinite suspension, pending a review by the GHL Administration. Depending on the outcome of this review the GIR and GHL reserves the right to impose lifetime expulsion from activities at the GIR.

LOCKER ROOM POLICY

Locker rooms at the GIR are automatically assigned to each team. Upon arrival, locker rooms should be clean and undamaged. If it is not, inform GIR staff immediately because teams will be held responsible for the condition of the locker room after use. Each team is responsible for the locker room upon arrival and departure. It is recommended that the Team Captain ensure that the locker room is left in good condition upon leaving after the game. The GIR is not responsible for lost or stolen items from locker room or facility in general.

ALCOHOL/TOBACCO POLICY

Tobacco use of any type is prohibited on the premises.

Alcohol is not permitted on the player's benches and penalty boxes, per USA Hockey. Game Officials have the authority to assess bench minor penalties to those in violation of this rule. The GHL Commissioner and/or Glacier Ice Rink staff reserve the right to remove ANY intoxicated players who jeopardize the safety of themselves, other players, officials, and scorekeepers.

Violations of the alcohol policy jeopardizes our ability to continue to offer adult hockey programs in our building.

WE APPRECIATE YOUR COOPERATION AND ASSISTANCE IN SUCH COMPLIANCE

VANDALISM POLICY

As members of GHL, any player/team found vandalizing any area or component of the GIR facilities will be suspended immediately and indefinitely and subject to disciplinary action which may result in expulsion from GHL. In addition, violators will be responsible to pay for all damages sustained.

SECURITY & VIDEO CAMERAS

The GIR is equipped with security cameras. These cameras along with on-site personnel/employees are at the disposal of facility management and GHL. These options will be utilized when applicable in the event of an incident and to also monitor general conduct.

Copies of security video are not made available to the general public. Access is made exclusive for GIR management, league authorities and law enforcement.

JERSEYS

Jerseys will be provided by the GHL each year, unless teams have provided their own jerseys with approval from the GHL Commissioner. This is to reduce the number of color conflicts in each division. If an approved sub is used, the player must have a similar colored jersey **with** a number. Jerseys will be kept by players at the end of the season.

GAME MANAGEMENT

SCORESHEETS – MYSTATSONLINE

Scorekeepers for all GHL games will utilize the paper scoresheets to be entered into the MyStatsOnline scoring system for entertainment purposes only. This system allows players and fans to view team and individual stats, schedules, news and standings. Every effort is made to ensure that the information that appears in MyStatsOnline accurately reflects the official rosters and game stats. Note that the Official Scoresheet may differ from the MyStatsOnline service. The game data is first recorded on the Official Scoresheets and then entered into MyStatsOnline. In the event of a discrepancy, the Official Scoresheet will be considered the correct version.

Prior to each game, the Captains are required to verify their rosters noting any player deletions, absences or approved substitutions for said game. The opposing team roster will also be available for inspection by each team. Rosters will be available at the Skate Shop for each game.

The referees are responsible for reporting any major penalty or making other game notes requiring the attention of the GHL Administration.

REFEREES

All GHL games are refereed by USA Hockey certified referees that are provided by Missoula Referees Association (MRA). MRA referees have jurisdiction over all GHL games and all appropriate USA Hockey rulings made by officials during a game will be supported by the GHL Administration.

At no time shall a GHL player or spectator confront a referee following a game. This includes but is not limited to accessing the Referee's Room. This room is reserved exclusively for the referees. Any player who violates this rule shall be subject to immediate disciplinary action and suspension from the GHL.

All complaints and concerns regarding games must be addressed through the Team Captain who will forward the information IN WRITING to the GHL Commissioner following a mandatory 24-hour waiting period after the game in question. Failure to observe this 24-hour policy may result in player suspensions.

Note: Although you may not agree with every call made (or not made) by the referees, it is important to remember that as a player in the GHL, you are responsible for conducting yourself in a professional and appropriate manner (see Player Conduct). The GHL enforces a zero tolerance for Abuse of Officials (see Zero Tolerance).

SCOREKEEPERS

Scorekeepers will be provided for all GHL games. Scorekeepers act as off-ice officials and are responsible for clock management and Official Score Sheets. Scorekeepers are also available for statements regarding on-ice and off-ice incidents.

