I. Philosophy
The CHL (Classic Hockey League) 40 provides its participants with an opportunity to play ice hockey in a competitive but recreational environment. This program promotes the ideals of sportsmanship and physical fitness to all participants regardless of sex, race, creed or color. CHL 40 promotes a clean, friendly, respectful game. All players recognize that hockey is our passion and not our livelihood. Players must promote common interest in sportsmanship, cooperation and appreciation of the game.

II. Sportsmanship

It is expected that participants in the CHL 40 exhibit good sportsmanship, which includes but is not limited to respect for teammates, opponents, officials, the rink facilities and the facility’s staff.

The desire to win often produces a style of play contrary to the principles of sportsmanship and fair play. CHL 40 will not tolerate such a style of play that ignores sportsmanship and fair play. Remember: It’s only a game. Players must accept and realize that opponents in this recreational League are not enemies – they are friendly competitors.

The Aurora Ice Association (AIA) has the authority to disqualify, suspend or remove any manager, coach, player, spectator or team which behaves in an unsportsmanlike manner before, during or after a game.

III. Program Administration

A. Name – The program will be known as the CHL 40 Wood Stick League. The League will be guided by the League Administrators. For the 2013-2014 season, the League Co-Administrators are Deb Healy and Anthony DiFilippo IV. The League Co-Administrators can be contacted at (716) 628-0036 (Deb’s work) or (716) 655-6721 (Deb’s home) or (716) 652-9560 (Tony’s work) or (716) 652-5466 (Tony’s home) or email at earink@thinkrink.org or adifilippo@roadrunner.com.
B. Divisions – There will be one (1) Division with twelve (12) teams. After week II the teams will be ranked by record and discretion of administrators and placed in two (2), six (6) team divisions.

C. Team Establishments – Captains/Managers are responsible to manage their respective team and obtain their own players. AIA will provide Captains/Team Managers with a list of players who express interest in playing and are not affiliated with another team.

D. Facilities – All games played at Aurora Classic Rink, 41 Riley Street, East Aurora, New York. Players must treat the rink, the locker rooms and all equipment, along with the Rink’s staff with respect. There is no alcohol allowed on the bench. Please be respectful of our neighbors and no unnecessary noise.

E. Schedules – the League Administrators will establish the season schedule. For the 2013-2014 season there will be 16 regular season games plus 3 playoff games. Teams must play at the time, place and date specified. All games *are on Sundays between 3:00 p.m. and 11:30 p.m. Season starts October 20, 2013, and each Sunday thereafter, through March 9, 2014, EXCEPT February 2, 2014 (Superbowl), February 9, 2014 (makeup date) * If games canceled by administrators they may be rescheduled for a difference day and time.

F. Scorekeepers – AIA will contract the services of a scorekeeper for each game. The scorekeeper will be an extension of the League Office and have decision-making powers to ensure the games run smoothly in accordance with CHL 40 guidelines and USA Hockey rules and regulations of play.

G. On-Ice Officials - AIA will contract the services of WNY Officials who are responsible for scheduling of the Officials.

H. Protests – No player/team is allowed to protest an on-ice official’s call before, during and after the game with the on-ice official. Any player/team wishing to protest a call can do so by submitting a letter to the League Administrator. There is a $50.00 protest fee. The protest fee will be refunded if the protest is upheld by the League Committee. A hearing may be granted to a player who has been suspended for an infraction of the rules as allowed under USA Hockey Rules. The hearing will include the disciplinary panel, which shall consist of the League Administrator and each team’s captain. If the captain is unavailable, one of the team’s designated alternate captains will take the captain’s place.

I. Team Captains Meeting – There will be a team captain meeting before the start of every season. The purpose of the meeting will be to discuss policies and procedures of the CHL 40. It is mandatory that the captain and/or alternate captain attend.

J. League Sponsors – Players are encouraged to promote and support our league sponsors.

IV. Fees
A. Fees are assessed based on a Team Fee, not individual fees. The per player fee charged by a Team Captain may be different with each team based on the number of players per team or other fees charged by a particular team over and above the AIA CHL 40 fee.

