

LITTLE CAESARS AMATEUR HOCKEY LEAGUE
RULES & REGULATIONS
(A MICHIGAN NON-PROFIT CORPORATION)

*As amended and approved by the LCAHL Board 2007/2008

SECTION 1 - PURPOSE

The purpose of the LCAHL is to provide a positive and rewarding hockey experience for amateur hockey. The LCAHL shall emphasize youth development and leadership, excellence in coaching, sportsmanship, and competitive and fair play. It is the goal of the league to provide an optimal medium to enhance the ability and attitude of participants as individuals and team representatives while fostering and promoting the reputation and goodwill of the league, the sponsors, the teams and the players.

The LCAHL shall solicit, receive and administer funds to support youth hockey. The league shall hold, administer and dispose of these funds for accomplishment of the foregoing purposes and goals and to engage in any lawful activities as necessary, incidental or helpful to the achievement of these purposes and goals.

SECTION 2 - MEMBERSHIP

1. Eligibility for membership – To become a member of the LCAHL, a hockey team must, prior to game play:

- 1.1. Qualify for membership in the Michigan Amateur Hockey Association (MAHA)
- 1.2. Obtain insurance as required by MAHA and/or the LCAHL
- 1.3. Pay membership fees and dues as determined by the Board
- 1.4. Furnish the LCAHL with a certified copy of the USA Hockey roster for all players and staff (prior to first league game)
- 1.5. Accept that membership is non-transferable

2. District Eligibility – All teams must be MAHA district eligible.

**Exemptions may be granted on a case-by-case basis. Requests must be put in writing to the LCAHL League Commissioner and received no later than January 15 of each year.

- 2.1. The LCAHL Executive Committee shall determine if an exemption is justified with the final approval by the Board. There shall be no appeals on the final ruling.
- 2.2. Non-district eligible teams and those not granted an exemption by the league, shall have until MAHA's semi-annual meeting (held in January) to become district eligible. Teams must provide proof of MAHA's final ruling to the LCAHL.
- 2.3. Any teams that fail to obtain one of the above mentioned shall forfeit all games played in the LCAHL and the balance of their schedule (if any) shall become exhibition games. Teams shall be dropped from the league.

SECTION 3 – REGISTRATION

1. On-Line registration – All teams must register on-line prior to the annual scheduling meetings held in September of each year. Teams registering for competitive play must follow the rules under Section 16. Junior Varsity teams have until October of each year.

SECTION 4 – LEAGUE FEES

1. League fees - Are required to be paid before or at the appropriate scheduling meeting. If league fees are not paid at this time, teams will not schedule
2. Any league fees paid on or after October 1 shall be doubled. Junior Varsity fees paid on or after November 1st shall be doubled.

SECTION 5 – SCHEDULING

1. Annual Scheduling Meetings – All teams must send a representative to the appropriate scheduling meeting(s) held in September and/or October and;
 - 1.1. Pay all league fees prior to scheduling
 - 1.2. Schedule regular season games prior to the second weekend in January of a given year
 - 1.3. Turn in a USA certified roster for team
2. Any team not represented shall be dropped from the LCAHL, no refunds shall be given
3. No refunds shall be given after the scheduling meeting
4. On-Line Scheduling – Each team must enter the required information on the Pointstreak web site within two (2) weeks of the scheduling meetings. (Review section on Scoring Procedures for additional details.)
 - 4.1. FAILURE TO ENTER INFORMATION WILL RESULT IN THE SUSPENSION OF THE HEAD COACH until the required information is entered.
 - 4.2. Each team's on-line game schedule must reflect the master schedule completed at the scheduling meeting. If an error is found, teams should contact their Division Director
5. Game Changes must be approved by both teams and entered into Pointstreak by the teams Division Director:
 - 5.1. Teams requesting change must first contact the manager of the opposing team to arrange for a time and place that is satisfactory to both teams.
 - 5.2. Once a time and place have been agreed upon, the team requesting change will contact the Division Director to advise them of the new time, date and location of the game. The opposing team will be required to confirm this change.
 - 5.3. Once both teams verify the new game information to the Division Director, said Director will update the online schedule in Pointstreak to reflect the change.
 - 5.4. Re-scheduled games must still be completed by the end of regular-season play
6. If extenuating circumstances occur and a game cannot be played, games must be re-scheduled and notice given to the Division Director within 14 days of the originally scheduled game following the procedures noted in #5 above. Review Sections on Canceled Games and Game Rules/No Shows for additional information.
7. End of Regular Season Play – Shall be the second weekend in January in any given year.

SECTION 6 – ASSOCIATIONS/INDEPENDENT TRAVEL TEAMS

1. Each association entering teams within the LCAHL must provide updated, MAHA approved by-laws to the league. Failure to provide the above, shall make your association ineligible to participate in the league
2. Each association shall provide the LCAHL with an updated listing of its Board Members
3. House Teams – All associations must enter complete age classifications into the LCAHL. (Example, you have 3 Pee Wee teams, 5 Bantam teams and 2 Midget B teams. You may enter just the 3 Pee Wee teams or the 5 Bantam and 2 Midget B teams, but you cannot enter just 1 Pee Wee team etc.)
4. Each association shall be responsible for the conduct of the teams they enter into the LCAHL

SECTION 7 – TEAMS

1. Team Contacts – All teams must provide the LCAHL with two (2) contact people (not from the same household). One must be the head coach; the second may be an assistant coach and/or the team manager.
2. Travel Players on a House Team – You may have only three (3) travel players on any given house team. A travel player is classified as a player that played for an A, AA or AAA team in the same age

classification the previous season or a player who rostered with an A, AA or AAA team in the current season in the same age classification.

