

MARYLAND HEROES HOCKEY LEAGUE

Rules & Bylaws

Revised March 1, 2020

I. CONTESTS

A. Rules

1. All MHHL regular season contests will adhere to the **current USA Hockey rules** for gameplay. To be up-to-date with these rules/guidelines, please follow USA Hockey.
2. Contests will have 3 (three) (15) fifteen minute periods, with a warm up of no less than 3 minutes. Should ice time allow, and both teams agree, games may be played with 17 minute periods, however both teams must state this to the official prior to the contest start time and have it approved by the venue.
3. OVERTIME: Should a game end in regulation in a tie, a 5 minute 5 on 5 overtime will suffice. Should overtime not result in a goal, a 3 man shoot out will determine the winner. - Ice House/Venue has to give final authorization
4. All teams are encouraged to maintain a copy of these rules and bylaws for their convenience.
5. Teams are responsible for sending an up to date roster to the scorekeeper.
6. Games are standard Adult League gameplay rules: **non checking, non-fighting**
7. Should teams need to reschedule, they will do so at the will of the Ice House/host venue.
 - a. Both teams need to approve the rescheduled game, and incur any costs associated with re-scheduling.

B. Officials

1. All games should have minimum 1 official, certified by USA Hockey. Should an official not be scheduled by the league, it is the team's responsibility to appoint someone to act as the game's official.
2. Any complaints made about the officials must be directed from the team's captain, general manager or head coach to the official league commissioner via email with the date, time, name of official and contest.

C. Results

1. It is the responsibility of the scorekeeper to send game results to the official commissioner. Should the scorekeeper be unable to do so, the winning team captain, coach, or manager will send an email to the league commissioner.

D. Forfeits

1. While encouraged to participate, should a forfeit occur, fees owed to the game official and ice slot will be paid in full, and the ice slot may be used for a team scrimmage or practice.

E. Team Standings & Tie Breakers

1. Teams will be awarded 2 points for a victory, and 1 point for making it to overtime. A loss in regulation will result in 0 points.
2. Place in the standings and tiebreakers will be determined by:
 - a. Total Points
 - b. Total Wins
 - c. Least amount of regulation losses
 - d. Most Goals For
 - e. Least Amount of Goals Against
3. PLAYOFF SEEDING: Teams will adhere to the traditional form of playoff scenarios; IE: Top Seed will play the lowest seed, and on. Should a season have an odd number of teams participating, the top place finished team will have a first round bye.
4. All teams who are paid up with their yearly dues make the playoff tournament.

II. ELIGIBILITY

A. Players

All players/athletes on MHHL member teams must be:

1. Full Time employees of a Law Enforcement Agency or Fire Department:
Approved List of Positions: City, County, and State Sworn Law Enforcement Officers
2. Police Officer
3. Deputy Sheriff
4. Deputy Marshal
5. Trooper and other Sworn State Officers

6. Other Sworn Peace Officers
 - b) Federal Agents (FBI, ATF, DEA, US Marshal, etc.)
 - c) City, County, State, and Federal Corrections Officers / Detention Officers (Certified)
 - d) City, County, State, and Federal Probation / Parole Officers (Certified).
 - e) Full Time Private Security Officers of Public Safety Agencies that are granted powers of arrest by a City, State, or Federal Law Enforcement Agency and are allowed to act as "Police" for a specific area.
IE: College Campus Police

7. Firefighter

*Full Time & Volunteer

(Volunteers must have a minimum certification of Firefighter I or EMT-B)

8. EMT / Paramedic

1. Any Municipal employee

2. Private employees where the company that employs the EMT /

Paramedic is contracted to respond to 911 emergency calls in place of, or in addition to, the municipal fire department.

2. United States Military: All Branches

-Active Duty

-Reserves

-Retired

3. *Civilian Public Safety: Civilian Public Safety employees are eligible to participate in the MHHL. - **NEW, November 2019***

-Full-Time Employed Teachers/Educators

-Hospital Staff: Admin & Medical

-911 Dispatchers

-Retired Public Safety Employees may also be permitted to play in the league

4. TEAMS WILL SUBMIT A PLAYER ROSTER PRIOR TO THE START OF THE REGULAR SEASON, AND INCLUDE THE NAMES OF REGULAR SUBS. - NEW 2019.

