

# **Rainier Hockey League (RHL) Official Rules and Regulations**



**2021-2022 Season**

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## **Article II. RHL Rules**

### **Section 2.01 Amendments to USA Hockey Rules**

The following rules amend the rules of USA Hockey. At all times, however, the rules of USA Hockey remain in effect. These can be found at usahockey.com.

### **Section 2.02 Conflicts with USA Hockey Rules**

Should USA Hockey Rules, at any time, become stricter than those rules listed herein, USA Hockey rules shall take precedence over RHL Rules.

### **Section 2.03 Proper Use**

The rules enclosed are to govern the 2021-2022 playing seasons. These rules supersede all past rules and shall be live on to govern future RHL seasons unless updated by proper jurisdiction.

### **Section 2.04 Clerical Errors**

In the case of clerical errors, RHL may interpret rules as they were intended to be written.

## **Article III. Guidelines**

### **Section 3.01 Mission Statement**

The Rainier Hockey League, (RHL) is dedicated to providing a safe, competitive, and fun environment for adult, amateur players to skate and play hockey. The League welcomes players of all skill levels, whether new to the game or returning to it, and strives to ensure that players compete with others of similar skill. The RHL structured league play and other events encourage and develop of players and the love of hockey. The RHL is sanctioned by USA Hockey and follows, as a minimum, the rules set forth by USA Hockey. These rules can be found at the USA Hockey website at usahockey.com. The RHL also has additional rules that enhance or supplement the USA Hockey rules. The RHL has guidelines for how the league will be administered. The RHL reserves the right to change the following guidelines and rules at any time and is the final arbiter on how these will be interpreted and applied.

## **Article IV. Joining the RHL**

### **Section 4.01 Contacting the RHL**

Anyone interested in joining the RHL should contact the League directly. Contact information is posted on the RHL website <https://www.tacomatwinrinks.com/adult-hockey/about-the-rhl-league-operations/>. Interested players may get assistance in finding and being placed on teams in the RHL or, if there are enough interested individuals of the same skill level, the RHL may form a new team. While the RHL normally does not interfere with a team's recruitment efforts, the RHL reserves the right to remove any player from any team for any reason, including without

limitation differences in skill level. The RHL reserves the right to work with all managers to place players who register with PS Icesports on a team.

#### **Section 4.02 RHL Right to Deny**

The RHL reserves the right to deny or disallow teams any player whose skill level is significantly higher or lower than the collective skill level of the Team's existing players. This determination is solely within the RHL's discretion.

#### **Section 4.03 Age Requirements**

All players must be 18 years of age or older to register and participate in the RHL.

#### **Section 4.04 Registration Requirements**

1. All RHL players must register with the RHL prior to participating in any games. Registration includes completing a PS Icesports membership contract, payment agreement, appropriate waivers, agreement to follow Association, USA Hockey and Pacific Northwest Amateur Hockey rules and regulations and payment of registration and membership fees.
2. All RHL players must be current members of USA Hockey. Each individual member is responsible for signing up with USA Hockey and paying the appropriate fee. You may sign up online at the USA hockey website. Each individual player is also responsible for providing proof of USA Hockey membership to the RHL upon registration and at any time any official requests evidence of registration.
3. No person will be permitted to participate in any RHL game without having provided evidence of USA Hockey membership and completing the registration process with the RHL. Registration may take 2-24 hours based on administrative availability.

#### **Section 4.05 Members Responsibility to Pay**

Each individual player is responsible for paying the season's membership fees by the applicable due date.

1. Any player that does not keep their payments current and up to date will be suspended and will not be allowed to participate in any RHL functions, including games, and playoffs until they are caught up on their payments.
2. Any individual who has an outstanding balance owed for prior seasons to the RHL, PS Icesports, Tacoma Twin Rinks, Sprinker or any of its affiliate organizations will not be permitted to register with the RHL until these debts are paid in full.

#### **Section 4.06 Member Not In Good Standing, USA Hockey**

Any individual who is determined to be in not good standing with USA Hockey will not be permitted to register with the RHL until clearing up their status with USA Hockey.

#### **Section 4.07 Player Barred From another League**

Any individual who has been barred from play in any other ice hockey league or organization will be considered not in good standing with USA Hockey and will be subject to a review by the RHL



prior to being permitted to register for and participate in any RHL seasons, games, tournaments and/or on or off-ice functions. This determination is solely within the RHL's decision.

## **Article V. Membership Options**

### **Section 5.01 Rostered Player Membership Includes**

1. Registration fee allows access to the RHL as a player. Registration fee covers access the RHL season scheduled Between September 1<sup>st</sup> to May 31<sup>st</sup> of the following year. RHL reserves the right to modify the playing schedule at their discretion.
2. Registration fee allows access for early registration to Adult Tournaments (include Summer League) held at Tacoma Twin Rinks.
3. Individuals are not guaranteed any specific number of games. Rostered players are eligible to participate in any and all of the games scheduled for the team they are participating on with the exception of players not meeting the requirements of Section 8.03.
4. Gold Division Season Package includes 30 games scheduled for the team plus playoffs, if eligible See Section 8.03, and a TTR punch card for 10 drop-in / stick-and-puck admissions.
5. Silver, Bronze and Copper Season Package includes 46 games scheduled for the team plus playoffs, if eligible See Section 8.03, and a TTR punch card for 10 drop-in / stick-and-puck admissions.

### **Section 5.02 Alternate Player Membership Includes**

1. Registration fee allows access to the RHL as a player. Registration fee covers access the RHL season scheduled Between September 1<sup>st</sup> to May 31<sup>st</sup> of the following year. RHL reserves the right to modify the playing schedule at their discretion.
2. This membership would permit an alternate player to participate in no more than 23 games during the RHL regular season.
  - a. Additional games are sold in a minimum of a 5-game package. The RHL does not guarantee any specific number of games.
  - b. This membership includes playoff games. Playoff games do not count against the 23 games purchased.
3. In the event of forfeited games, an alternate member who is listed on the playing roster, as turned in by the team manager prior to the game, shall have that game count towards the 23-game maximum allowed for the membership.
4. Alternate players are do NOT receive a TTR punch card for drop-in / stick-and-puck admissions.

### **Section 5.03 Alternate Player Management of Alternates**

Alternate players are managed by the team captain and will be notified by that captain as to what games they will participate in.

## **Article VI. Facility Rules**

### **Section 6.01 Glass Containers**

There are to be no glass containers permitted inside the Puget Sound Hockey facility. Any glass container found in the rink facility will be removed from the facility immediately.