- 2.1. A team may request an exemption to this rule, in writing to the LCAHL League Commissioner
- 2.2. Failure to obtain an exemption approval will result in the team's suspension from the league.
3. Independent Teams – All teams must follow Section 6, No. 4
 - 3.1. All teams must be in good standing with MAHA
 - 3.2. No independent teams are allowed in House, nor as Mite travel teams.
4. Team Conduct – Each team is responsible for:
 - 4.1. Having an adult staff member accompany the team to all league games
 - 4.2. The conduct of their teams before, during and after a league game.
 - 4.3. Any damage or other loss caused by the team. The team officials will be held responsible to make restitution.
 - 4.4. Ensuring the team's spectators are not abusive to the officials, players, team officials, or other spectators.
 - 4.5. Failure to follow any of the above may result in the team's suspension from the league.
5. Home Games – It is the responsibility of the HOME TEAM to adhere to the following guidelines:
 - 5.1. Furnish the appropriate level USA Hockey officials (see the USA rules for appropriate age levels)
 - 5.2. No LCAHL team shall allow a family member or a coach in the same division to officiate a game without the written consent of both coaches on the score sheet prior to game start. If only one official is present, prior to the game start, both coaches must agree to play the game in writing on the front of the score sheet.
 - 5.3. If both coaches do not agree to 5.1 or 5.2, prior to the game start, the game will be re-scheduled at the home teams cost, on the visiting teams ice. Games must be re-scheduled within 14 days and completed by the end of regular season play. The Division Director must be advised of the missed game and of the agreed upon reschedule. (See Section 5 Scheduling for procedures)
 - 5.4. If no refs show-up for a scheduled league game, Game must be re-scheduled within 14 days of original game date and played by the end of regular season play. The director must be notified of missed game and re-schedule date/arena by both teams. The offending team will be responsible for all game costs. (See Section 5 Scheduling for procedures)
 - 5.5. If the puck is dropped with one official, the game shall be played to conclusion. No exceptions.
 - 5.6. Provide a score-keeper
 - 5.7. Provide a game puck
 - 5.8. In ALL mite age classifications, a BLUE PUCK MUST be used (see section #14, 3 & 4)
 - 5.9. Provide a score-sheet with all the correct information
 - 5.10. Provide at least 50 minutes of ice or the time agreed to at the scheduling meeting. More or less minutes must be noted on the master schedule and agreed to by the visiting team at the scheduling meeting. If game length has changed, both coaches must agree to change, in writing, on the front of the score sheet.
 - 5.11. Provide “pullovers” or “scrimmage vests” when uniforms are of a similar color.
 - 5.12. Provide adequate locker room facilities
 - 5.13. Enter the completed game score on-line into the Pointstreak system within 48 hours of the scheduled game. If it is not completed within 7 days of the scheduled game, the Head Coach could be subject to suspension from league play. (This online data entry generates the team and division stats)

SECTION 8 – GAME RULES

1. League Games – Shall be played in accordance with USA hockey and MAHA rules except as modified by the LCAHL.
2. Equipment – Neck guards are optional but are highly recommended for all players. The goalies may choose between a neck guard and a shield (the league recommends both).
3. Warm-ups – The scheduled game time is when both teams are to take the ice. Both teams are to be given a reasonable warm-up period, (whether they choose to use the time or not) commencing at the scheduled start time or when the ice becomes available, which ever comes first.
4. Early start time – Shall be no more than 15 minutes prior to the scheduled game time.
5. Period Lengths – All 50-minute games will be three (3) 10-minute periods unless otherwise stated by the league. For all games over 50 minutes (it must be noted on the master schedule), period lengths will be determined at the scheduling meetings.
6. Hand Shake – Shall occur prior to each game. The home team shall notify the officials of this.
7. Time-outs – There are no time outs in regular league play.
8. Running clock – Shall occur only in the third period when the goal differential is seven (7) or greater. If the goal differential becomes two (2) points or less, then the clock goes back to stop-time for the remainder of the period.
9. Overtime Periods – In regular season league games, there are no overtimes. Games end in a tie.
10. Points – The LCAHL teams will receive 2 points for a win, 1 point for a tie and 0 points for a loss.
11. Game Misconducts, Match Penalties and Suspensions – Any team player, coach or manager that is assessed a game misconduct during a league game must report it to their division director within 24 hours. (This also holds true for any match penalties or MAHA suspensions.)
 - 11.1. Any player, coach or manager who receives three (3) game misconducts during the season may be required to go before the Discipline Committee.
 - 11.2. Any player, coach or manager serving a game misconduct, a match penalty or a suspension must note it clearly on the score sheet.
 - 11.3. All league game misconducts must be served in accordance with USA hockey, MAHA rules and LC rules. The offender serves their NEXT PREVIOUSLY SCHEDULED GAME. Under no circumstances should a game be added to the team's schedule to fulfill serving the game misconduct. Violation of this rule is grounds for dismissal from the league.
 - 11.4. The team must notify the division director when game misconduct have been incurred for coach(es) and player(s) and when the misconduct has been served. If the next scheduled game is not a LCAHL game, a copy of the score sheet should be kept with the LCAHL score sheet log.
 - 11.5. The league reserves the right to audit any team's score sheets and schedules. If the league discovers that a team is not serving game misconducts in accordance with the USA/MAHA rules, they will be turned over to the appropriate MAHA district council.
12. Refusal to Compete – A team that refuses to compete in any scheduled LCAHL game, or as directed by the LCAHL will be considered an immediate drop from the league and all league activities, functions, schedules, standings and trophy eligibilities. Any team refusing to compete shall be turned over to the appropriate MAHA district council.
13. League Schedule – Any team not completing their LCAHL schedule shall be ineligible to participate in playoffs.
14. No-Show Teams – Any team not showing up for a scheduled league game for any reason will re-schedule the game with the non-offending team on their ice. Game must be re-scheduled within 14 days of original game date and played by the end of regular season play. The director must be notified of the missed game and newly re-scheduled date/arena by both teams. The offending team will be responsible for all game costs.