TEAMS WILL SUBMIT UP-TO-DATE ROSTERS AT THE FOLLOWING POINTS DURING THE SEASON:

1. *Prior to Season Opener*

2. **Prior to the playoffs**
3. **Prior to the Championship Game (Only Finalists)**

4. ROSTERS will be kept with the scorekeepers in an MHHL Binder, and please include the following:

JERSEY NUMBER | NAME | AGENCY

5. SCOREKEEPER DOCUMENTS will be inspected prior to the Playoffs.

B. Coaches

1. Coaches do not have to be public safety employees.
2. A maximum of 4 coaches & 1 trainer may be present on a team's bench.

C. Penalties due to ineligibility

1. Any and all players have the right to check the status of an opposing roster. Any complaints or questioning of players should be documented by the team's captain, manager, or coach and sent to the League Commissioner, with a detailed email of the name of the player, the team, and the contest in question.
2. Should a player be deemed ineligible, that player is suspended from MHHL game activity until determined to be eligible.
3. If the contest with the ineligible player had already been played, the team with the ineligible player forfeits the game and any games that player was previously involved in.
4. Teams have the right to settle player eligibility issues at the team level.
5. Players at all times must be able to verify via Public Safety issued ID, that they are eligible to compete.
6. **Should a team have more than 2 player violations, that team will be suspended for the remainder of the season. Should a team have more than 3 player violations in a two season time span, the violating team will be in danger of being removed from MHHL league play.**

D. Playoff Eligibility

1. To be eligible for playoffs and a championship, players must have played in a minimum of 7 games for a 20 game season. Should the season expand to beyond 20 games, the minimum number may increase.
2. Players suspended more than 2 times in 1 season are ineligible for postseason play.
3. Players in the Championship game MUST play at least 1 playoff game.
4. **Eligibility will be strictly enforced for the Playoffs/Finals**

E. SUBS (NEW 2019)

1. Should a team need a sub(s), no more than 3 will be permitted to skate during a game and the game can proceed without a forfeit.
2. Players from other teams are permitted to skate with a new team as a sub, barring there is no more than one full line worth of players (5).
3. Teams with more than 3 subs (4 or more), will be subject to a forfeit.
4. It is the responsibility of the opposing team to enforce these rules & bring it to the attention of the league.
5. **THOUGH IT'S NOT ENCOURAGED, A TEAM IF NEEDED CAN BRING IN A SUB PLAYER WHO IS NOT EMPLOYED BY A PUBLIC SAFETY AGENCY FOR NO MORE THAN 4 TOTAL REGULAR SEASON GAMES.**
6. **WITH THE EXCEPTION OF GOALTENDERS, ONLY PUBLIC SAFETY CERTIFIED PLAYERS MAY BE PERMITTED TO PLAY IN THE PLAYOFFS.**
7. **These sub rules will be strictly enforced during the season**

F. GOALTENDERS

1. Goaltenders are exempt from ALL player eligibility rules.

III. CONDUCT

A. Ejections

- a. All players, coaches and staff are responsible for their own conduct ON and OFF of the ice. Physical violence not directly related to the art of playing the game of hockey (fighting and/or flagrant personal fouls/individual attacks) will not be tolerated.
- b. Example: A fight that happens within the hall, parking lot or locker rooms of the venue, the player may be subject to indefinite suspension and banishment from the Gardens Ice House

B. FIGHTING:

- a. Fighting is 100% not tolerated. Penalties for fighting will result in a 2 strike rule. It is up to the discretion of the referee/official to determine what a fight is. **The following rules have been implemented by the Gardens Ice House, GM Billy Carr.**
 - i. First offence: Ejection from the game, and a 5 minute major on the play clock, 10 minute Game Misconduct Penalty will also be assessed. **The player will also be assessed a 3 game suspension.**

