

## **Summer BAHL Blackhawks Adult Hockey League**

- All players must have a current Fifth Third Arena Liability Waiver on file before playing. The online waiver will be sent to all rostered players.
- Team captains must submit rosters. Rosters will be uploaded into GameSheets

### **League Fees and Deposits**

- All team payments are due in full by July 7<sup>th</sup>.
  - Teams not paid in full will forfeit their games until full payment is received.

### **Jerseys and Equipment**

- Teams are responsible for their own pucks for warm-ups and games.
- At this time, the Fifth Third Arena Adult Hockey leagues do not require teams to have fully matching jerseys.
  - However, each team must have primary jersey color. All players must wear a jersey of that color.
  - Teams must also be prepared at games with an extra matching color jersey on the opposite side of the color spectrum. All players must have this extra jersey of that color
- Goalies may wear whatever jersey they prefer when playing in net. A goalie in a matching jersey is preferred

### **Required & Recommended Equipment**

- Players are required to wear a minimum of elbow pads, shin pads, hockey gloves, hockey pants, and regulation, HECC (The Hockey Equipment Certification Council; [www.hecc.net](http://www.hecc.net)) approved hockey helmet with a permanent chin strap
- Tape or lace chin straps are not acceptable
- Full facial protection, groin protection, mouth guards and shoulder pads are highly recommended

### **Rules**

- All Fifth Third Arena Adult Hockey leagues are classified as “non-check”
- All rules are in addition to those enforced by USA Hockey for general game play
- A Zero Tolerance Policy is in effect for all players, officials, fans, etc. for all Fifth Third Arena. All players must adhere to the policies outlined below. Failure to do so may result in temporary or permanent expulsion from league play

### **Clock / Game Protocol**

- Players may not go on the ice until the ice Zamboni doors have been closed
- If a team enters the ice while the Zamboni is still on the ice the Zamboni will immediately exit the ice and the game will be played on the unfinished surface
- If a team has players on the ice before the Zamboni doors are closed it may be assessed a minor penalty to start the game

- If a team has players on the ice before the Zamboni doors are closed and they are using pucks, the team will be assessed a double minor penalty to begin the game
- If both teams are in violation, both teams will play short-handed for the duration of the double minor
- Three fifteen-minute stop time periods will be played
  - If a team is up by more than five goals in the third period, the game becomes running clock. The game will go back to stop clock if the losing team brings the game back to a three-goal differential
- If a game is tied at the end of regulation it will immediately go to a best of three shootout
  - If still tied, a single player 1v1 sudden death shootout will be held until a winner is determined
    - No player may take a second shot in playoff shoot-outs until all players on the bench have had the opportunity to shoot
- A three-minute warm-up clock will be used
- Each team will be allotted one 60-second time-out per game in regular season and post season play
- Forfeitures
  - Teams who do not advise the League supervisor of their forfeit outside of 3 days notice will be assessed a forfeit fee of \$515.00
  - Teams will have 1 week from the day of forfeited game to complete payment of forfeit fees.
  - Fee will be assessed to captains account and reported to management.
  - Teams with multiple forfeits may be disqualified from playoff contention.
- Teams must have a minimum of five skaters and a goaltender to start any game
  - If the required number of skaters for either team is not on the ice when the warm-up clock expires, the game clock shall start & will run until the required number of players arrives
  - The tardy or short-handed team will be required to use its time-out for the first minute of the period
  - If the team is still tardy or short-handed, after the time out has concluded, it will be assessed a two-minute, delay-of-game penalty when play begins
  - If the required number of players does not arrive by the end of the first period, the game will be recorded as a forfeit and a 7-0 loss
  - The players may then use the ice slot for a pickup game
  - Referees are not obligated to officiate forfeited games, but must remain on site until the above process has been completed

## **Rosters**

- All players must be over the age of 21
  - Teams looking to roster players under the age of 21 can do so with a request to the league supervisor.
- Age Verification
  - Dates of birth will be verified by USA Hockey registrations

- Rosters are limited to 20 players and must be submitted by July 3<sup>rd</sup>. If a team needs more than 20 roster spots it can request additional spots with the league supervisor.
- Rosters can be amended on a per case basis by reaching out to the league supervisor.
- Non-rostered players are not allowed to play until their captain has added them to the roster (league supervisor had uploaded them to gamesheet) and the Fifth Third Arena waiver
- Waivers and rosters expire at the end of each season.

### **Dual Rostered Players:**

- Players are allowed to play in multiple division with the following exceptions.
- Players cannot play on multiple teams in the same division.
- Players cannot play down multiple divisions.
  - Ex: a player in the B division cannot play for a team in the C2-Red division
- The league supervisor reserves the right to restrict a player from playing above or below a specific level if that player's skill/ability is significantly different than the average at that level.