SECTION 9 – CANCELLED GAMES

1. Weather Conditions – The LCAHL reserves the right to cancel any/or all league games due to bad weather conditions. The league uses as its guide, the National Weather Service and the state police. Every reasonable attempt should be made to play scheduled games, however the league will not mandate that a team must compete when there is inclement weather that could threaten the safety of players, coaches and family members.

1.1. Games will automatically be cancelled if the arena/roads are closed due to weather. Home teams must keep an eye on their home arena's status and notify the division director and one of the visiting team representatives of a closure.

1.2. Any game cancellations due to weather must be rescheduled within 14 days of the original game date and played within 30 days of actual game date or by the end of regular-season play, whichever comes first. The game shall be played at the original arena unless otherwise agreed upon by both teams and approved by the division director. (See Section 5 Scheduling)

2. Ice Pulled/Arena Equipment Failure – It is the home team's responsibility to notify the division director and the visiting team as to the problem and when the arena contacted them. Teams must try to give at least 24 hours notice, but that is not always possible. If the league finds that a team cancels a game under false pretences or delays contacting the appropriate people, the Head Coach will be subject to a suspension from the league. Please follow the rule outlined in Section 5 Scheduling for re-scheduling of the game.

3. Any rescheduled game must be played by the end of regular-season play. If the game is not played, it may result in a double forfeiture and both teams being ineligible for playoffs.

SECTION 10 – PROTESTS

1. Protest Committee – Shall be comprised of at least 3 LCAHL volunteers to be determined at the start of each season A chair will be appointed. A LCAHL official or Executive Committee member shall be present at all meetings of this committee.

2. Game Officiating – The on-ice calls of an official cannot be protested. You may put your complaint in writing to the league and submit it to the Travel or House Commissioner as appropriate. The commissioner will forward the complaint to the proper authorities.

3. Process for Filing a Protest regarding league rules – A protested game must:

3.1. Be verbally noted immediately to the opposing coach and the game officials (at stoppage of play). It must also be noted on the FRONT SIDE of the original score sheet. The signature of the protesting team official and the nature of the protest must also appear on the FRONT SIDE of the original score-sheet. The game will continue to conclusion with the protest noted.

3.2. A formal letter of protest with the original score-sheet must be postmarked or e-mailed to the LCAHL League Commissioner or the Travel or House Commissioner as appropriate in the absence of the League Commissioner within 48 hours of the incident. The Division Director should also be verbally notified of the intent to file the protest.

3.3. A \$50.00 check made payable to LCAHL must accompany the formal protest. If the protest is won, the check is returned; if the protest is lost, it will be put into the LCAHL general fund.

3.4. Upon receipt of receiving the protest, the LCAHL League Commissioner shall have 24 hours to notify the Protest Committee Chair.

3.5. The Chair must convene a meeting within 14 days and either uphold the protest or deny the protest. Depending on the protest, teams, officials and anyone else involved may be asked to give information and/or be present at the meeting.

3.6. The Protest Committee Secretary shall notify the teams involved in the protest of the outcome. They shall also provide a complete file of the protest to the LCAHL League Commissioner. All parties must be notified of the decisions made within 24 hours of the

meeting.

3.7. If a protest is upheld, the game will be removed from the standings and re-played on the protest winner's ice at the protest loser's expense.

3.8. If a protest is denied, the original game stands.

4. To appeal the outcome of a protest, either team must notify the LCAHL League Commissioner in writing within 48 hours upon receipt of the Protest Committee decision.

5. The LCAHL League Commissioner shall hold a hearing of the Executive Committee within 10 days upon receipt of the appeal. The above protest review process will be followed. The decision of the Executive Committee is final.

SECTION 11 – SCORING PROCEDURES

1. The LCAHL shall provide to all teams

1.1. Score sheets for their home games only

1.2. LCAHL binder to hold all of the team records.

1.3. Login credentials and a password for Pointstreak,

2. Pointstreak has been chosen by the league as the official record-keeping tool. All travel and house teams participating in the league are required to enter game data into the Pointstreak system.

2.1. To ensure that data is entered in a timely manner, each team must designate at least one person to be responsible for entering roster and game information into Pointstreak. This data drives all tracking and is necessary to obtain team standings

2.2. Instructions for using Pointstreak will be available at the scheduling meetings, through the Pointstreak help functions and from the Division Directors.

2.3. Team representatives will be responsible for data entry for their individual team, home games, and playoff games when they are the home team.