NO REFEREES PRESENT FOR GAME

In the event no referees are present for a scheduled game, the game will be rescheduled at a later date. Teams may utilize the ice for half-ice practice or scrimmage. All participants must be currently registered in the GHL. Full hockey gear including an HECC certified helmet is required to be worn during the ice usage. Disciplinary action may be taken for any team not complying with these requirements. Teams will be expected to monitor themselves during these times and may be subject to disciplinary action if incidents occur or ineligible players are allowed on the ice.

CAPTAINS AND ROSTERS

TEAM CAPTAINS

Each GHL team is required to name one Captain. Captains are required to familiarize themselves with the GHL Player Handbook and will be required to agree to the terms and conditions outlined therein. Team Captains or designated team representatives are required to attend all mandatory league meetings scheduled by the GHL Administration. Every Captain must be a currently registered GHL player in good standing.

Team Captains shall act as the team representative for all correspondence with the GHL Administration. Player questions/concerns **MUST** be directed to the Captain first. If Captains are unable to provide clarification or solutions for player/team concerns, the Captain shall forward the player/team questions or concerns **in writing** to the GHL Commissioner no sooner than the 24-hour waiting period after a game in question.

Captains are also responsible for a weekly review of the players listed on their team roster. Any discrepancies in player names or jersey numbers between the Official Score Sheet and the unofficial MyStatsOnline roster must be reported to the GHL Commissioner to be reconciled prior to the team's next scheduled game.

Additional Captains Duties:

- Notify League Administration at least 24 hours in advance of a game cancellation or forfeiture. Failure to do so may result in a 1-game suspension of the acting captain
- Enforce team jersey policy compliance for all team members and designated substitute players (see Jersey Policy)
- Verify team roster for name and number accuracy prior to every game

- Provide all communication to the team regarding schedules/schedule changes, rule changes and enforcement, league business or news
- Act as liaison between team and on-ice officials during games as well as between team and administration outside of games
- Attend mandatory Captains meetings or assign a team representative to attend. Advance notification in writing must be provided designating the team representative.

ROSTERS

All teams are allowed to roster a maximum of 15 players plus one goalie, unless approved by the Commissioner. A registered player constitutes a player that:

1. Completes and submits all GHL and USA Hockey registrations
2. Makes payment on all GHL and USA Hockey fees
3. Is assigned to a GHL team and listed on the Official Team Roster

Players ARE NOT considered registered until the above items have been completed.

Failure of a player to comply with any of the requirements will result in forfeit of any upcoming games until the discrepancy is rectified or the forfeit of any wins said team may have incurred while playing with an ineligible player(s).

Free Agents that are not assigned on a team roster will be assigned to a team by the GHL Commissioner where roster spots are available.

Roster spots will not be “held” for a player who may register later in the season.

All rosters will be finalized and frozen on week seven. Any team wishing to add additional players after the deadline will need to submit a request to the Commissioner for approval.

The GHL reserves the right to move any team or individual to ensure division parity. Team captains are responsible for making sure all fees have been paid and all players are in good standing. Failure of any player to register and/or pay league dues on time may result in player suspension and forfeiture of any games played as well as a one game suspension of the team captain. All players must play a minimum of five (5) regular season league games for the team they are registered for in order to qualify for the GHL playoffs. All roster changes must be approved by the GHL Commissioner and must be made in writing. Rosters will be finalized (frozen) on a date to be determined and published at the beginning of each season. For the purposes of roster consistency and league parity, with no exceptions, no new registrations will be accepted after the roster freeze, unless deemed OK by the GHL Commissioner.

SUBSTITUTE PLAYERS

According to USA Hockey rule 201 (a): A team must start a game with a MINIMUM of six players. Any time that a team has been reduced to less than four players (i.e., three of the six players serving overlapping penalties), the game will be declared a forfeit.

Per GHL Policy, teams with a short roster (less than nine players) will be allowed to request substitute players, until their roster has reached nine players. All substitute players MUST be properly registered with the GHL. Substitute players may only play in the same or higher division than they are registered for. They must be designated by the team captain as a "Sub" on the official team roster and must have a jersey with an individual printed number to be used only by that Sub during the game. Opposing captain must be made known of the sub and has three options:

1. Deny the request and make the opposing team play with their existing amount of at least six players. If less than six, a forfeit is declared.
2. Approve the request and allow substitute players. Stats will be recorded and game results will be final.
3. Allow subs, yet have the game declared a forfeit prior to the opening face-off.