### **Substitutes**

- All substitutes must be rostered along with all full-time players.
- A substitute goalie list can be made available for teams in need of a last-minute goalie.
- This player does not need to be officially rostered on the team's roster, but should hold a current USA Hockey membership

### **Feedback**

- Any feedback regarding rules, players, or officials should be directed from the team captain and then to the league supervisor.

### **Penalties**

- Players serving a penalty must sit in the penalty box
- No player serving a minor or major penalty may be on the player bench
- Any player who receives five penalties in one game will be given a game ejection
- If at least four of the five penalties are aggressive penalties (cross checking, boarding, slashing, etc.) the player may receive a game misconduct and possible suspension in addition to the game ejection
- Any player who is ejected from a game and refuses to immediately leave the ice surface, player bench, rink perimeter, runway, locker room hall or spectator area may be issued supplementary discipline pending review by the league supervisor

### **Altercations**

- Any player leaving the bench to join an altercation will receive a game misconduct and suspension
- Any player on the ice who joins in an altercation, whether to intervene peacefully or with hostile intent, will be given a game misconduct and suspension

- Any player who receives a major penalty for fighting will be ejected for the duration of that game and receive a minimum of a 10-game suspension (suspended games will roll into the following season)
- Any player that is involved in a second fighting incident (at any point in their Fifth Third Arena participation) will receive a 10+ game suspension and will face possible expulsion from all leagues (suspended games will roll into the following season)
- Any team involved in 3 or more major altercations will be put under review for possible suspension from future Fifth Third Arena seasons

### **Major Penalties**

- Major penalties may be subject to a game misconduct penalty and possible suspension
- Players receiving three major penalties in a season will be reviewed for possible additional suspension and/or expulsion from the league
- When assessing misconduct penalties, officials may follow USA Hockey rule 601 (a). Any player who challenges or disputes the rulings of any Official, or endeavors to incite an opponent (including taunting) or create a disturbance during a game shall be assessed a minor penalty for unsportsmanlike conduct. Any further dispute by the same player will result in either a 10minute misconduct or a game misconduct penalty being assessed
- League suspensions and/or expulsions will be given to any player who intentionally tries to injure an opponent.

### **Match Penalty**

- Any player who is given a gross misconduct/match penalty will be suspended until a hearing can be held according to USA Hockey rules. The suspension will carry over to other USA Hockey sanctioned functions, such as youth hockey coaching, until the outcome of the hearing. The hearing will determine suspensions and other disciplinary repercussions

### **Officials**

- Do not confront the officials for any reason
- Verbal abuse of an on-ice or off-ice official (Scorekeepers) may result in suspension
- Any physical abuse of an official will result in an automatic expulsion from all Fifth Third Arena Adult Hockey Leagues
- Officials may eject any player at any time for using threatening or verbally abusive language
- If a team has an issue with an official, the team captain should reach out to the league supervisor to make a report

### **Ejected Players Protocol**

- Ejected players should proceed to locker room and change into street clothes
  - If a player is assessed a penalty which exceeds the remaining time left in a game, they or the officials can choose for the player to leave. However, once the decision is made to leave, the player must leave the playing area. They must either leave the facility or watch from the lobby area.
- Ejected players may not go back to the bench during game play

- They are permitted to remain in the locker room or lobby, but may not reenter the ice rink from which he/she was ejected
- May not be in the runway, rink glass level, or spectator area
- May not engage a referee for conversation/consultation/or confrontation during or after the game – consulting with a ref is the captain’s responsibility (or an assistant if the captain was ejected)
- May not confront a game official, rink staff, opposing player or any other person in the locker room hallways or lobby or any other area of the premises
- May not engage in loud, disruptive or abusive behavior in any way

### **Foul language and profanity**

- This is a family facility. Officials and security may eject any player or spectator for threatening, abusive, or excessively vulgar language at any point during a game
- This also applies to vulgar gestures and body language
- Absolutely no use of profanity towards opponents, officials, spectators, or rink staff will be tolerated
- Officials may give any player an unsportsmanlike conduct penalty for using profanity or obscene language/gestures aimed at opposing players or at the officials
- Racial/ethnic slurs and slurs related to gender or sexual orientation will result in a Match Penalty as mandated by USA Hockey. It will also be reported to SafeSport for reviewal.
- If any player threatens or verbally abuses an official, the official may immediately assess a game misconduct
- A bench minor will be issued for any team’s player(s) committing the following infractions from the bench – abusive language, excessive vulgarity, throwing objects onto the playing surface
- All penalties resulting in supplemental punishment will be review by arena management for appropriate measures. All parties involved will be taken into account during the reviewal process.
  - Livebarn, Scorekeepers, officials.
  - If the infraction requires a supplemental suspension, the player will be issued such.