2.4. Pointstreak schedule changes and record corrections can only be made by the Division Directors or LCAHL League, Travel or House Commissioners.

3. The Home Team shall be responsible for entering a complete roster into the Pointstreak system prior to the first scheduled league game. A complete roster includes:

3.1. The full name, position and number of each player

3.2. The name of each coach and their role on the bench (i.e. head coach or assistant coach)

3.3. Team data (standings) will be available for public viewing via the LCAHL/Pointstreak website for all teams. Individual player data will be available for public viewing only for players at the Bantam level and above.

4. The Home team shall provide a score sheet which will detail the home team, visiting team, arena, date, time, player information (including if a player is absent or suspended), coaching signatures (all coaches on the benches), curfew information (if applicable), score keeping information including period tracking, refereeing information and any other information that may affect the game.

5. After the game has been played, the home team is responsible for

5.1. Verifying all information and distributing the score sheet. (White – League as requested, Yellow – Home Team, Pink – Visiting Team)

5.2. Retaining the white copy of the score sheet, and being prepared to submit it to their Division Director if it is requested.

6. After the game has been played the Visiting Team must verify that all information is correct before accepting the pink copy.

7. Both Teams – Must retain a copy of the score sheet in their LCAHL book and fill out the game log.

8. It is the home team's responsibility to enter all game data into Pointstreak within 48 hours but no later than 7 days after completion of the game. If data is not entered, the head coach could be suspended from league play until the data entry is complete. Data that must be entered includes:
 - 8.1. Complete and accurate roster for both teams, including coaches
 - 8.2. Goalies played for both teams
 - 8.3. Goals and assists for both teams, if required for the level
 - 8.4. All penalties assessed for both teams, if required for the level
 - 8.5. Any other information noted on the score sheet, including referees and comments.
9. It is the visiting team's responsibility to validate the data entry completed by the home team to insure accuracy.
10. Error Corrections in Pointstreak – If either team identifies an error in the Pointstreak data entry, error corrections can be completed by the Division Director. Only the participating teams Head Coach, Assistant Coach or Team Manager may request error corrections. Error corrections will not be completed at the request of a team player or parent. To request a correction:
 - 10.1. The Head Coach, Assistant Coach or Team Manager should submit, in writing, via email, with a copy to the other participating team, the requested correction.
 - 10.2. If there is no dispute, the Division Director will make the requested changes.
 - 10.3. To minimize the number of changes requested it is very important that both teams review the scoresheets as noted in the rules above.

SECTION 12 – CURFEW ARENAS

1. The Home Team – Is responsible for:
 - 1.1. Notifying the visiting team that it is a curfew game.
 - 1.2. Checking the box that denotes it as a curfew game on the score sheet.
 - 1.3. Filling in the allotted game time (example: 50 min, 60 min, 90 min etc.)
 - 1.4. Verifying after the game is complete, that the scorekeeper filled in the start and end time properly.
2. The Scorekeeper – Is responsible for filling in the start time and end time (example, Start time: 8:00 p.m.; End time: 9:17 p.m.)
3. The Visiting Team – Is responsible for circling the curfew box and initialing if not checked and notified of it being a curfew game prior to game starting.
4. Curfew Games – Once a curfew game is declared, it **MUST** remain a curfew game.
 - 4.1. Teams not following the above rules subject themselves to protest-able games and possible discipline by the league.

SECTION 13 – DISCIPLINE COMMITTEE

1. Discipline Committee – Shall be comprised of at least 3 LCAHL volunteers to be determined at the start of each season. A chair will be appointed. A LCAHL official or Executive Committee member shall be present at all meetings of this committee.
2. Meetings – Shall be held when required by the league.
3. Process for discipline - If the league is advised of, or becomes aware of, a coach or player violating any rules that would require a review by the committee, a meeting of the Discipline Committee will be called.
 - 3.1. The LCAHL League Commissioner shall have 24 hours to notify the Discipline Committee Chair upon becoming aware of the issue at hand.
 - 3.2. The Chair must convene a meeting within 14 days to review the situation. Depending on the situation, teams, officials and anyone else involved may be asked to give information and/or be present at the meeting.

3.3. The Discipline Committee Chairperson shall provide a complete file of the situation to the LCAHL League Commissioner. All parties must be notified of the decisions made within 24 hours of the meeting.

4. To appeal the outcome of a Discipline Committee decision, the parties must notify the LCAHL League Commissioner, in writing, within 48 hours upon receipt of the Discipline Committee decision.

The LCAHL League Commissioner shall hold a hearing of the Executive Committee within 10 days upon receipt of the appeal. The above review process will be followed. The decision of the Executive Committee is final.

SECTION 14 – HOUSE RULES

1. Goaltenders – It is recommended but not required that when a team has two (2) regular goaltenders, they choose one of the following at the beginning of the season:

1.1. To alternate the goaltenders every other league game or,

1.2. To play each goaltender 50% of each league game with the starting goaltender rotating with the ending goaltender for each league game.

1.3. Goaltenders must be noted on score sheet. (ie: #1/J Smith/G)

1.4. For each LCAHL game, any team with (2) regular goaltenders should note who is in net on the score sheet

1.5. The league believes that the rotation of goalies is a decision between the player, the coach and the association with the understanding that all players will be treated fairly.

2. Challenges to any House Teams Qualifications – May be made towards any team in the House program based on the MAHA draft rules, or evidence showing that a team is “stacked”. To challenge a team, the majority of teams playing in that division must agree to put in writing their facts and any findings, team signatures (Head Coach) and submit to the House Commissioner. The House Commissioner shall call a meeting of the Executive Committee for a qualifications hearing.