1. Any person found to be in possession of any glass containers or to have brought any glass containers into the Puget Sound Hockey facility will be asked to remove the glass containers from the facility immediately and not be permitted to return until having done so. The team's manager will be called to a meeting with the RHL Board of Directors and asked to assist in preventing further occurrences of this manner.
2. Individual players found multiple times in violation shall be called to a disciplinary hearing and any disciplinary actions will be assessed by the disciplinary board at this time.

### **Section 6.02 Compliance with Rink Staff requests**

RHL players shall follow general guidance and direction of rink staff in a respectful and prompt manner. Refusal to comply with staff requests, or verbal/physical abuse of rink staff shall not be tolerated. Players failing to comply with staff guidance shall be:

1. Immediately removal from the facility and not be permitted to return until a disciplinary hearing is completed. The team's manager will be called to a meeting with the RHL Board of Directors and asked to assist in preventing further occurrences of this manner.
2. Individual players found multiple times in violation shall be called to a disciplinary hearing and any disciplinary actions will be assessed by the disciplinary board at this time.

## **Article VII. Divisions / Levels of play**

### **Section 7.01 Definitions of Divisions**

The RHL may, at its discretion, additionally sub-divide divisions at any point before or during the season.

1. **GOLD:** Open Division – No restrictions on who can play.
  - a. This division is intended for highly functioning hockey players capable of safe physical play.
  - b. There are no restrictions on scoring.
  - c. Players / Goalies at this level play at a high level in all areas of the game and have been coached and have played considerable hockey in the past. They understand the rules, team concepts, are skilled at stick handling, passing, puck control etc. They are in above average physical shape. Skating - Stick handling - Passing - Shooting skills are all in the 8 out of 10 range.
  - d. There are no exclusions from assignment in this division, however, care must be taken by managers to understand if the level of play is appropriate.
2. **SILVER:** Open Division – No restrictions on who can play.

- a. This level has lower level of physical play than GOLD but should be comprised of hockey players capable of safe play.
  - b. Scoring restrictions in place (3 goals per game per player max).
  - c. Players / Goalies at this level play at a high level in all areas of the game and have been coached and have played considerable hockey in the past. They understand the rules, team concepts, are skilled at stick handling, passing, puck control etc. They are in good physical shape. Skating - Stick handling - Passing - Shooting skills are all in the 6 to 7 out of 10 range.
3. BRONZE: Restricted Division – All players are subject to skill assessment by the RHL.
- a. This level of play is intended to be a relaxed and fun experience with emphasis on sportsmanship and comradery over competition.
  - b. Scoring restrictions in place (3 goals per game per player max).
  - c. Type 1 - Players / Goalies are the great wide middle of adult recreational hockey. Skaters have not had significant coaching or played significant youth hockey as a child, but are generally athletic, have good knowledge of the game, skating and puck handling skills and can play at a general competitive level. Skaters may be slowing with age and moving down from higher ranks.
  - d. Type 2 - Players / Goalies at this level are comfortable in a fast-paced game and can keep up with the play. Players may and have been coached and have played considerable hockey in the past. They are in average physical shape. Skating - Stick handling - Passing - Shooting skills are in the 5 to 6 out of 10 range.
  - e. Players excluded from BRONZE division are:
    - i. Former professional at any level
    - ii. No major, collegiate, or higher experience (under age 40)
    - iii. No travel, select or collegiate club hockey experience (under age 35)
    - iv. Gold level player in the past 5 years.
    - v. Players on the Commissioner Exclusion List. Subject to commissioner re-assessment.
  - f. Players may seek Commissioner's exemption to play. RHL reserves the right to refuse exemption requests without clarification or explanation.
4. COPPER: Restricted Division – All players are subject to skill assessment by the RHL.
- a. This level of play is intended to focus on player development and mentorship. Focus is to be a fun experience with emphasis on safe play, sportsmanship and comradery over competition. The level of physicality in this game should be nil although players should understand that accidental collisions will occur.
  - b. Scoring restrictions in place (3 goals per game per player max).
  - c. Type 1 - Players / Goalies at this level are comfortable skating forward and can now skate backwards fairly comfortably. They are starting to understand positioning, team concepts, can skate backwards, but are still working on stick handling, passing, crossovers etc. Skating - Stick handling - Passing - Shooting skills are all in the 3 to 4 out of 10 range.

- d. Type 2 - Players / Goalies at this level are becoming more comfortable on their skates, but still struggle going backwards. They are probably just getting comfortable with positional play, learning to skate with head up, learning the rules, team concepts and understand offensive and defensive zones. Skating - Stick handling - Passing - Shooting skills are all in the 3 to 4 out of 10 range.
- e. Type 3 - Players / Goalies at this level are becoming more comfortable on their skates but still have a hard time with skating both forward and backwards. They've acquired some basic skills to get up and down the ice but still struggle with carrying the puck, making passes and taking shots. Players in this group would also include those who are not natural athletes and may take more time to develop their skills. Skating - Stick handling - Passing - Shooting skills are all in the 1 to 2 out of 10 range.
- f. Type 4 - Players / Goalies at this level are just learning to skate and have very limited knowledge of the fundamentals of the game i.e. positioning, rules, team concepts. This level is for the true beginner who has never played the game nor have had much experience watching or following the game. Skating - Stick handling - Passing - Shooting skills are all in the 1 to 2 out of 10 range.
- g. Exclusions are:
  - i. Former professional at any level
  - ii. Former collegiate, major, select, or travel at any level
  - iii. Former Gold level player at any time
  - iv. Former Silver level player in the past 5 years
  - v. Players on the Commissioner Exclusion list. Subject to commissioner re-assessment.
  - vi. Generally, any player with experience beyond the level listed.
- h. Game Ambassadors may be allowed at RHL discretion for the purposes of facilitating play and mentoring players. Game Ambassadors are not allowed to score and will wear designated arm bands per Article XIX.
- i. Players may seek Commissioner's exemption to play. RHL reserves the right to refuse exemption requests without clarification or explanation.

## **Section 7.02          Cross Divisional Play**

The RHL may, at its discretion, schedule games across divisions with the following restrictions:

1. All teams from each division must play equal games against the other division.
2. GOLD vs. SILVER games will be played using SILVER rules, specifically level of physicality and 3 goal limits per player.
3. BRONZE vs. COPPER games will allow for COPPER players to be exempt from the Arm Brand rule (Article XIX).
4. Cross divisional games will count in the regular season standings and playoff rankings.