B. Team fees for the 2013-2014 season will be as follows:

1. The Team Fee is $4,250.00 due by September 1, 2013. This is for 16 regular season and 3 post season games. First 12 teams to pay are guaranteed spots.
   2. If teams cannot pay in full by September 1, 2013, there is a two payment plan option.
i. The first payment of $1,000.00 must be received by September 1, 2013.

ii. The second and final payment of the remaining balance must be received by the mandatory captain’s meeting to be held in October prior to the season.

C. Teams which are not paid in full by the mandatory coaches meeting in October and will be replaced by another team or otherwise suspended for any further games.

D. The Team Captain is responsible for making payment(s) to AIA. Individual team members are not to pay individually at the Aurora Classic Rink. Players are to pay their Team Captain.

V. Uniforms

A. Twenty (20) jerseys will be provided to each team. Extra jerseys can be ordered for additional $40.00 each. As a team, it will be mandatory for all players to have matching jerseys with a number and must be on score sheet each game. There will be no jerseys that have the same number for two different players. It is suggested that Team Captains carry extra jerseys for team members who may have forgotten or lost their jersey. If teams want to add sponsor name or logo on jersey, it must be approved by League Administrator and at team’s expense.

B. Matching hockey socks are highly recommended, but not provided by the League.

VI. Equipment

A. Wood sticks only.

B. Helmets with chinstraps properly fastened for all players and officials.

VII. Player Eligibility

A. Rosters

1. Teams may roster up to 20 players - there are no additional “subs” over and above the roster of 20. Any “subs” must be taken from this roster of 20. If a team rosters 20 players and wants to add an additional player, another currently rostered player must be dropped in order to keep the roster at 20. All players, except goalies, must be at least 40 years old when they play their first game. NO EXCEPTIONS. Goalies must be at least 35 years old before they play their first game. NO EXCEPTIONS for goalies unless a sub-goalie is provided by the League Administrator when a team cannot get their regular goalie or a fill in goalie from another team in the league.

2. The minimum number of rostered players on a team is 11.

3. All players must be registered on-line at www.usahockey.com to obtain their individual membership registration (IMR). Players must turn in their USA Hockey Forms (IMR) to their team captain, so that the team captain can turn their forms into the League Administrator in order for the player to be eligible to play.

4. Each player’s IMR must be turned into the League Administrator at the Mandatory Captain’s meeting in the beginning of October. No player will be allowed on the ice without their USA Hockey IMR form turned into the League Administrator.

5. The rosters are open for adding and deleting players throughout the season. The League Administrator must be notified by email if players are added and the player’s IMR must be received by the League Administrator before the player can play. Team Captains are responsible for
adding/deleting of players. If a playoff or year end tournament is scheduled, players must have played in a minimum of five (5) regular season games to be eligible.

6. Prior to the start of each game, the Team Captain or designee will advise the scorekeeper as to which of the roster players are in attendance for that particular game.

7. The scorekeeper has the right to request identification of any players from any team to ensure eligibility. If a player is found to be ineligible, the game will be declared a forfeit with the ineligible player incurring the loss.

8. An unrostered player may not play under the name of a rostered player. The Captain and the illegal player both become ineligible for the remainder of the season.

B. Players can be rostered on only one team.

C. It is the responsibility of the Team Captain to keep his/her roster current. Any changes must be transacted in writing between the Team Captain only and the League Administrator.

D. Goalies – may be freely substituted from team to team only in the event the team’s regular goalie cannot play in a game. The League Administrator will also keep a list of substitute goalies. A Team Captain must contact the League Administrator and the League Administrator will contact and arrange for a sub-list goalie.

E. Substitution of Players (picking up of players when you are short) at game time is only allowed if the player meets the other eligibility requirements and is necessary to get the team to eight skaters (and both captains consent). As mentioned earlier, the player must have a current IMR.

F. Assumption of risk – all players acknowledge that the game of ice hockey is inherently dangerous, and all players assume the risk of serious injury, including death, while playing the sport.

VIII. Rules and Regulations

A. The USA Hockey Rule Book is used and followed with the following modifications:

1. Warm-up: 3 minutes with the warm-up beginning when the zamboni door is shut, not when the players get on the ice. No players on the ice until the zamboni leaves the ice surface.

2. Game Format: ice time will be one hour and twenty minutes in length including the zamboni resurfacing. The game consists of three 13 minute stop-time periods. There is no overtime. Games will be curfewed if they exceed the allotted time.