### **Alcohol / Tobacco / Drugs**

- Outside alcohol products are not permitted in the building or parking lot
- Players under the influence of alcohol will not be permitted to play
  - This includes, but is not limited to, slurred speech, impaired balance, hostile/aggressive behavior when alcohol can be smelled on a player’s breath, or threatening, abusive and/or overly vulgar language
  - Other “warning sign” behaviors not articulated above can be used to prohibit a player from playing when a player is suspected of being under the influence of alcohol
- Tobacco products are not permitted in any area of the arena, on or off the ice
- Players under the influence of drugs, whether prescription medication or illicit drugs, will not be permitted to play

- This includes, but is not limited to, slurred speech, impaired balance, hostile/aggressive behavior or threatening, abusive and/or overly vulgar language when a drug impairment is suspected
- Other “warning sign” behaviors not articulated above can be used to prohibit a player from playing when a drug impairment is suspected
- Players/fans under the influence of alcohol/drugs will be asked to exit the premises immediately

### **Player Benches**

- Spectators, ‘coaches’, etc. are not permitted to be in the player bench area at any time
- The player bench is reserved for eligible, fully-dressed skaters only
- Fans/spectators cannot congregate around the bench area for any reason

### **Spectators**

- All spectators must adhere to good sportsmanship guidelines
- Any spectator using excessively foul language or body language towards the opposing team’s players, other fans, or officials or who engage in disruptive or threatening behavior will be asked to leave the facility
  - Refusal to leave the facility will result in a penalty towards the team with whom they are associated. Game play will not resume until the offending spectator(s) has left the facility

### **Suspensions**

- Suspensions will be issued by the league supervisor when deemed necessary and will be communicated to the infracting players team captain; it is then the captain’s responsibility to communicate that information to the player.
  - All communication will be between the team captain and league supervisor, players should not contact the league supervisor individually for any reason
- Suspensions will carry over into future seasons, if necessary, to meet the number of games assessed.
  - The player may not avoid the suspension by taking a season off
  - If the player wishes to return, he/she must serve the remainder of the suspension.
  - Any dual rostered player serving a suspension within a particular division will be prohibited from playing any games within any other division of Fifth Third Arena Adult Hockey Leagues until the original suspension is complete.
  - Absolutely no refunds will be given to players who are suspended or expelled from league play.
- Any player that illegally plays while under suspension will be removed from that team’s roster. The offending team will be assessed a forfeit loss for any game with an illegal/suspended player on the ice.

## Playoffs

- Seeding
  - If two teams are tied in points the tie breakers are as follows:
    - Wins
    - Head-to-Head
    - Goals For
    - Goals Against
    - Time stamp on payment (earliest team to have paid)
    - Three or more teams tied = procedure will follow the above protocol
- Any team that forfeits multiple regular season games could be disqualified from post-season competition (includes playoffs and consolation games)
- Rosters
  - Only rostered players that have met the regular season game minimum are eligible to play. Summer eligibility is 1 played regular season game to qualify for playoff participation
  - Teams may field an emergency substitute goalie if needed – this player does not need to meet the eligibility requirement
    - Substitute goaltenders are permitted only when the team's regular goalie is not available

If a team will not have enough players for a playoff game and thereby needs to forfeit, and the opposing team wishes to play an actual game rather than win by forfeit, the league supervisor may allow for substitute players to be used that are mutually agreeable to both captains.

- Illegal Players
  - Any team caught with an illegal/non-rostered player skating during the playoffs shall forfeit that game & be eliminated from further playoff contention
  - A roster check may be performed up until the 7-minute mark of the first period, if a team suspect there are illegally rostered players on the opposing bench.
    - If a team requests a roster check within 7 minutes of the first period, the official must adhere, stop the game, and have the opposing team show identification to verify eligibility.
    - If a player is found to be ineligible, then the above protocol will be enforced.
- Ties:
  - If any playoff game should end in a tie, a sudden death, 5 minute, 3-on-3 overtime shall be played. If neither team scores in the overtime session, a best-of-three shootout will follow
  - If still tied, a single player 1v1 sudden death shootout will be held until a winner is determined
    - No player may take a second shot in playoff shoot-outs until all players on the bench have had the opportunity to shoot
- Suspensions/Ejections
  - Any player receiving a suspension in a playoff game will serve the suspension during playoffs.

- If the player's team is eliminated or the number of games suspended exceeds the number of playoff games the player's team qualifies for, the suspension will be served in the following season
- Any player serving a suspension from the regular season will serve the suspension during playoffs. If the player's team is eliminated or the number of games suspended exceeds the number of playoff games the player's team qualifies for, the suspension will be served in the following regular season
- All penalties resulting in ejection or suspension during the playoffs will be subject to review regarding the player's status for the remainder of the playoffs, as well as impact a player's eligibility for the following regular season
- Player / Team Skill Guidelines
  - Team captains are solely responsible for creating rosters comprising of players within the appropriate skill level for the division they are playing in.
  - Any player participating in two divisions shall not participate in a league 2 or more division lower than their top league
    - Ex: a "B" level player shall not play on a "C2-Red" team
    - That player, however, could play on a "C2-Black" team