## **Article VIII. Roster**

### **Section 8.01 Maximum Number**

The maximum number of players that may be on any team is;

1. 20 skaters including goalies may be rostered at any time. Alternate players DO count toward this total.
2. 16 skaters including goalies may dress and play per game.

### **Section 8.02 Minimum Number**

The minimum number of players that may be on a team is;

1. 13 Rostered players including goalies. Alternate players DO NOT count towards this total.
2. Teams that drop below 13 rostered players within a season will have a 2-week grace period to return to the minimum 13 rostered players.
3. 6 skaters including goalies must dress and play per game.

### **Section 8.03 Playoff Eligibility**

1. For players in the GOLD Division to be eligible to participate in playoffs they must complete the registration process prior to the final 10 regular season games and participate in not less than 9 games.
2. For players in the SILVER, BRONZE AND COPPER Divisions to be eligible to participate in playoffs they must complete the registration process prior to the final 13 regular season games and participate in not less than 12 games.

### **Section 8.04 Starting Roster**

1. The roster submission deadline will be provided annually by the RHL. Rosters at the passing of this deadline will define the Starting Roster for each time. Divisional assignments and schedules will be based on the Starting Rosters submitted by that date.
2. The RHL reserves the right to modify the roster submission deadline anytime at their full and unencumbered discretion.

### **Section 8.05 Official Roster**

Official Roster is defined as those players eligible to play at the time of play. This may vary from Starting Rosters but only with approval by the RHL Commissioner.

### **Section 8.06 Changes to Official Roster**

No changes will be allowed to a team's official roster during the season without prior RHL approval. Change results must be received in writing. Approved Roster updates will be processed per Article IV, Section 4.04, item 3.

### **Section 8.07 Player Not on EFT**

Any player who is not on the automatic withdrawal payment system must have their bill paid off in full by the roster freeze date or they will be suspended from play for the remainder of the season to include any and all playoff games.

## **Section 8.08 Roster Deviation Exemptions**

With the exception of goalie substitutions, only registered players listed on official team rosters will be allowed to play at RHL games. Only persons listed as RHL registered and officially approved to be substitute goalies will be allowed to participate as needed in accordance with Section 8.09 Goalie Substitute List. Goaltender substitution shall be allowed from any other RHL team pending the approval of the opposing manager. Goaltender substitution shall be allowed up to the start of any game or during play due to injury or ejection of the starting goalie.

## **Section 8.09 Goalie Substitute List**

It is strongly encouraged that teams carry multiple players capable of playing goalie. However, in addition to each team's individual roster construction the RHL will maintain and provide a list of designated goalie substitutes. Teams who are missing their goalie(s) will have to select the replacement from this list.

1. Substitute goalies are permitted under the following guidelines and procedures.
  - a. The team's regular/normal goaltender is not available to participate in the game.
  - b. Teams may substitute a player rostered on their own or another RHL team and have their regular/normal goaltender skate out as a player, forward or defense, if the regular/normal goaltender does not raise the overall skill level of the team by having the skills to participate in a higher division of play in the RHL or other adult hockey league as a player.
2. Teams needing a substitute goalie must attempt to acquire a goaltender from the level in which they compete in or below.
  - a. If no goaltender is available in the equivalent or lesser level of play the team needing a substitute goaltender may acquire a goaltender from the level of play directly above the teams' level of play.
  - b. If no goaltender is available in the level directly above the teams level of play a team may then seek to acquire a goaltender from the remainder of the levels in the league. In this circumstance the team must submit in writing a request to use a goaltender that is more than 1 level of play above that of the team to the RHL in writing 48 hours prior to the game in which the goaltender is to be used.
  - c. In the written request for permission to use a goaltender more than 1 level of play above that of the team the following must be included.
    - i. Team seeking the use of the goaltender.
    - ii. Division of play of the team seeking the use of the goaltender.
    - iii. Manager of the team seeking the goaltender.
    - iv. Goaltender to be used.
    - v. Team and division the goaltender to be used plays on.
  - d. Teams using a substitute goaltender shall write the name of the substitute goaltender on the official roster form to be turned into the scorekeeper next to "substitute goaltender" and inform the opposing teams' manager of such prior to the start of the game.

- i. The manager of the opposing team shall sign off on their opponent's roster next to the name of the substitute goaltender. This signature shall constitute acknowledgement and acceptance of the use of the listed substitute goaltender and waives all right to protest the game for use of the listed substitute goaltender.
  - ii. Team managers of the opposing team who do not approve of and accept the use of the listed substitute goaltender shall:
    1. Not sign the opposing team's roster
    2. Play the game under protest in accordance with Article XXXII of the RHL rules.
3. Teams violating this procedure will be considered as using an ineligible player and be penalized according to Article XXXI.

### **Section 8.10 Non-RHL Member Goaltender**

No person who is not registered in the RHL will be permitted to play as a goalie. Teams who use or attempt to use a goalie who is not a registered member of the RHL will be penalized in accordance with Article XXXI of the RHL Rules.

### **Section 8.11 Managers Reporting to Scorekeeper**

All team managers are to report to the scorekeeper prior to the start of the game and are to inform the scorekeeper of the players who are participating in the game and the player number for each individual player participating along with designating who the Captain and Assistant Captains are for the game.

1. If any team manager is not able to be at the arena and perform these duties they shall appoint a team member to perform these duties in their absence.
2. Failure for a team manager/representative to perform these duties shall result in the manager/representative being sent to the penalty box to complete these duties prior to the game starting.
3. These rosters will be entered into the official score sheet and shall constitute the official record of any and all players who have participated in games for each team.
  - a. This will include games played for individuals to be eligible for playoffs in accordance with Section 8.03 as well as games played towards the 23 game maximum for alternate players.
4. The official; scorekeeper shall present a printed copy of the official score sheet after the completion of the game to each team for the manager/representatives signature. Any discrepancies of players attendance should be noted by the manager/representative at the time of signing the official score sheet.

### **Section 8.12 Does Not Have 6 Players to Start a Game**

In the event that a team does not have the minimum number of players needed to play in a game, 5 skaters and 1 goalie, or 6 skaters, at the scheduled time of the game to start the game will be considered a forfeit win for the opposing team. However if such team has the final player

coming from the locker room that team may use their 60 second timeout to allow that player to attempt to be on the ice to start the game.