3. No Offside Pass: (2 line pass allowed). Blue line will be used for icing.

4. There will be a one minute break between periods. There is no zamboni ice resurfacing during the game.

5. 5 Second Rule: After every whistle, the referee conducting the faceoff will allow both teams 5 seconds to make a line change simultaneously (there will be no designation of home team during the season). The referee will then blow the whistle at the end of 5 seconds, the centers for each team must be in position WITH THEIR STICK DOWN and THEIR BODY SET ready to take the faceoff. Failure to do so will result in the puck being dropped without the center being there OR the centers expulsion from the faceoff if he/she is there but is not down and set. The puck will be
dropped if both centers are in position WITH STICK DOWN and BODY SET OR if neither center is in position and down and set OR if one center is in position and down and set and the other center hasn’t arrived yet.

6. There are no time outs.

7. “Mercy Rule”: If there is a five (5) goal or greater differential in the third period, that period will move to running time until the deficit is reduced to three (3) goals. If the deficit gets greater than three (3) goals, the running clock will resume.

8. Any player who receives four (4) penalties in a game will result in a game ejection.

9. Any team during the season receiving 13 penalties in a game, the game will be stopped and declared a forfeit. The non-offending team will be declared the winner and the score will be marked as a 6-0. If both teams reach the 13 penalty mark at the same time, the game will be stopped and the game will be declared a 1-1 tie.

10. Regular season (16 games) – after each team plays everyone (after week 11) teams will be divided into two, six (6) team divisions as ranked by record and at discretion of league administrators. Each team will then play the other five teams in their division.

Playoffs /year end tournament for 2013/14 season. The year end championship tournament will be conducted as follows for each division:

2013-2014 CHL 40 Year End Play-Offs
Each Division

2/23/14

Game 1 #1 vs. #2 (exhibition only)
Game 2 #3 vs. #6
Game 3 #4 vs. #5

3/2/14

Game 4 #1 vs. winner game 3
Game 5 #2 vs. winner game 2
Game 6 loser game 3 vs. loser game 2

3/9/14

Game 7 loser game 5 vs. winner game 6
Game 8 loser game 4 vs. loser game 6
Championship winner gave 4 vs. winner game 5

11. AIA reserves the right to amend, modify or supplement any CHL 40 rule

B. Fighting/No checking

This is a no checking league. Fighting will not be tolerated. Do not fight. The first fighting incident is a five (5) game suspension for the instigator(s) and two (2) games if one is deemed not the instigator. The non-instigator may face the same punishment as the instigator if the game officials deem his/her response overly aggressive or continuing to pursue it when the instigator has stopped. If a player receives his/her second fight in the same season, the player shall be suspended for the
remainder of the season and a disciplinary hearing will be conducted by the League Administrator and the six Team Captains. CHL 40 reserves the right to remove this player from the league if deemed necessary. Any suspensions will carry on into the following season. Suspended players are not allowed on the bench.

C. Match Penalty Process

For Match Penalties involving alleged violation(s) of USA Hockey Rules, including second paragraph of 615(C), the Disciplinary Panel, after reviewing the score sheet, Referee’s Incident Report(s), statements by players involved, and any witness statements that are submitted, may choose to handle the matter summarily – either via email or conference call among the members of the Disciplinary Panel. (The Panel shall consist of the Administrator and each of the six (6) Captains or their designated alternate).

D. Zero Tolerance Policy

AIA and CHL 40 have adopted the USA Hockey, Inc.’s Zero Tolerance Policy.

1. All players and coaches will receive a minor penalty for unsportsmanlike conduct whenever they openly dispute or argue any decision by an official, use obscene or vulgar language, and/or visually demonstrates any sign of dissatisfaction with any official’s decision. Any time any player or coach persists in any of these actions, they shall be assessed a misconduct penalty. A game misconduct shall result if the player continues such action.

2. All officials are required to conduct themselves in a businesslike, sportsmanlike, impartial and constructive manner at all times. The actions of an official must be above reproach. Actions such as “baiting” or inciting players or coaches are strictly prohibited. On-ice officials are ambassadors of the game and must always conduct themselves with this responsibility in mind.

3. Spectators. The game will be stopped by on-ice officials when the spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The on-ice officials will identify violators to the captains for the purpose of removing spectators from the spectator’s viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by AIA Board of Directors.