Any player who participates in a GHL game without being approved and added to the score sheet will result in a forfeit of said team. All stats will go unrecorded except for PIMs. The Team Captain may also risk game suspension(s) for utilizing ineligible players. The identification of illegal players must be submitted to the GHL Commissioner within 48 hours (which allows for the 24-hour waiting period rule) of the end of the game.

Single game or drop-in players are prohibited in the GHL.

GHL ROSTER APPROVAL & PLACEMENT

For parity, the GHL reserves the right to place individual players and teams in the appropriate skill division. During the season, the GHL Commissioner will evaluate individual and team performance. When necessary, the administrators will meet with Team Captains to discuss potential team or player relocations for the upcoming season. The League Administration will make recommendations to the Team Captain regarding roster adjustments (for competitive balance) and will provide ample time to determine what adjustments the team will make. Upon notice, the GHL Administration will inform directly any player who will be relocated with the GHL.

RINGERS

A “ringer” is defined as a player who has an elevated skill set compared to other players in the division and **consistently affects the outcome of games in his/her team’s favor**. Players with elevated skill sets who act as teachers/mentors, helping facilitate a greater understanding and awareness of ice hockey to their teammates and opponents may be excluded from sanctions. The Ringer Rule will only be applicable to the Novice, Intermediate, Hang Loose B/C and Competitive divisions. The identification of a “ringer” will initially be made by an opposing team’s captain. The captain submits the name or number of said “ringer” to the GHL Commissioner. GHL Commissioner will evaluate said “ringer” and have final say on whether the player in question is a “ringer”. If that player is determined to be a “ringer”, the Commissioner may move them up a division (see GHL Roster Approval and Placement), or the Ringer Rule will go into effect and the following sanctions will be placed:

- “Ringers” will be required to wear an additional item on their uniform (TBD) to identify their status to officials, scorekeepers, and opponents.
- “Ringers” are limited to **one goal per game**.
- If a second goal or more is scored by a “ringer”, purposely or accidentally, it will be disallowed and the following face-off will be held in the offending team’s defensive zone.
- Any “ringer” who blatantly ignores the NO SCORING sanction will be assessed a three-minute minor penalty plus a 10-minute unsportsmanlike conduct penalty.

GHL RULES & REGULATIONS

PLAYING RULES

USA Hockey Official Rules shall govern game play of all sanctioned GHL games at the GIR. Supplemental league rules apply as noted.

GAME TIMES

All GHL games consist of 60 minutes of ice time. Game format includes a 3-minute warm up and three (3) 17-minute run-time periods. The last 30 seconds of all periods will be stop time. Each team is given one 60 second timeout. Due to scheduling efficiency, all games will start and end in accordance with the daily facility schedule.

GOAL DIFFERENTIAL

In the event of a 2+ goal differential, run time will be utilized in the last 5 minutes of the third period. Penalties during running time will begin at the next drop of the puck. Running time will not stop unless on-ice officials deem it necessary. Running time will be restored to stop-time if goal differential drops below 2.

TIES/OVERTIME (Regular Season)

If the score is tied at the end of regulation play during the REGULAR SEASON, a sudden death, three-on-three, 3-minute stop-time OT period will be played. If a penalty occurs during OT, a penalty shot will be awarded. If a penalty is carried over from regulation, play will be four-on-three until the penalty expires, where the penalized player may proceed on the ice and teams will then play four-on-four until the next stoppage of play and return to three-on-three. Games will end in a tie if no team scores during overtime.

TIES/OVERTIME (Playoffs)

If a game is tied at the end of regulation play during all rounds except the semi-finals and finals, a three-on-three, five-minute stop-time sudden death overtime period will commence. During the semi-finals and finals, a sudden death, five-on-five 17 minute OT period will be played. If the game remains tied after the OT period, a three-man shootout will begin with each team selecting three skaters to alternately attempt a penalty shot (Highest seed shoots first). If the game remains tied after the initial shootout, it then becomes a "sudden death" shootout with highest seed shooting first. If the highest seed scores, lower seed gets a chance to answer the goal. Each player can only shoot once, unless one team runs out of players. If this occurs, the rotation can start over for **both** teams.