- ii. Second Offence: **Season ending suspension.**
- iii. **PLAYOFF RULES:** Players who fight in a playoff game will be suspended for the remainder of the tournament. Players who fight in a championship game will be suspended for the first three games of the following season regardless if it's their first fight of the season.
- iv. Should a team have more than 4 fights in a two year span, the team will be in danger of being removed from MHL league play.
- v. Should a player fight more than 4 times in a two year span, they will be permanently removed from the league.
- vi. If players engage in any altercation OFF the ice and on Ice House grounds, this will result in a minimum 3 game suspension and be subject to indefinite suspension from the MHL and banishment from the league.
- vii. **THE FOLLOWING FIGHTING RULES HAVE BEEN IMPLEMENTED BY THE GARDENS ICE HOUSE.**

C. NOTE: THE GARDENS ICE HOUSE HAS IMPLEMENTED CAMERAS DURING ANY HOCKEY CONTESTS AND VIDEO REPLAY OF AN ALTERCATION CAN NOW BE EASILY ATTAINABLE, AND INCIDENTS WILL BE REVIEWED. The Gardens Ice House has the right to overrule all MHL Suspensions including implementing fines.

D. HITS TO THE HEAD: Hits to the head are 100% unacceptable. Such hits can result in a Game Ejection if thought to be intentional. If a player conducted this act, and video replay shows intent, along with a statement from the officials, the player may be subject to a season-ending or indefinite suspension.

E. INJURY INTENT: Should an injury occur on the ice as a result of an opposing player's actions, the incident will be reviewed by video and statements from players, captains, and officials involved. Penalties can carry with it ejections, game suspensions, season ending or indefinite suspensions.

F. EQUIPMENT DAMAGE (NEW 2020): A player INTENTIONALLY damaging or destroying another player's equipment will receive a minimum 3 game suspension for a first offence, and will not be permitted to return until the

player has either re-paid or replaced the piece of equipment that was damaged or destroyed.

- a. To determine intent, video footage will be reviewed, a statement from the official(s) will be taken, including statements from all players involved, including team captains.**
- b. NOTE: Damage to equipment may happen unintentionally from others. All need to be in place to determine intent to damage/destroy.**
- c. If this behavior becomes regular, the player risks indefinite suspension from the MHL and a ban from The Gardens Ice House.**
- d. The Player may return after the 3 game suspension, if confirmed the item damaged or destroyed has been replaced.**
- e. If a player commits a second act, they risk indefinite suspension.**

G. ABUSE OF OFFICIALS

- a. The abuse of an official is 100% not tolerated.
 - i. It will be determined by the official what penalties are to be enforced.
 - ii. Should a player be ejected for abuse of an official, they will be suspended for min of 3 games, and up to remainder of a season/playoffs.
 - iii. Prior to any suspension, there will be an investigation in this claim.

H. SUSPENSIONS: - *Updated January 2020*

- a. Should teams play with suspended players, they will forfeit each game played with the suspended player in the line up.
- b. Any and all suspended players have the right to an appeal.
- c. Should an appeal be requested, a league representative shall meet with a representative of the Gardens Ice House (Billy Carr) will meet prior to the following game, and the suspended player will have a right to plead their case with the support of their Team Captain/Manager.
- d. The league's team representatives will then privately discuss the situation, and come to an agreement on the player's penalty or reversal of suspension.
- e. The Team Representative of the player in question will be able to be present during the meeting, plead their case for their player, however will not be a part of the decision making process.

- f. Should a discipline committee be necessary, the league will form one of no minimum of 3 team representatives.
- g. A Game Ejection is not a suspension
- h. Should the League Director/Commissioner be involved as a player and be subject to suspension or discipline, a 3 person committee of team representatives that are not involved in the game/altercation in question will decide the penalty of the League Director as well as the Representative of the Ice House (Billy Carr).
- i. **The use of any slur deemed inappropriate in the direction of any player, official, fan or staff will be NOT tolerated and will be strictly enforced if reported. These include: - new 2020**
 - i. **Racial, homophobic, religious or threatening slur.**
 - ii. **Results may subject the player to indefinite suspension and banishment from The Gardens Ice House.**
 - iii. **THINK BEFORE YOU SAY**
 - iv. **Fans who demonstrate this behavior will also receive banishment from the MHHL events & Ice House**

IV. LEAGUE FUNCTIONS

- a. Each team will select 1 representative to serve at league/captains meetings. This is most likely the team captain, head coach, or general manager.
- b. Team representatives are responsible to schedule the games with the league director at the official "Preseason Manager's Meeting".
- c. Should any team representative disagree with a section of the rules & bylaws, that member must bring it to a vote to the league. Majority will rule. Should a tie between the teams take place, the league commissioner will rule in its favor.
NOTE: That the host venue can override any rule or regulation set forth by the league.