2.1. If the team’s qualifications are found to be valid, the team in question carries on with their season.

2.2. If the team’s qualifications are found to be invalid, the team will be dropped from the league. All games played to the date of the hearing will be deleted from the standings. Any remaining games shall be played as exhibition games. The team will not be eligible for playoffs.

3. Mini-Mites and Mites – Shall be the only divisions to use;

3.1. The line change buzzer

3.2. The rotation sheet

3.3. The BLUE PUCKS for practices and all games. This applies to ALL HOUSE AND TRAVEL MITES.

4. Blue Pucks – NO LCAHL games are to be played at the mite or mini-mite level without a BLUE PUCK.

4.1. If the home team does not have one available, the visiting team may furnish it. If the home team and the visiting team do not have one, they may, if available, borrow one from the arena.

4.2. If a BLUE PUCK is not available, the game will be re-scheduled on the visiting team’s ice at the home team’s expense. It must be re-scheduled within 14 days of the scheduled game date and played within 30 days of the scheduled game date. Contact the division director.

4.3. If a LCAHL game is played without a BLUE PUCK, BOTH HEAD COACHES WILL RECEIVE A GAME MISCONDUCT and be turned into their district MAHA council.

5. Mini-Mite and Mite Games – All games in the Mite House divisions shall;

5.1. Consist of three (3) 12 minute periods of running time with the clock stopping every two (2) minutes for line change according to the rotation sheet, this change shall not exceed 30 seconds.

- 5.2. Line changes will be made every 2 minutes as indicated by a buzzer. The buzzer shall sound and play will stop regardless of the situation on the ice at the time of the buzzer. Line change face-off point is to be closest to the point where the stoppage of play occurred.
- 5.3. All players must be listed on the score sheet. Jersey numbers will be used to fill out the rotation sheet.
- 5.4. The home team will fill out the score sheet and rotation sheet first. Home team, visiting team, and scorekeeper shall all receive a copy of the line rotation.
- 5.5. The 8:00 minute mark and the 2:00 minute mark of each period are to be used as rotation lines. Lines 1 and 2 (players 1-5 and 6-10) rotate onto the third line (8:00minute & 2:00 minute).
- 5.5.1. In using a 14 player roster, shifts will be as follows: 12:00 (first line) players 1-5, 10:00 (second line) players 6-10, 8:00 (third line) players 11-14 plus first player on first line. Next Rotation would be second player on first line, and so on until all players from first and second line have been used. This process will be used for 13, 12 or 11 skaters.
- 5.5.2. For 10 skaters, alternate the two lines.
- 5.5.3. For 15 skaters, use three full lines for rotations.
- 5.5.4. For less than 10, or more than 15, use a continuous rotation. See the examples.
- 5.6. If a player is injured where there is a stoppage of play and is attended to by someone from the bench, said player must come off the ice, but may return as soon as they're able. The injured player will be replaced by the next person in the regular rotation from the rotation sheet. If that shift ends with the sub still out and it is the subs scheduled turn out, he will take his regular shift on that line.
- 5.7. A team can use any player on their roster to replace their goalie only in the last shift of the third period. Any other time during a game, you must use the next player in rotation when the goalie is replaced.
- 5.8. Penalties: When rotation shift ends, next shift comes out with 5 skaters & penalized player serves the rest of his penalty in the box unless it is the next player in the rotation in which case he serves the remainder of his penalty and the shift skates shorthanded. Penalty times remain the same as stated in the USA Playing Rules.
- 5.9. If the score is within two goals at the 2-minute mark of the third period, the game shall be completed with stop-time regardless of goals scored. If the score is greater than two goals at the 2-minute mark of the third period, the game shall be completed with running-time.

EXAMPLES

Eight Skaters

Period 1 Period 2 Period 3

12:00 1,2,3,4,5 7,8,1,2,3 5,6,7,8,1

10:00 6,7,8,1,2 4,5,6,7,8 2,3,4,5,6

8:00 3,4,5,6,7 1,2,3,4,5 7,8,1,2,3

6:00 8,1,2,3,4 6,7,8,1,2 4,5,6,7,8

4:00 5,6,7,8,1 3,4,5,6,7 1,2,3,4,5

2:00 2,3,4,5,6 8,1,2,3,4 6,7,8,1,2

Nine skaters work the same format as above. Ten skaters will be every other shift. The rotation sheet would show 1, 2, 3, 4, 5 line change, 6, 7, 8, 9, 10 line change, and so on until completion of the game.

THE FORMAT THAT FOLLOWS WILL BE USED FOR 11, 12, 13 & 14 SKATERS.

11 SKATERS

Period 1 Period 2 Period 3

12:00 1,2,3,4,5 1,2,3,4,5 1,2,3,4,5

10:00 6,7,8,9,10 6,7,8,9,10 6,7,8,9,10
8:00 11,1,2,3,4 11,9,10,1,2 11,7,8,9,10
6:00 1,2,3,4,5 1,2,3,4,5 1,2,3,4,5
4:00 6,7,8,9,10 6,7,8,9,10 6,7,8,9,10
2:00 11,5,6,7,8 11,3,4,5,6 11,1,2,3,4

Player 11 is frozen. This player does not rotate. (The league strongly suggests that you alternate the frozen player every game.)