FORFEITS

In the event a team is forced to forfeit a game for any reason, the team representative shall notify the GHL Administration with as much prior notice as possible. The opponent shall receive an automatic 1-0 victory. The teams may have the opportunity to utilize the allocated ice time for scrimmage. Full hockey gear is required to be worn during forfeited ice usage. Where enough players are in attendance to form two teams of at least 5 skaters plus a goalie or 6 skaters (in the absence of a goalie), the scrimmage will count as a USA Hockey sanctioned game. Referees and scorekeepers may be available for these games; all USA Hockey Official Rules and league disciplinary policies will apply. Only currently registered USA Hockey certified GHL players are permitted on the ice during forfeited game slots. Disciplinary action may be taken for any team allowing a non-registered player on the ice.

PLAYOFFS

Each GHL season ends with playoffs. The playoff format, dates and times for each season as determined by the GHL Administration will be distributed to the Team Captains and posted on the website. Teams may be required to play on days that vary from their regular game days.

*Substitute goalies during playoffs: If the regular goalie is not available for playoff games for any reason, substitute goalies must be approved by the GHL Administration a minimum of 24 hours in advance. The opposing team will be notified of the substitution.

OTHER PLAYOFF RULES

- Any players with an outstanding GHL balance are ineligible for playoffs.
- Any team using illegal players or unapproved subs will forfeit and be automatically eliminated from post-season play.
- Playoff seeding is based on the number of points accumulated during the regular season. No reseeding will occur once bracket begins.
- In the event of teams being tied in points, the tie-breaker protocol is as follows:
 1. Head to Head.
 2. Fewest goals against.
 3. Fewest penalty minutes.

PLEASE NOTE: The GHL software/website will not recognize these tie-breakers. Final seeding will be done and posted by the league office after all regular season games are completed.

GAME CANCELATIONS

Although amendments to the schedule are avoided whenever possible, the GIR reserves the right to cancel or alter any GHL game due to facility malfunction, cold weather or other circumstances. In the event a game(s) must be canceled, facility management will notify the GHL Administration immediately. The GHL Administration will then notify the Team Captains of the affected teams as well as post messages online (Ice Rink website, Facebook, and MyStatsOnline). The GHL staff will make every effort to contact the Team Captain or a representative, it is then the Team Captain's responsibility to notify all of their active players and inform them of the situation. In the event a GHL game(s) is canceled, the facility shall reschedule game(s) prior to the end of the season to the best of their ability.

PLAYER EQUIPMENT

In accordance with USA Hockey rules and enforced by the game referees, all GHL players must wear full equipment including an HECC certified helmet. In addition to a certified helmet, a full facemask is also highly recommended for the safety of all participants.

PENALTIES AND SUPPLEMENTAL DISCIPLINE

LEAGUE DISCIPLINARY ACTION

All league disciplinary actions will be handled by the GHL Administration in accordance with the rules mandated by USA Hockey and GHL policies and procedures. At any time, GHL

Administration may use any and all resources available to conduct a review of an incident regardless of a call made or not made by the on-ice officials. In some circumstances, a player may be suspended indefinitely pending completion of the review. All GHL Administration decisions are final. Repeat incidents of similar nature may be penalized by progressive supplementary league discipline up to and including league expulsion.

PENALTIES

Minor penalties will be three minutes in duration during run-time periods, and will not stop with a stoppage of play. In the event of a minor penalty during stop time, the player will be assessed a two-minute penalty that will stop with stoppages of play. Double minors will be six minutes during run time, and four minutes during stop time. A major penalty is 5 minutes. Misconducts are ten minutes. A second misconduct in the same game results in a Game Misconduct.

FIVE PENALTY RULE

Players that are assessed any five penalties in a single game will be ejected for the remaining of that game and subject to further suspension pending review of the penalty infractions by the GHL Administration, with or without consulting the MRA. During each season, players with multiple ejections from the 'Five Penalty Rule' are subject to more severe game suspensions and possible league expulsion pending review by the GHL Commissioner and Administration.

GAME MISCONDUCT PENALTY

In accordance with USA Hockey, any player receiving a Game Misconduct is ejected from the current game and that player will be assessed a USA Hockey mandated one game suspension (and ten minutes added to the player's penalty stats) to be served during the player's next scheduled GHL game. These penalties include butt-ending, checking from behind, fighting, head-butting, holding/grabbing facemask, kicking, leaving the bench during altercation, spearing, or any infraction with the intent to injure. The GHL Administration will automatically review the penalty and determine if it warrants additional league suspensions and/or other disciplinary action.