V. PLAYOFFS

- A. As stated previously, to be eligible for the playoffs, you must have played in a minimum of 7 regular season games. - **Updated November 2019**
- B. *Goaltenders are exempt from all Player Eligibility Rules however, they are encouraged to be public safety members.*

C. HEROES CUP FINAL (NEW 2019)

- a. As of 2019, the championship trophy of the MHHL will be known as the "Heroes Cup", and will recognize the 2017, 2018 Champions retrospectively.

- b. Winners will keep the trophy through the Summer of their win, and return it to the league/Gardens Ice House on Opening Day of the following year.
- c. Dues paid to the league for the Championship game will be \$300 per team. It will be classified as a ***“Players Association Fee”***.
- d. IF TEAMS OPT OUT OF A PLAYER FEE, the fees of the Playoffs/Championship game will be merged with the annual team dues to the league.
 - i. ***THE YEARLY FEE WILL COVER THE FOLLOWING:***
 - 1. Rink Fee for the Championship Game, and insurance if needed. (A 3 hour ice slot will be purchased.)
 - 2. 100 Championship Challenge Coins to the winners. The team and league will work together on designing a commemorative coin, the winning team can give to their players, or gifts as they see fit.
 - 3. If Fees can cover 25 Championship Hats, that will be considered.
 - 4. Fees will cover a DJ/Announcer/Scorekeeper & Referees
 - ii. Finalist Teams will be responsible for selling tickets, and any selling of their own merchandise. Teams will also be responsible for dividing up responsibilities for game day help.
 - iii. Trophy Presentation: It is encouraged to promote and invite the respective departments represented in the Championship Game. The Heroes Cup trophy can be presented by the winning Chief Officer or VIP of the chosen winning team.
 - iv. RULES: The championship game will be played under the same USA Hockey Rules, of previous games. However, teams can agree to play 15, 17, or 20 minute periods if they wish/agree.
 - v. The game will consist of a 10 minute warm up with player introductions, and a pre-game ceremony, organized by the Finalists if they wish.
 - vi. The game will have an optional ice cut between the second/third period
 - vii. OVERTIME: Will consist of a 15 minute 5 on 5 period, running time. The clock will only stop during a penalty called, penalty shot or injury, or final minute of Overtime.
 - viii. SHOOTOUT: Should an over time not be able to decide the game, a standard 3 on 3 shootout will determine the game. The higher seed in the game will decide who shoots first.

- ix. FUNDS RAISED DURING THE HEROES CUP FINAL WILL BE EITHER DONATED TO A CHARITY OF THE CHOOSING OF THE TEAMS IN THE LEAGUE, OR USED AS “REVENUE SHARING” PURPOSES TO LOWER LEAGUE FEE COSTS.
- x. ***DUE TO THE INCREASING POTENTIAL POPULARITY AND RECOGNITION FROM AN EVENT OF THIS NATURE, PLAYER ELIGIBILITY RULES WILL BE STRICTLY ENFORCED. NO EXCEPTIONS. Teams that violate this rule may be put on probation the next season and stripped of their championship.***
- xi. ***ROSTERS: Championship rosters will be submitted one week (7 days) prior to the game for inspection and players will need to adhere to the following: 7 regular season games played, 1 playoff game, and a part of the Player Eligibility criteria (Goaltender not included). NO EXCEPTIONS***
- xii. ***ROSTERS: Only a maximum, 18 skaters and 2 goaltenders can be dressed for the Championship Final. This also includes 4 bench coaches.***
- xiii. ***Should the ‘League Director/Commissioner’ be participating as a player in the Championship game, a representative from a team not participating will be asked to serve as the ‘Interim League Director’ during the timeframe of the event. This person should be a team captain of their respected club and appointed by the League Commissioner/Director.***

VI. END OF SEASON

- a. After the Heroes Cup Final, the league will meet to discuss the previous season, and make arrangements for the upcoming season.