15 Skaters is a 1, 2, 3 system. This will remain continuous.

16 and above Skaters are continuous rotation starting with 1 and following through to 16 and starting again with 1.

6. Team Placement – It is the goal of the LCAHL to align teams geographically as closely to their home ice as possible considering the wide area that the league covers. Association preferences for placement of teams should be sent via writing or email to be received no later than September 1 of the current season to be considered. There are no guarantees that these requests will be honored as placement will be determined by the number of teams in the geographic area.

SECTION 15 - JUNIOR VARSITY

**Junior Varsity is a combination of freshman to seniors in a school district(s).

1. Season starts November 1. Regular game play ends February 8. Within one week teams will meet for playoff scheduling. Semi-final games shall be held by no later than March 7th, with the championship games being held no later than the end date for High School teams. Teams will vote each season on +500 championship games being held at Joe Louis Arena.
2. There shall be a minimum of 4 teams to have this division.
3. Teams interested in playing in this division MUST have a letter of intent into the League by September 1st of each season. This letter shall be sent to the HOUSE COMMISSIONER.
4. Teams that are unified or combined MUST declare where players are coming from, in writing, prior to registration of team within the league. The league reserves the right of approving and/or denying any of these teams. If the team is not declared prior to the season, they will not be allowed to be a unified or combined team. Once approved, a unified or combined team may not pull players in from any other areas.
5. Goalies are excluded from the above rule.
6. Any Junior Varsity team playing with an affiliation to a High School must provide the league with written permission of the High School Athletic Director or the school board. These teams will follow all High School and league rules.
7. Any Junior Varsity team without a High School affiliation shall follow MAHA, USA, and league rules.
8. Any Junior Varsity team without a High school affiliation shall not use the schools name, mascot or replicate the jerseys in any way.
9. All High School affiliated teams shall provide the league with a roster of the team prior to game play. This must be updated if there are any player/coaching changes.
10. Game lengths: 60 minutes of ice teams shall play 3-10 minute periods. 90 minutes or above, teams shall play 3-15 minute periods.
11. Only High School affiliated teams may use the tag-up rule. ALL MAHA/USA teams MUST abide by USA rules.
12. Any team playing an Affiliated High School Junior Varsity team shall have at least ONE High School referee.
13. The League requires only two (2) referees. An association team may be required to have three

(3) referees for home games (check with your association boards) Affiliated Junior Varsity teams can play with one (1) HS referee; however the league recommends two (2).

14. The number of seniors on any given Junior Varsity team shall be three (3) players with goalie exclusion.

15. Teams with more than the above mentioned seniors will be placed into their own division. (4 teams make a division)

16. The final date for adding players to a team's roster shall be December 31st.

17. Any added players to a team's roster shall have 10 games in with the team prior to play-offs.

18. No current varsity players shall be allowed to roster with a Junior Varsity team.

19. ALL Junior Varsity teams shall have a maximum of 20 players rostered at any time.

20. All other LCAHL rules apply.

**Please note that if the Little Caesars Executive Committee/Board feels that circumstances are such that the above guidelines/rules do not reflect their desired goal of providing the best competition to the teams in the Junior Varsity Division, they may modify the rules and guidelines.

SECTION 16 - COMPETITIVE DIVISIONS

It is the goal of the LCAHL to align teams to insure competitive hockey.

1. The LCAHL will have the final say in alignment of all teams based on a review of all information presented.

2. Teams will be aligned as competitive or geographic. If a team does not apply to be placed in the competitive division, they will be placed geographically as closely to the location of the home ice of the teams as possible.

3. Team coaches are in the best position to determine the level of play at which a team should compete. To be considered for the competitive levels, each team will be required to submit an application for competitive play and provide a copy of the proposed roster.

4. Yzerman will be the highest level of competition in the LCAHL league followed by Howe and Lindsay. Each Competitive Level will be assigned one or more divisions starting with Division 1 in Yzerman, the highest level of competition. If two or more divisions are assigned to a single level of competition, each division in that level of competition will be aligned as close to geographically as possible.

5. All teams that wish to be considered for Yzerman, the highest level of competitive play, must have played in the LCAHL the prior year and return one coach and fifty percent (50%) plus one (1) of the players from the prior LCAHL season. The team name and association are not required to stay the same.

6. A team that does not have one coach and 50% plus one (1) returning players from the prior LCAHL season may be placed in a competitive division but will not be considered eligible for placement in Yzerman, the highest level of competition.

7. LCAHL will make the competitive division applications available on or before August 1 of each year. Registration must be completed by August 15 of each year and a copy of each roster will be due on or before September 1. A certified copy of the roster will be due at the scheduling meeting.

Application Procedure:

1. The registration must be completed no later than August 15th in any year for teams wishing to be considered for the competitive divisions.

2. A copy of the team's roster even if not certified should be received no later than September 1. Failure to provide this documentation could eliminate the team from eligibility in the competitive divisions and result in placement in the geographic divisions.