1. If a team does not have enough players to start the game on time, and they use their one (1) team timeout to allow said player to be on time and the player is still not ready, the opposing team can also use their time out to allow extra time. If the opposing team elects to not use their timeline, the game is forfeited.
2. If a team does not have enough players to start the game on time, and both teams use their one (1) team timeout to allow said player to be on time and the player is still not ready, the game is forfeited.
3. Any team that forfeits 5 games in one season will have their playing roster distributed amongst the other teams of their division by manner of a player draft and the offending team will be removed from the schedule for the remainder of the season and playoffs.
4. The player draft will start with the first draft pick going to the team that is in last place in the standings at the time of the draft and work its way to the team in first place having the last pick of the draft.
  - a. Any team that is already at the maximum number of players (20) on a roster at the time of the draft will not be eligible for the draft and their pick will be passed on the next team in the draft order.
  - b. Should all teams within the Division already have the maximum number of players (20) on a roster at the time of the draft the RHL Commissioner shall determine placement of players in other divisions to best maintain competitive balance.

## **Article IX. Jersey Requirements**

### **Section 9.01 Consistency and non-conflict**

Teams are encouraged to obtain exact matching jerseys complete with matching logos and names on the back.

1. Each team is responsible for obtaining jerseys for each player. All jerseys, with the exception of the logo, must be of similar color. It is not required that the shirt be an exact match in all details.
2. Each player's jersey must have the player's unique number permanently affixed to the back. Jerseys with no numbers are not acceptable. Taped on numbers are not acceptable.
3. Substitute goalies are exempt from this rule. Substitute goalies may play without a number and will be designated with a (\*) on the scoresheet instead of a number. Taped on numbers are NOT acceptable.

### **Section 9.02 Compliance Deadline**

Teams must be in compliance with these jersey requirements by the 6th week of the regular season.



1. Players without matching jerseys after this grace period will not be permitted on the ice.
2. Players who join the league after the start of the season will be granted a 6-week period to obtain a matching jersey.

## **Article X. Time Outs**

### **Section 10.01 Number Of**

Each Team is permitted one sixty (60) second time out per game.

### **Section 10.02 Stoppage of Clock for Injury or Equipment**

There will be not stoppage of clock for an injury and/or equipment repair for any player or goaltender.

### **Section 10.03 Use of Timeout**

Teams may use their time out for injuries and/or equipment repair for players or goaltender. If a team has already used their timeout, or does not choose to use their time out for an injury or equipment repair, the clock will continue to run.

### **Section 10.04 Time Put Back On Clock**

Time will not be put back on the clock in a running time game for any reason other than:

1. The clock was not stopped or did not stop when it was supposed to for a time out called by the referee on behalf of the team calling for the time out.
2. The clock was not stopped or did not stop when it was supposed to in the last two minutes of the third period when the referee blew his/her whistle for a stoppage of play if the score differential is 2 goals or less.

## **Article XI. Referees**

### **Section 11.01 Number of Referees**

The RHL will strive to have 2 referees present for each and every game. However, the RHL cannot guarantee in any way that 2 referees will be present for any game.

### **Section 11.02 Concerns and Complaints about Referees**

Any concerns, complaints, or issues with regards to referees must be presented to the RHL in writing by completing a referee evaluation form at the conclusion of every game.

1. The RHL will endeavor to reconcile, to the best of its abilities, any issues properly brought to its attention regarding referees.
2. However, the RHL does not operate or control any individual referee or the referee organization and cannot promise or guarantee in any way any outcome.

## **Article XII. Scheduling**

### **Section 12.01 Published Schedule**

The RHL will publish a schedule for all league sanctioned games, consisting of;

1. Times
2. Days
3. Dates
4. Two teams participating

### **Section 12.02 Request for Special Schedule**

Any requests by teams for special consideration in scheduling must be presented to the RHL in writing prior to the publication of the schedule containing the days, dates and or times in which the special consideration is sought. The RHL does not promise or guarantee in any way that any written request for special scheduling consideration can and will be awarded.

### **Section 12.03 How to Change a Scheduled Game**

Any team needing to change a game day, date or time after the schedule has been published must arrange with their team and their opponent team to do so.

1. The team initiating the schedule change must;
  - a. Find a time slot on the schedule to change with
  - b. Arrange with the two teams schedule in that time slot to swap
  - c. Notify the RHL of the agreed upon schedule change no later than 4 days prior to the 1st of the two games changed to be played.
2. All four teams involved in the schedule change must be in agreement and approve the schedule change for it to occur.
3. The RHL reserves the right to refuse change requests that the sole discretion of the RHL.
4. The RHL reserves the right to change any individual game day, date, time or opponent, or the published schedule in its entirety at the sole discretion of the RHL.

### **Section 12.04 Time Subject To Change**

Due to events and occurrences throughout the process of any given day the scheduled start times of any and all games are subject to change without prior notification.

1. Scheduled start times of games can and will be delayed due to unforeseeable occurrences throughout any given day.
2. Scheduled start times of games will not be delayed due to lack of any individual player, goalie and or team to be prepared for the start of the game.
3. Scheduled start times of games can and will occur up to and including 10 minutes prior to the published schedule start time.
  1. If both teams are ready to play and agree to start
  2. All teams and individuals are advised to arrive at the rink early in the event the games are ahead of schedule.

## **Article XIII. Game Warm up Period**

### **Section 13.01 Time**

The warmup clock will be started after the resurfacing process is complete and the Zamboni doors are closed. Each team will be given a 5-minute warm up period, to run concurrently, immediately prior to the start of their scheduled game. Neither team nor any individuals may take the ice for warm-ups until the game clock starts.

### **Section 13.02 Ice Resurfacing**

No Individual and/or team may take the ice surface during the resurfacing process. If any player or team takes to the ice prior to the completion of the resurfacing process the Zamboni driver may will leave the ice and the game will be played on the ice as is.

## **Article XIV. Locker Rooms**

### **Section 14.01 Assigned Locker Rooms**

Locker room use will be in compliance with all law of appropriate jurisdiction. The RHL will strive to provide each team with a locker room. The assigned locker room to be available to them for ½ hour prior to ½ hour after their scheduled game. Teams are required to use the locker room assigned to them.

1. Teams must vacate their assigned locker room ½ hour after the conclusion of their game to allow for cleaning for the next game and team scheduled for the locker room.
2. Teams that refuse to vacate the locker room as described above will be penalized as follows;
  - a. 1st offense: Team Manager will be called to a meeting with the RHL Board of Directors and asked to assist in preventing this type of action from reoccurring.
  - b. 2nd offense: individual players committing offense will be called to a disciplinary hearing to discuss their actions and determination of any discipline will be made by the board.