VII. LEAGUE PAYMENT SYSTEM - New 2020

- a. League Payments are to be made to the MHHL PayPal account:
TheMHHL@gmail.com
- b. Whenever teams send money it is always through the '**Friends and Family**' option to avoid unnecessary fees. Please have future league payments sent out to ***TheMHHL@gmail.com***.
- c. These funds will be used 100% towards:
 - i. Game Expense: Reg Season & Playoffs, Rink Fee, Officials, Scorekeeper, Marketing Material

- ii. Trophy Engraving
- iii. Championship Challenge Coins (50) to the winning team - Will be received on opening day in the fall
- d. Remainder will be donated to a charity or cause at the discretion of the League's Teams, or used for future league activities
- e. Championship banners are considered
- f. **AT ANY TIME, ANY TEAM MANAGER CAN RECEIVE A VISUAL STATEMENT SENT TO THEM OF THE PAYPAL ACCOUNT. At any time, the League's Director may request to use the funds for any type of additional purchase on behalf of the league, it must come with the written approval of ALL MHHL TEAMS (email approval). No purchases will be made otherwise. The Gardens Ice House will also have access to this account for transparency and accountability.**
- g. Donations/sponsorships to the league will also be put into this account.
- h. TEAMS MUST BE PAID IN FULL PRIOR TO THEIR FIRST REGULAR SEASON GAME or SPRING GAME

VIII. SUMMER LEAGUE - *New 2020*

- a. Summer league, when possible, will take place during the months of May-August
- b. Games will be 12 game max w/no playoffs.
- c. Roster rules are relaxed during this time
- d. Payments for summer league must be made prior to the first game
- e. Due to the overcrowding of rinks during the summer due to camps and other programs, there will most likely be no consistency with the day of the week games are scheduled.
- f. Games at other arenas can be considered
- g. Players suspended in which their suspension carries over to the next regular season, will be ineligible to play during the Summer league.
- h. All rules from the regular season will be in place.
- i. Fighting during the summer league will carry the same penalties as the regular season and can impact eligibility during the regular season.
- j. Players suspended in the Summer League carry the possibility of suspension for the following main regular season.

IX. POLICE WEEK FACE-OFF - *New 2020*

- a. The MHHL will host a charity exhibition series during the 2 week timeframe of National Police Week with the intention of raising money for the 'National FOP' or National Police Charity of choice, in coordination with National Police Week.
- b. With the exception of the goaltender position, ONLY certified 'Full-Time or Retired Police/Security players/teams, LEO will be permitted to play in this event.

X. HEROES FALL FACE-OFF - *New 2020*

- a. The MHHL will attempt to host a fall charity event featuring all the MHHL clubs who wish to participate.
- b. Each team will be responsible for paying their due for the game slot. Game slots, and expenses: referees, will be split between both teams using the slots.
- c. Public Safety/Military clubs outside of the MHHL will also be invited to participate.
- d. These games will be exhibition games, however the option to make them regular season games can be possible through the planning process.
- e. Should a game be classified under the regular season, the same rules will be enforced.
- f. The charity of choice for these games will be decided by the League Executive Board. If no charity is agreed upon, the one of choice will be a split between the DC Burn Foundation & a National Police Charity.
- g. Teams will be encouraged to raise funds via ticket sales.
- h. A ticket sale will be good for the entire event for all games
- i. As a contest, the top 2 teams that sell the most online tickets over \$1000 sold, will receive \$1000 back as a reward to put towards hockey team expenses.
- j. Same regular season rules & regulations will apply for this event.
- k. Teams will be encouraged to sell team merchandise
- l. The day's MAIN EVENT game will feature the defending Heroes Cup Champion with a banner raising ceremony.
- m. Tailgating is strongly encouraged.

RULES & REGULATIONS UPDATED - April 2020

Current Clubs - 2020-21

Annapolis Chiefs
 AAFD Pickheads
 Baltimore Sentinels
 Coast Guard
 DCFD
 DC Metropolitan Police
 Howard Heat
 MSP Honey Badgers
 Montgomery Fire Hooligans
 PGFD