

NTHL Bond Policy

A Performance Bond (**\$500**) is to be collected and held from each team in D1 and W, dated for 1 November of that season.

Performance bond deductions can come into play based on the following:

DEDUCTIONS

1. Requesting a schedule change for a particular matchday, whereas
 - Change regards match order, or
 - Change regards change in matchday for a particular match, then
 - **\$50** deduction from bond **per matchday**, regardless if request is honored
2. Arriving 0-15 minutes late for a game, then
 - **\$25** deduction from bond **per game**
3. Arriving greater than 15 minutes late for a game, then
 - **\$75** deduction **per game** (superseded by item 4)
 - official 0-15 forfeiture of game under NTHL policy
4. Forfeiting or failing to appear for a matchday, then
 - **\$225** deduction **per matchday**
 - The bond funds would go to the host club as compensation for unused time, unless
 - The event is a neutral site event, then
 - The charged money from the forfeit would go to the NTHL
5. Requesting a loan of players for a particular matchday
 - **\$25** deduction per request
6. Athletic Trainer Confirmation seven (7) before matchday
 - **\$150** per matchday
7. Use of resin/wax at a resin-free facility
 - **\$50.01 per team offense***
 - If multiple players per team are found using resin at the same time in the same game, then this offense will count as one offense
 - If players are found to have reapplied resin, whether during the same game or matchday, this offense will count as another one offense
 - Offending team may be required to clean resin from floor at end of matchday.
 - If team does not present themselves to clean floor, an additional **\$100 deduction** may be levied
 - Additional punishment may be at the discretion of the league office

EXHAUSTED BALANCE

If a bond balance is exhausted during the course of a season, and

An outstanding balance remains for the team in question,

the team will not receive invitation into NTHL for the next season.

NOTES

In the event the performance bond violation is from a verifiable force of nature event, whereas

Force of nature event is defined as:

- A major weather event
- A political or terrorist event providing disruption from regular movement
- A major traffic event preventing the normal movement of persons
- Etc.

The account charge may be partially or wholly waived.

Each performance bond event may be reviewed by the NTHL office.

BOND EVENTS

Definitions:

Per Offense – Multiple offenses possible per game/matchday

Per Team Offense – Offense made by one or more players on a team at a given time

Per Game – Limited to one offense punished per game

Per Matchday – Limited to one offense punished per matchday

EVENT TABLE

Violation Type	Amount Forfeited from Bond	Recipient of Amount Forfeited
Schedule Change Request (post-schedule lock)	\$50/request	NTHL Development Fund
Arrive 0-15 minutes late for a game	\$25/game	NTHL Development Fund
Arrive 15+ minutes late for a game	\$75/game (plus 0-15 forfeiture of game)	Host club of matchday
Forfeit/fail to appear for a matchday	\$225/matchday	Host club of matchday > Neutral Site Financial Organizer > NTHL
Request player loan	\$25/request	Team loaning player (if any) > NTHL
Athletic Trainer Not Confirmed	\$150/matchday	NTHL
Illegal use of resin	\$50.01/offense	Host club of matchday > NTHL
Failure to clean illegal resin	\$100/offense	Host club of matchday > NTHL

LEAGUE BOND FINANCIALS

A \$500 League Bond dated for November 1st of the season in question is due at the start of each team's 1st matchday.

The League Bonds will be held during the season until such time a bond violation occurs. If a bond violation occurs incurring a penalty, the team penalizing will be alerted to the bond violation amount. Seven (7) days following the alert, the bond of the team in question will be deposited.

Following the completion of the season, untouched bonds will either receive return to their organization or destruction. Teams which have had bond amounts deducted will receive a check for the remainder of their bond.