## **Article XV. Game Configuration**

### **Section 15.01 Period Length**

All RHL league games will consist of 3, 20-minute run time periods.

### **Section 15.02 2 Point Differential**

Any RHL league game with a 2 or less point differential with 2 minutes or less remaining in the 3rd period of play will operate with a stop clock for the remainder of the game.

## **Article XVI. Tie Game Breakers**

### **Section 16.01 Regular Season**

All regular season games that end in a tied score at the conclusion of the third period of regular play will be determined as a tie and both teams will receive one point in the standings.

### **Section 16.02 Playoff Games**

All playoff games that end in a tied score at the conclusion of the third period of regular play will play one (1) overtime period.

1. The overtime period will be a 5-minute run time sudden death period.
2. Timeouts carried over from regulation play can be used in overtime.
3. All playoff games that end in a tied score at the end of the overtime period will precede to a shootout as follows:
  - a. Each team selects 5 players for a 5 on 5 shootout.
  - b. If the tied score remains at the end of the 5 on 5 shootout, proceed to a 1 on 1 shoot out through the remainder of the roster until there is a winner.
  - c. Should any team use their entire roster (excluding the goalie) at any point in the shootout, the entire roster of both teams again becomes eligible.

### **Section 16.03 Playoff Seeding**

In order to determine team placement and seeding in playoffs for teams with tied records for the regular season the RHL will use the guidelines set forth by USA Hockey

## **Article XVII. Team Rankings**

### **Section 17.01 Beginning of Season**

1. In the beginning of each season teams will submit their Starting Roster to the RHL for review. The RHL will approve the requested playing tier or notify the team of relocation to the appropriate tier.
2. The RHL reserves the right to relocation or reassign any team prior to the season to maintain competitive balance.
3. Rankings, relocations and reassignments are made at the sole discretion of the RHL.

### **Section 17.02 Number of Tiers**

1. The number of tiers, or levels of play, may vary for each season, as will the number of teams in each tier.
2. At any time during the season, the RHL reserves the right to move any team to a different tier if it becomes apparent that the initial ranking was not appropriate, or that through recruitment or skill progression a team has advanced or decreased in their skill level.
3. RHL may add tiers during the season at its discretion.

## **Article XVIII. Player Rankings**

### **Section 18.01 Playing Down a Level**

1. A player may petition to move to a different tier during the season. RHL Commissioner shall review and approve relocation to a specific team roster.
2. In the case of COPPER Division, any player requesting to play down must wear an arm band designating them as a non-scoring player per Article XIX.
3. The determination of a player's assessed level of play is solely at the discretion of the RHL.

### **Section 18.02 Players being moved up**

1. Players can and will be moved up to a higher level of play if a simple majority of managers in the effected division agree that an individual player should be moved to a higher level of play and file a petition with the RHL to have the player moved up a division.
2. The RHL shall then call all managers of the effected division to decide if the player should be moved up to the next highest division.

## **Article XIX. Special Considerations - COPPER Division**

### **Section 19.01 Game Ambassador / Non-scoring players**

Players who are considered BRONZE or Higher players participating on COPPER teams will not be permitted to score goals.

1. Players considered BRONZE or Higher-level players who are playing on COPPER teams will be required to wear a colored arm band on the outside of their jersey to identify them as non-scoring players.
  - a. Any BRONZE or Higher-level player playing on a COPPER who does not wear visibly or tries to conceal their arm band from any game official at any time during COPPER League game they are participating in will be removed from the ice until they appropriately place the arm band on their arm.
    - i. A delay of game penalty will be awarded to the offending team's bench for failure to wear or attempt to conceal of the appropriate arm band.
2. If a BRONZE or Higher player on a COPPER team scores a goal in a COPPER game, the goal will not be allowed. If in the determination of the referee, the goal was intentionally scored by the offending BRONZE or Higher player the offending player will also receive a delay of game penalty.

## **Article XX. 3 Goal Limit**

### **Section 20.01 Individuals**

No individual player participating in any SILVER, BRONZE or COPPER game is allowed to score more than 3 goals in a single game.

1. If any individual who already has scored 3 goals in a game shoots the puck into the net for a goal beyond the 3 goal limit the referee will not allow the goal.
2. If the referee determines the goal was an intentional attempt by the offending player to score a goal the referee will award a delay of game penalty to the offending player.

## **Article XXI. Penalties**

### **Section 21.01 Rule 410**

The RHL will be invoking and using rule 410 as written in USA Hockey Rules.

1. The RHL will be reviewing each game and every incident that occurs in any and all League games.
2. Any incident that is reviewed by the RHL can and will be assessed the appropriate penalties regardless of how or whether the referee called it at the time of the incident.

### **Section 21.02 Malicious Behavior**

The RHL will not tolerate malicious, unsportsmanlike and/or violent behavior.

1. The RHL will strictly enforce the rules on penalties
2. Penalties/suspensions are cumulative.
3. Penalties/suspensions incurred during the regular season will carry over into the playoffs and if necessary, into the following season in which the player plays.
4. Additionally, when faced with exceptional team or player misconduct, the RHL reserves the right to increase any of the following penalties, up to and including ejecting the team or player from the RHL without a refund.

## **Article XXII. Length of Penalties and Number of Penalties**

### **Section 22.01 League Games**

In the league sanctioned games and playoffs;

1. Minor penalties will be 3 minutes in length.
2. Major penalties will be 5 minutes in length.
3. Misconduct penalties will be 10 minutes in length.

### **Section 22.02 Failure to Report to Scorekeeper**

If a team is penalized for failure to report to scorekeeper;

1. That penalty will be 3 minutes in length.
2. It will be recorded as a bench minor penalty for delay of game.
3. The Captain will serve the penalty. If the Captain is not at the game any player picked at random will serve the penalty and fill out the roster.

### **Section 22.03 Goal Scored**

If in a delayed penalty situation and a goal is scored before the penalty is called

1. The penalty still needs to be recorded on the score sheet and that penalty will count as one penalty towards the four-penalty limit.
2. The penalty will not be served due to the goal being scored.

#### **Section 22.04 Double Minor**

Double minors always count as two penalties towards the four-penalty limit.

#### **Section 22.05 Penalty Shot**

If a player commits a penalty that results in a penalty shot;

1. That penalty will be recorded on the score sheet and will count as one penalty towards the four-penalty limit.
2. The penalty will not be served due to the penalty shot being given.

#### **Section 22.06 Bench Minor**

When a bench minor penalty is given;

1. The player serving it does not have that penalty count towards the limit of four penalties in a game.
2. It will be recorded on the score sheet as a bench minor.

