



League Rules

2005 KHAS Open Ice Hockey League

<http://www.malaysiaicehockey.com>

<http://klcobras.com>

General Rules

1. Drafting of players was based on the following criteria:
 - a. Players were grouped in fours (for Div 1), twos (for Div 2 & Div 3) based on skill level.
 - b. Players in the grouping would not be on the same team.
 - c. Once all players were grouped, a random algorithm took one player from each group and placed them on a team, until all players were assigned to a team.
 - d. This ensured all teams were equally skilled.
2. League Management may exercise its right to modify the team roster before the completion of the second game in the league. After which no changes to the roster may be permitted.
3. Goalies may play for more than one team, only if the original roster goalie cannot make a game.
4. Each team will be responsible for supplying one (1) scorekeeper for each game. If a team fails to supply a scorekeeper by the 5 minute mark of the game (game time) an automatic one (1) goal penalty will be awarded to the opposing team. The goal will be awarded to the opposing goalie without assists.
5. Without the minimum number of Volunteers, League Management reserves the right to cancel the league.
6. The rules governing the play of the game will follow the Asia Hockey Association rules.
7. The captain of each team will be responsible for the attendance of their team members and must ensure the minimum number of players for each game (min. number of players is 5 including the goalie). If the number of players is not met, then the game will be forfeited and the opposing team will win by a score of 1 to 0. The goal will be awarded to the opposing team goalie without assists.
8. A minimum of 1 referee per game. Maximum of 2 referees per game. Game will be cancelled without replacement if there are no referees.
9. A referee can either be a designated league referee or any player whose team is not playing in the game.
10. Players will take responsibility for any equipment loaned to them for the league, including jerseys, and will handle any such equipment with requisite care and accordance with League Management requirements. Any loaned equipment will be returned to the League Management when requested, at the very latest, by the end of the league. Any damage to the equipment or loss of the equipment will result in a penalty of RM200.
11. Each league game will be for two 25 minute periods, except for the semi finals and finals, which shall be for three 20 minute periods.
12. During the regular season, games that end in a draw each team will receive 1 point. In the playoffs a 5 minute overtime will be played. If it is still tied, a shootout will be used. Five players from each team will participate in the shootout. The team that has scored the most goals after 5 players is the winning team. If it is still a draw, one person from each team (that has not participated in the shootout) will continue until a winner is



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determined. A player may participate in a shootout more than once if (and only if) all players have already participated in the shootout (not including the goalie).

Contact

These rules are to elevate the level of play while ensuring no player is seriously injured.

13. Division 1 is semi-contact. Division 2 and 3 is non-contact.
14. Semi-contact is defined as using your body (not your arms or hands) to restrict the movement of the player WITH the puck. No contact is allowed if a player does not have control of the puck (i.e. racing for a puck).

Spare Player Rules

These rules are to ensure all spares get a chance to play and to make sure a team does not always pick the same spare player.

15. It is the responsibility of the team captain to replace a regular expat with a spare expat ONLY if the regular expat cannot make a game.
16. Spares are not permitted to play in the semi-finals or finals.
17. A spare player (local or expat) can play for any one team a maximum of 3 games in a season.
18. If a spare plays for more than 3 games in a season for the same team, the team will automatically lose the game that the spare played.

Penalties

19. During the course of the second half of the season, any player that receives 4 penalties (either in one or multiple games) will receive an automatic one (1) game suspension plus a review of the player's action by league management.
20. If a player receives at total of 6 minutes or more in penalty minutes (three (3) minor penalties or combination of 1 minor + 1 major) in 1 game, the player will receive an automatic ejection from the current game plus an automatic one (1) game suspension. In addition the player will be under review by league management.
21. A player that has intent to injure another player, fan, referee, or volunteer will receive an automatic major penalty (5 minutes), will be immediately ejected from the current game and will receive an automatic one (1) game suspension. In addition the player will be under review by league management.
22. Any player that is under review by league management can not play until management has made a final decision concerning the fair play of the suspended player and whether they pose a safety risk to the other players.
23. If a goalie breaks any of the above penalty rules, then it is up to the discretion of the referee(s) as to whether the goalie may remain in the game. Otherwise the goalie may be replaced by any other player in the league.



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Other

24. Each team will receive one (1) timeout (1 minute in length) per game. In the number of timeouts will be increased by one (therefore 2 timeouts x 1 minute in length) per game.
25. If the puck hits the goalie's mask the play will automatically be called dead. So if the puck hits the goalie mask and goes into the net, no goal will be called. Also known as the "Grep!" rule.
26. To determine the league standings the following rules will be followed:
 - a. Points
 - b. Head to head record
 - c. Goal difference (Goals for minus Goals against)
 - d. Goals for
 - e. Goals against
 - f. Flip a coin