3. A committee comprised of LCAHL Travel Directors and LCAHL coaches will review the applications and make the final decision on a team's acceptance into and placement in an appropriately competitive division.
4. Teams will receive final notification of placement at least 1 week prior to the travel scheduling meeting. This notification will be via posting of the divisions on the LCAHL website.
5. In the event that a team believes that they were not placed in the appropriate division, the Travel Commissioner or League Commissioner should be contacted by phone and/or email within 3 days (72 hours) of posting of the divisions. A review will be completed and a decision will be made prior to the LCAHL scheduling meeting. Under no circumstances will a team's placement be changed at the LCAHL scheduling meeting

SECTION 17 - DIVISION DIRECTORS

1. All Travel and House Divisions will be assigned a Division Director
2. The Division Director position is a volunteer position that requires a dedication to the hockey community and an understanding of the technology that the league uses to manage teams in each division.
3. Division Directors are the primary liaison for Coaches/Managers and the LCAHL. Division Directors should be the first source of contact for all teams.
4. Division Directors will be responsible for:
 - 4.1. Communicating LCAHL information to teams in their division
 - 4.2. Insuring that a certified copy of every team in their division is on file with LCAHL
 - 4.3. Insuring all teams in their division are completing data entry in Pointstreak
 - 4.4. Periodically reviewing penalty information in Pointstreak for their division
 - 4.5. Approving schedule changes as needed by the teams in their division
 - 4.6. Managing scheduling and error correction information in Pointstreak for their division
 - 4.7. Responding to any issues within their division
 - 4.8. Insuring that the LCAHL League Commissioner and/or Travel or House Commissioners are apprised of information regarding their division as needed
 - 4.9. Acting in the best interest of the League, Players, Coaches and families at all times
5. Division Directors will be responsible for attending the following events to the best of their ability in recognition that this is a volunteer position:
 - 5.1. Initial scheduling meetings in September
 - 5.2. Playoff scheduling meetings in January
 - 5.3. Second Round Playoff Games (as available) and Championship games for their division.
 - 5.4. Bi-Monthly Division Directors meetings or conference calls
 - 5.5. Other events as needed and available
 - 5.6. If unable to attend these events, it is important that the Division Director insure that there is appropriate representation from the League.
6. Division Directors are empowered to assist teams within the guidelines shown here and to escalate matters to the appropriate commissioner as needed.
7. Division Directors must have strong interpersonal communication abilities and very good computer skills including the ability to regularly use email and Pointstreak.

SECTION 18 – END OF SEASON DIVISION WINNERS AND PLAYOFFS

1. Division Winners - The LCAHL will declare all division winners coming out of regular season play at the playoff scheduling meeting. Division Winners shall receive awards which will be distributed to the team representatives at the LCAHL playoffs scheduling meeting.
 - 1.1. If a team does not complete their scheduled games by the end of regular season play, the

game results will count toward division standings, but will not count towards playoff seeding.

1.2. Tie-Breaker - coming out of regular season play. If two or more teams have an equal number of points, their position in the standings will be determined by the following formulas (the tie must be broken as to all teams tied at that level). The results of the games played between the teams tied in the following order;

1.2.1. Points acquired in games played between tied teams. (Head to Head) Position being determined in order by the highest number of points.

1.2.2. Subtracting goals scored from goals against in these games. Position being determined in order by the highest surplus.

1.2.3. Dividing goals scored by the goals against in these games. Position being determined in order by the greatest quotient.

1.2.4. If after applying the formulas above, the tie still exists, 2 and 3 shall be applied using all of the games played by each team until the tie is broken.

1.2.5. If a tie cannot be broken, the division will have co-champs and awards will be distributed to the team representatives at the playoffs scheduling meeting.

2. The Little Caesars Amateur Hockey League playoffs are not mandatory for any team. If a team does not wish to participate, the Head Coach or Team Manager should contact the Division Director by the last day of regular league play. The team will be removed from the playoffs, but the team's standings will remain intact.

3. A playoff fee will be due at or before the playoffs scheduling meeting for all teams participating in playoffs. This is a nonrefundable fee. Any team not submitting payment will be dropped from playoffs. The LCAHL reserves the right to determine the amount and structure of the playoff fees.

4. The LCAHL will set divisions for playoffs. Using the amount of teams and the time frame as the deciding factors.

5. The First Round of Playoffs will be round-robin play. Teams will schedule this round at the play-off scheduling meeting. Games will be scheduled on home teams ice. Acquiring refs for games is up to the home team. The following rules will be followed:

5.1. NO TIME-OUTS

5.2. Game cost is as in regular season

5.3. No overtimes allowed. Games end in a tie.

5.4. First round games are to be completed by the date announced by LCAHL at the scheduling meeting

5.5. Game Scores shall be entered into Pointstreak by the winning team in compliance with the rules established under the Scoring Procedures Section. If scores are not entered in a timely manner, the Head Coach could be suspended from the Playoffs until the scores are entered.

5.6. If game information is not entered into Pointstreak, the league reserves to right to drop the team from playoffs

6. Advancement of teams after round-robin play will be determined by LCAHL and published prior to the start of play.

7. Second Round Games shall be scheduled by the league at various arenas. Game and referee costs shall be funded through an additional fee that will be paid by the advancing teams prior to being allowed to move forward in the playoffs. The league shall contact the teams moving to this round and post the schedule on Pointstreak. The following rules will apply:

7.1. No Game changes

7.2. NO TIME-OUTS

7.3. If an advancing team cannot play the next round game, they MUST notify the league through their Division Director as soon as they become aware of the situation. The league will then bring up the next highest seeded team.