### **Article XXIII. Player Penalties and Game Suspensions**

#### **Section 23.01 Players on Multiple Teams**

A player who is rostered on more than one team in the RHL and receives a suspension will not be permitted to play in any RHL league games, to include playoff games, until the suspension has been served for the team the suspension was assessed.

### **Article XXIV. Serving Penalties**

#### **Section 24.01 While in the Penalty Box**

Players serving penalties must remain seated in the penalty box and must remain silent during the entirety of time they are in the penalty box. At the point in the players penalty where there is 10 seconds left to serve the player is permitted to stand and get ready to return to the ice surface at the expiration of the penalty being served.

#### **Section 24.02 Additional Serving Violations**

Players who do not remain seated and / or silent during the serving of a penalty in the penalty box will be assessed a misconduct penalty to be served immediately following the completion of the initial penalty (s) being served.

1. The determination of a player being assessed this penalty shall be at the discretion of the referees.
2. The off-ice official may request a referee to assess this penalty.

## **Article XXV. Player Penalties and Game Suspensions - Minor**

### **Section 25.01 First Offense - Four Penalties in a Game**

A player who receives four minor penalties in one game will be suspended / ejected for the duration of the game upon receiving the fourth penalty. And will receive a game misconduct penalty. The player will also be penalized for the Game Misconduct. The penalty for a Game Misconduct will be determined by the RHL, but it will not be less than a 1-game suspension. (Amendment 1 to USA Hockey's Rule 404. Minor Penalties.)

### **Section 25.02 Multiple Offenses - Four Penalties in a Game**

A player who receives 4 game misconduct penalties in a single season for receiving 4 minor penalties in a single game within the same season will be suspended / ejected for the duration of the game. The player will additionally be suspended indefinitely pending a RHL Disciplinary Hearing per Rule 410. Additional discipling per Rule 410 will be at the full discretion of the RHL.

## **Article XXVI. Player Penalties and Game Suspensions - Major and Misconduct**

### **Section 26.01 First Offense - 2 Majors in one Game**

A player who receives 2 major penalties in one game will automatically receive a Game Misconduct and will be suspended / ejected for the duration of the game. The player will also be penalized for the Game Misconduct. The penalty for a Game Misconduct will be determined by the RHL, but it will not be less than a 2-game suspension.

### **Section 26.02 Multiple Offenses - Four Penalties in a Game**

A player who receives 3 game misconduct penalties in a single season for receiving 2 major penalties in a single game within the same season will be suspended / ejected for the duration of the game. The player will additionally be suspended indefinitely pending a RHL Disciplinary Hearing per Rule 410. Additional discipling per Rule 410 will be at the full discretion of the RHL.

## **Article XXVII. Player Penalties and Game Suspensions – Match Penalties**

### **Section 27.01 First Offense - Match Penalty**

A player who receives a match penalty will be suspended / ejected for the duration of the game. Additional discipline will be in keeping with USA Hockey Rules.

### **Section 27.02 Second Offense - Match Penalties**

A player who receives a second match penalty within the same season will be suspended / ejected for the duration of the game. The player will additionally be suspended indefinitely



pending a RHL Disciplinary Hearing per Rule 410. Additional discipling per Rule 410 will be at the full discretion of the RHL.

## **Article XXVIII. Player Penalties and Game Suspensions - Fighting**

### **Section 28.01 First Offense - Fighting**

A player who receives a Fighting penalty in a game will be suspended / ejected for the duration of the game upon receiving the Fighting penalty, as well as receiving a game misconduct penalty.

1. The player will also be subject to a penalty to be determined by the RHL that will not be less than a 3-game suspension,
  - a. With the exception of GOLD which shall follow USA Hockey Rules with no amendments.
2. Special emphasis will be made on people involved in fights who are wearing full face protection. The referee's will have the latitude to assess additional penalties on any person who instigates and/or enters into an altercation while wearing full face protection.

### **Section 28.02 Multiple Offense – Fighting**

A player who receives a second or more fighting penalty within the same season will be suspended / ejected for the duration of the game. The player will additionally be suspended indefinitely pending a RHL Disciplinary Hearing per Rule 410. Additional discipling per Rule 410 will be at the full discretion of the RHL.

## **Article XXIX. Suspended Players**

### **Section 29.01 Suspension Carry Over from one Season to Another**

Any player whose suspension carries over into the next regular season must be registered and rostered on a team, as well as paying and currently up to date on their fees for games missed to be counted towards their satisfying of assessed game suspensions that extended beyond the end of the season in which the suspensions were incurred.

### **Section 29.02 Players Bench Restriction**

Any player serving a suspension may not be on the players bench during the game (s) in which they are serving their suspension.

## **Article XXX. Replacing Suspended Players**

### **Section 30.01 Maintain Minimum Players**

Teams must maintain the required minimum number of players described above. If, because of a player suspension that extends for the balance of the season, a team falls below this number,

the team may replace the necessary players with prior RHL approval. Alternatively, the RHL may assign players to the team roster to help the team meet the minimum player requirements.

## **Article XXXI. Ineligible Players**

### **Section 31.01 Eligible Players**

1. Except for substitute goalies, only players on a team's official roster that have been officially rostered and are current on their payments will be qualified to play in RHL games. It is the responsibilities of the team Captains to confirm player eligibility.
2. Players who are not eligible to participate in a RHL game shall be notified by the official scorekeeper during the warm-up period or at the time the official scorekeeper becomes aware the ineligible player is on the ice. Should the player leave the ice prior to the start of the game, the game will take place as normal.
3. In the event an ineligible player refuses to leave the playing surface the game will take place as normal, however:
  - a. The game shall then be reverted to a forfeit loss to the offending team.
  - b. The team manager shall be called to a disciplinary hearing with the RHL Board of Directors and any disciplinary actions shall be imposed at this time by the Board of Directors.
  - c. The ineligible player(s) be suspended indefinitely pending a RHL Disciplinary Hearing per Rule 410. Additional disciplining per Rule 410 will be at the full discretion of the RHL.

### **Section 31.02 First Violation - Non-Rostered Player**

1. If any time during a game or afterwards a team is caught with any players not on the team's official roster, players serving a suspension or other penalty, or similar misconduct, the offending team will forfeit the game.
2. The Captain/representative that recruited and /or allowed the use of the non-rostered player shall be called to attend a disciplinary hearing with the RHL.