MATCH PENALTIES

According to USA Hockey, any player receiving a Match penalty shall be ejected from the current game and automatically suspended from participation in all USA Hockey sanctioned events for 30 days or until a meeting is held and a ruling made by the USA Hockey State Affiliate and/or GHL Commissioner. The State and/or the Commissioner also have the right NOT to meet within the 30-day time period. If this occurs, the player is reinstated after the 30th day. Match penalties may result in league expulsion.

PENALTY MINUTE THRESHOLDS

Any player who is assessed 40 penalty minutes per roster spot in a single season will receive a 1-game suspension. This will be in addition to other suspensions that may have been imposed as a result of accruing those penalty minutes. If that player is subsequently assessed additional penalty minutes resulting in a total of 60 minutes for that season, a 2-game suspension will be assessed and return to the GHL will be at the discretion of the GHL Administration. Reinstatement for the following season will be at the sole discretion of the GHL Commissioner.

Note: Suspension of players that play in multiple divisions will result in a game(s) served in their next USA Hockey sanctioned game(s), regardless of the division the suspension is from, per USA Hockey.

FIGHTING

In an effort to protect our players and officials, the GHL has adopted a strict no-fighting policy. The referees are given considerable training in determining whether a fighting call should be assessed. As defined by USA Hockey, players that throw a single closed fist punch are at risk of being assessed a fighting major, but at the discretion of the trained officials, a fighting major may not be called every time a single punch is thrown. The GHL Administration will support the on-ice decisions of the referees. As with all penalties called by the officials, the GHL Administration will not overturn a USA Hockey Rule 615 Fighting penalty. In conjunction with the minimum USA Hockey suspension, the GHL Administration can automatically issue a suspension of up to 7 games to a player who is assessed a penalty for fighting. The League Administration and Commissioner will review all fighting incidents to determine if further game suspensions and/or other disciplinary action including league expulsion is warranted. Conduct that persists following any game shall be subject to review and will be held to the same standard as above.

SPEARING, HEAD-BUTTING, KICKING or BUTT-ENDING

The GHL considers the following to be very serious offenses and any player who is assessed a major penalty for Spearing, Head-Butting, Kicking or Butt-Ending may serve a 3-game league suspension. A player committing more than one major penalty for any combination of one or more of these infractions will be suspended immediately and indefinitely pending a review of the incidents by the GHL Commissioner. Any occurrence of these infractions coupled with an intent to injure may be assessed a Match Penalty to be reviewed by the USA Hockey/MRA Disciplinary Committee.

Spearing is defined by USA Hockey as the act of poking an opponent with the tip of the blade of the stick while holding it with one or both hands.

Head-butting is defined by USA Hockey as the physical use of one's head in the course of delivering a body check (headfirst) in the chest, head, neck or back area or the physical use of the head to strike the opponent.

Kicking is the act of kicking or attempting to kick or using the skate to push off an opponent.

Butt-ending is the condition whereby a player uses the shaft of the stick above the upper hand to jab or attempt to jab an opposing player.

SUPPLEMENTAL DISCIPLINE PROCEDURE

Any violation or infraction other than those previously stated that require additional disciplinary action (other than Match Penalties) will be dealt with by the GHL Administration. The GHL Administration may consult inside and outside sources for the purposes of determining disciplinary action.

In the spirit of maintaining a fun, safe, recreational adult hockey league, players who commit penalties severe enough to require supplemental disciplinary action twice may be expelled from the league for an extended period of time as determined by the GHL Commissioner and Administration. Once the time has expired, the player must apply for reinstatement to the league.

PLEASE BE ADVISED

The Glacier Hockey League (GHL) reserves the right to revise, delete or add to the provisions of this Handbook at any time without further notice. Any such revisions, deletions or additions to the GHL Handbook will be done by the Commissioner of the program. At the earliest opportunity following a change or addition to the Handbook, such changes will be incorporated in the next printing/distribution of the Handbook. However, until the current GHL Handbook is updated, copies of such changes will be made available immediately to participants online and through the Skate Shop.

REVISIONS

January 23, 2019: Section regarding "Substitute Players".