- 7.4. If a team does not notify the league that it will not be at the next game, ALL game costs will be assessed to the no-show team. The coach may be suspended from further participation in the league. If the game costs are not paid, the coaching staff and team will be ineligible for further participation within the league.
- 7.5. Mercy rule for MITES: if the score is within 2 goals at the 2 minute mark in the 3rd period, the game shall be completed with stop time regardless of goals scored. If the score is greater than 2 goals at the 2 minute mark in the 3rd period, the game shall be completed with running time.
- 7.6. Mercy rule for all other teams shall occur only in the 3rd period when the goal differential is 7 or greater. If the goal differential becomes 2 points or less, the clock will go back to stop time for the remainder of the period.
- 7.7. Game Misconducts: all game misconducts received in the second round, will be served in the next scheduled Little Caesars game. Example: a player receives a game misconduct in the 1/8 game, and the team is advancing to the next game -- the player sits the quarterfinal game. If the team has a scrimmage game, tournament game or any other USA/MAHA sanctioned game in-between, they must also sit that game to satisfy USA/MAHA. If the team is done, the game misconduct will be served in the next scheduled USA/MAHA sanctioned game
- 7.8. No Ties: in the 1/8, quarter, semifinal, final or championship games. The tie breaking rules are;
- 7.8.1. Game goes to overtime
 - 7.8.2. Prior to game time, head coach/manager must designate on the score sheet, the first five players in case of a shootout.
 - 7.8.3. Teams remain on the same ice side as they were at the end of regulation play
 - 7.8.4. First 5 minutes of overtime will be 5 on 5. If tie is not broken,
 - 7.8.5. Second 5 minutes of overtime will be 4 on 4. If tie is not broken,
 - 7.8.6. Third 5 minutes of overtime will be 3 on 3. If tie is not broken,
 - 7.8.7. Shootout, designated players on score sheet will each take a shot at the other team's goalie. After both teams' designated players have taken their shots, score will be added, and the team with the most goals wins. If tie is not broken,
 - 7.8.8. Teams will continue using the next player on the bench, each will take a shot at the other team's goalie. Score will be added, the team with the most goals wins. If tie is not broken,
 - 7.8.9. Number 8 will continue until teams have gone through all players.
 - 7.8.10. Once all players have had a shot, the original five may again have a turn using number 8.
 - 7.8.11. This will continue until we have a winner. Both teams will always have equal shots.
 - 7.8.12. The winner of the shootout will be awarded 1 goal. This will be added to the score at the end of regulation play.
- 7.9. Mite - No Ties in the 1/8, quarter, semifinal, final or championship games. The tie breaking rules are;
- 7.9.1. 6 minutes are placed on the clock.
 - 7.9.2. Players listed on rotation sheet for the first 6 minutes of the regulation game will be used in the same order. If the tie is not broken,
 - 7.9.3. A second 6 minutes are placed on the clock
 - 7.9.4. Players listed on the rotation sheet for the second 6 minutes of the regulation game will be used in the same order. If the tie is not broken,
 - 7.9.5. A third 6 minutes are placed on the clock
 - 7.9.6. Players listed on the rotation sheet for the third 6 minutes of the regulation game will

- be used in the same order. If the tie is not broken,
- 7.9.7. Revert to shootout rules above. (#12 / 7, 8, 9, 10, 11, 12)
 - 7.9.8. Penalties Received in overtime;
 - 7.9.9. During 5 on 5 plays, normal rules apply.
 - 7.9.10. During 4 on 4 plays, penalties will be stacked.
 - 7.9.11. During 3 on 3 plays, a penalty shot will be awarded to the team NOT receiving the penalty.
 - 7.9.12. The player, whom the infraction was against, from the non-offending team, takes the shot if able.
 - 7.9.13. If the player is not able, one of the players on the ice when the infraction was called, from the non-offending team, will take the shot.
 - 7.9.14. The player who received the penalty will not be sent to the box; however, the player will be replaced by another player if the game continues.
 - 7.9.15. The penalty will be recorded on the score sheet but no penalty minutes will appear on the clock. The penalty shot will negate the called penalty.
8. Championship Games;
- 8.1. LCAHL shall insure that all Championship games are scheduled in an appropriate venue and the cost of the games are included in the second round playoff fees.
 - 8.2. All Championship games shall have a winner; Ties will be broken using the methods discussed in the above section.
 - 8.3. Teams carrying only one goalie may choose a back-up goalie from the same division within the LCAHL. The back-up goalie plays only in the case of injury. A letter must be submitted to the division director for approval one week before the championship game.
 - 8.4. NO TIME-OUTS

LCAHL YEARLY MEETING SCHEDULE

- EXECUTIVE BOARD – MONTHLY
- DIRECTORS – EVERY TWO MONTHS (more if needed)
- SEASON SCHEDULING MEETINGS – TRAVEL TO BE HELD 2nd or 3rd WEEKEND IN SEPTEMBER (INCLUDES JRC & GIRLS), HOUSE TO BE HELD 3rd or 4th WEEKEND OF SEPTEMBER.
- JUNIOR VARSITY (JV) SCHEDULING MEETING – MIDOCTOBER
- PLAY-OFF SCHEDULING MEETING – 3RD OR 4TH WEEKEND OF JANUARY
- PROTEST MEETINGS – HELD WITHIN 14 DAYS UPON RECEIPT OF PROTEST
- APPEALS BOARD MEETINGS – HELD WITHIN 14 DAYS UPON RECEIPT OF APPEAL
- DISCIPLINE COMMITTEE MEETINGS – HELD WHEN NECESSARY

**The executive board may call meetings over and above this schedule