### **Section 31.03 Multiple Violations - Non-Rostered Player**

1. Any team caught violating multiple times in a season shall be removed from the schedule and the individual team members shall be drafted by the remaining teams of the division in a player draft.
  - a. The player draft will start with the first draft pick going to the team that is in last place in the standings at the time of the draft and work its way to the team in first place having the last pick of the draft.
  - b. Any team that is already at the maximum number of players (20) on a roster at the time of the draft will not be eligible for the draft and their pick will be passed on the next team in the draft order.

- c. Should all teams within the Division already have the maximum number of players (20) on a roster at the time of the draft the RHL Commissioner shall determine placement of players in other divisions to best maintain competitive balance.
2. The captain of the offending team will additionally be suspended indefinitely pending a RHL Disciplinary Hearing per Rule 410. Additional disciplining per Rule 410 will be at the full discretion of the RHL.
3. The draft will begin with the team in last place at the time of the draft and work its way to the team in first place having the last pick.
4. Any team that already has the maximum number of players (20) on the roster at the time of the draft shall not be eligible for the draft.

## **Article XXXII. Appeals Process: Player Suspension**

### **Section 32.01 Who May Appeal**

The individual player being assessed the suspension, may appeal game suspensions assessed by the RHL within 7 days of the penalty being issued.

### **Section 32.02 How to Appeal**

1. The appeal must be in writing and sent to the RHL Board of Directors. E-mail is acceptable.
2. The appeal must clearly and concisely explain why the player believes the penalty was inappropriate and should identify any witnesses to the event.
3. The RHL does not consider challenges to a Referee's call to be a valid basis for an appeal.

### **Section 32.03 Who Reviews the Appeal**

The RHL Board of Directors will review the appeal. At its discretion, the RHL may elect to interview witnesses or have them submit statements regarding the penalty.

### **Section 32.04 Improper Appeals**

Under no circumstances should league representatives, officials, scorekeepers or the like be approached to discuss the penalty.

1. Such conduct may be considered harassment and the player initiating the conduct may be penalized.
2. Only written appeals will be considered.
  - a. League Commissioners' may be contacted to discuss issues such as scheduling, rankings and other non-penalty related issues.

### **Section 32.05 During the Appeals Process**

The player will be barred from play and serve the assessed suspensions while the appeal is pending. The RHL will endeavor to respond to any appeal in a timely fashion.

## **Article XXXIII. Protest of Game**

### **Section 33.01 Procedures**

If a team wishes to play a game under protest, the following procedures must be met.

1. The team protesting the game must notify the official scorekeeper at the time of the game that they decide to play the game under protest and inform the official scorekeeper of the reason for the protest.
  - a. The official scorekeeper shall make note on the official score sheet of the game being played under protest, the team initiating the protest and the reason for the protest.
2. After the completion of the game the team initiating the protest shall be allotted 24 hours to file an official protest in writing to the offices of the RHL accompanied with a \$250.00 bond (cash, or cashier's check).
3. The official protest must state the reason and accompanied rule violation that the initiating team feels warrants the protest of the game.
  - a. Playing rules are not a valid protest.
  - b. If the team initiating the protest does not file the appropriate protest in writing within the 1 hour limit the game will be ruled complete and the results of the game valid.
4. Upon receipt of the official protest and \$250.00 bond the RHL will convene a hearing at the earliest convenience.
5. Upon the completion of the hearing process the RHL will rule as to the validity of the protest and determine the results of the game in protest. The decision of the RHL shall be final. Should the teams protest be denied, the team will forfeit the \$250.00 bond.

### **Section 33.02 Time Restraints**

In the event that time or circumstances do not permit the conveyance of a board, the decision shall be made by the League Commissioner.

### **Section 33.03 League Commissioner**

For any decision other than playing rules interpretations, with regard to the operation of league games (including zero tolerance, game play or conduct not in the best interest of hockey), the RHL League Commissioner shall have the final authority to make the appropriate decision. The RHL League Commissioner, in all matters pertaining to league play, shall have the authority to adjust matters at any time in the best interests of the RHL season and ice hockey in general.

## **Article XXXIV. Playoffs**

### **Section 34.01 Playing Rules**

The official USA Hockey playing rules and the RHL policies, rules and guidelines shall be used. No protests shall be permitted on playing rules.

### **Section 34.02 Eligibility**

Teams and team members properly registered and in good standing with the RHL and USA Hockey shall be eligible to participate in the playoffs.

1. Team members must be registered with the RHL in accordance with Section 4.05.
2. Substitute goalies are permitted in accordance with Section 8.08, 8.09 and 8.10.

### **Section 34.03 Playoff Format**

1. Divisions with 2 teams will play a best of 5 series to determine a division champion.
2. Divisions with 3 teams will play:
  - a. Round 1: 1<sup>st</sup> place team receives a bye, 2<sup>nd</sup> place team and 3<sup>rd</sup> place team play a best of 3 series.
  - b. Round 2: Winner of round 1 plays 1<sup>st</sup> place team in a best of 5 series to determine division champion.
3. Divisions with 4 teams will play:
  - a. Round 1: 1<sup>st</sup> place team plays 4<sup>th</sup> place team and 2<sup>nd</sup> place team plays 3<sup>rd</sup> place team in a best of 3.
  - b. Round 2: The winners of round 1 series will play a best of 5 to determine a division champion.
4. Divisions with 5 teams will play:
  - a. Round 1: 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams receive a bye. 4<sup>th</sup> and 5<sup>th</sup> place teams play in a best of 3 series.
  - b. Round 2: 1<sup>st</sup> place team will play the lowest remaining seed in a best of 3 series. 2<sup>nd</sup> and 3<sup>rd</sup> place teams will play best of 3 series.
  - c. Round 3: The winners of round 2 series will play a best of 5 series to determine division champion.
5. Divisions with 6 teams will play:
  - a. Round 1: 1<sup>st</sup> and 2<sup>nd</sup> place teams receive a bye. 3<sup>rd</sup> / 6<sup>th</sup> and 4<sup>th</sup> / 5<sup>th</sup> place teams play in a best of 3 series.
  - b. Round 2: 1<sup>st</sup> place plays the lowest remaining seed. 2<sup>nd</sup> place plays remaining team. Both play in a best of 3 series
  - c. Round 3: The winners of round 2 series will play a best of 5 series to determine division champion.
6. Divisions with +6 teams:
  - a. RHL reserves the right to cut off playoff eligibility at 6 teams.
  - b. RHL reserves the right to split the division into sub-tiers for playoff purposes. Sub-tier playoff structure will be in keeping the standard playoff formats listed above.

### **Section 34.04 Disputes/Operation of Playoffs**

Teams wishing to protest a game during the playoffs shall follow the guidelines of Article XXXIII of the RHL Policies, Rules and Guidelines 2011-2012 with the following exception.

1. The 24 hour time limit to file a protest shall be amended to time period of 1 hour.

2. For any decision other than playing rules interpretations, with regard to the operation of the playoffs (including zero tolerance, playoff play or conduct not in the best interest of hockey), the RHL League Commissioner shall have the final authority to make the appropriate decision.
3. The RHL League Commissioner, in all matters pertaining to playoff play, shall have the authority to adjust matters at any time in the best interests of the RHL playoffs and ice hockey in general.

### **Section 34.05 Opening Coaches/Managers Meeting**

An opening meeting for all teams participating in the playoffs of the RHL may be held prior to the start of the playoffs at a time and place to be set by the League Commissioner. All participating teams shall have a representative (coach, and/or manager) present at such a meeting. No one person may represent more than 1 team at this meeting unless prior approval is granted by the League Commissioner. Failure of a team to have a representative present shall result in the suspension of the captain and/or manager from that team's first game of the playoffs.

## **Article XXXV. Disciplinary and Actions Board**

### **Section 35.01 Establishment**

The RHL may establish a Disciplinary and Actions Board to help in the matters of conducting a safe and enjoyable adult hockey league. The RHL shall establish the Disciplinary and Actions Board from a list of team managers from the league.

### **Section 35.02 Eligibility**

For a league member to be eligible to be a member of the Disciplinary and Actions Board the member must be;

1. A manager of a team in the RHL, no manager may represent more than one team, in the event that two or more teams have the same manager the individual manager must select one team to represent and a designee shall be appointed for the team (s) remaining to be a member of the Disciplinary and Actions Board, Upon approval by the League Commissioner.
2. A full time currently registered member of the RHL
3. A participant in good standing with the RHL and USA Hockey

### **Section 35.03 Appointment**

1. The League Commissioner shall select the Disciplinary and Actions Board members from the list of Individual Team managers as needed.
2. Any Disciplinary and Actions Board member who is deemed to not be suitable to remain on the Disciplinary and Actions Board by the League Commissioner shall be notified of such and their vacated seat shall be filled by the League Commissioner.
3. The League Commissioner shall have full discretion with Appointment and Removal to Disciplinary and Actions Board.

## Section 35.04 Duties

The Disciplinary and Actions Board shall be the voice of the league to the RHL Board of Directors. The Disciplinary and Actions Board shall receive input in the forms of suggestions and complaints from the league members and conduct meetings to suggest these suggestions and complaints and make suggestions to the RHL in which direction to move the league in a manner to promote the sport of ice hockey to best suit the interests and enjoyment of the sport and continue growth.

1. Suggestions and complaints must be submitted to the Disciplinary and Actions Board in writing, email is acceptable.
2. Verbal complaints and suggestions are not permitted and shall not be accepted.
3. Emails sent to personal email addresses of a Disciplinary and Actions Board member are not permitted and shall not be accepted. Emails must be sent to the established Disciplinary and Actions Board email. **rhlcomishtr@gmail.com**
4. The Disciplinary and Actions Board shall conduct discipline hearings for matters in the RHL under the guidelines of USA Hockey bylaw 10.
  - a. The League Commissioner may elect to have any discipline hearing held by a committee set up of members of the league that are not members of the Disciplinary and Actions Board if it is deemed in the best interest of the RHL, the parties involved and the sport of ice hockey. Not to exclude the appointment of the Board of Directors as the Discipline Committee when and if needed.
  - b. The decision of the League Commissioner as to the appointment of the Disciplinary and Actions Board shall be final.
5. Decisions of the Disciplinary and Actions Board shall be final.
  - a. Appeals to the decision of the Disciplinary and Actions Board may be filed in accordance with US Hockey rules bylaw 10.
  - b. Appeals to the decision of the Disciplinary and Actions Board must be filed in writing to PS Icesports Executive Director.
  - c. Verbal complaints and suggestions are not permitted and shall not be accepted.
  - d. Emails sent to personal email addresses of the Appeals Chair are not permitted and shall not be accepted. Emails must be sent to the established email. **pshcdk@aol.com**
6. Results of any disciplinary hearing must be provided to the player and/or team in writing within 24 hours after the conclusion of the disciplinary hearing stating the outcome of the hearing, the voting numbers (i.e. 5 members in attendance, 3 members in favor 2 opposed) and the process for appeal.
7. The Disciplinary and Actions Board shall make recommendations to the RHL as to the assessment of an individual and/or teams level of play and recommend the actions they feel are needed to properly place an individual player and/or team in the appropriate level of play.
8. Upon approval from the League Commissioner the Disciplinary and Actions Board shall notify the individual player and the Manager of the team of the individual player of the

assessment of the player's level of play and the actions deemed necessary to place the player in an appropriate level of play.

9. Upon approval from the League Commissioner the Disciplinary and Actions Board shall notify the Manager of the team the assessment of the Team's level of play and the actions deemed necessary to place the team in an appropriate level of play.

### **Section 35.05 Written Minutes**

Written records shall be kept of any and all Disciplinary and Actions Board meetings or hearings and copies of the written records must be forwarded on to the League Commissioner at the conclusion of any and all meetings or hearings.

### **Article XXXVI. Reservation of Rights**

1. The RHL is committed to providing a safe league. As a result, it reserves the right to suspend, expel or otherwise prevent any player from playing that the RHL determines, in its sole discretion, to be detrimental to the safe operation of the League. The RHL also reserves the right to refuse or deny the application of any prospective player that the RHL determines, in its sole discretion, to be detrimental to the safe operation of the League.
2. The RHL reserves the right to change its rules or guidelines at any time. Teams and players are encouraged to check the League's website throughout the season for any updates.

### **Article XXXVII. RHL Point of Contact**

Ryan Reed – *League Commissioner*: [rhcomishtr@gmail.com](mailto:rhcomishtr@gmail.com) 360-529-9668

Donna Kaufman – *Deputy Commissioner*: [Pshcdk@aol.com](mailto:Pshcdk@aol.com)

### **Article XXXVIII. Disciplinary and Actions Board Point of Contact**

Rob Cummings – *Chair (non-voting)* 253-272-7825

### **Article XXXIX. Appeals Board Point of Contact**

Donna Kaufman – *Chair (non-voting)* Email: [PSHCDK@aol.com](mailto:PSHCDK@aol.com) 1-253-272-7825