

Winter/Spring 2025 BAHL

Rulebook



League Commissioner:

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***Highlighted text** indicates new league rules or points of emphasis this season

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Required Forms:

- 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 GameSheet.
- All Players must have a current USA Hockey Membership
 - You can register for a USA Hockey membership at <https://membership.usahockey.com/>
 - Please note that USA Hockey membership is valid through November 30 of the following season (e.g. a 2022-23 membership is valid through November 30, 2023.) If a member does not complete their current season membership prior to November 30, their membership expires, and they become ineligible to participate in USA Hockey sanctioned games until they complete their current season membership registration.

League Fees and Deposits:

- A \$500 deposit is required to hold your team's spot in the league when registration opens on December 13th.
- To be eligible for the normal team rate of \$5,400, full payment is due by December 20th.
- From December 21st – 29th, we will accept payments in full at a "late" rate of \$5,900.
 - Teams not paid in full by December 29th, may be replaced by a team on the waitlist for your specific level, or may be required to 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.

- While we prefer that goalies wear a jersey that matches the color of the team for which they are playing, it is not required.

Required & Recommended Equipment:

- Players are required to wear a minimum of elbow pads, shin pads, hockey gloves, hockey pants (brezzers), and regulation, HECC (The Hockey Equipment Certification Council; www.hecc.net) approved hockey helmet with a permanent chin strap
- Tape or lace chin straps are not acceptable
- Full facial/neck protection, groin protection, mouth guards and shoulder pads are highly recommended but not required
- Effective August 11, 2024, USA Hockey requires the use of neck laceration protection for players in all age classifications except adults. Nevertheless, USA Hockey continues to strongly recommend the use of neck laceration protection for adult players.

Rules:

- All Fifth Third Arena Adult Hockey leagues are classified as “non-check”
- All rules enumerated in this BAHF Rulebook 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. at all Fifth Third Arena events. Failure to adhere to these rules, may result in temporary or permanent expulsion from league play

Penalties:

- Players serving a penalty must sit in the penalty box
- Any player who receives five (5) penalties in one (1) game will receive a game ejection
 - If four (4) of the five (5) 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 will be issued supplemental

discipline pending review by the League Commissioner. Ejected players are permitted to remain in the locker room or lobby area only.

- All penalties resulting in supplemental punishment will be reviewed by arena management for appropriate measures. Additional discipline may be issued because of the review process.

Altercations:

- Any player leaving the bench to join an altercation will receive a game misconduct and a one (1) game 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 potential 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 five (5) game suspension (suspended games will roll into the playoffs and 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 playoffs and following season)
- Any team involved in multiple altercations may be suspended from participation in future Fifth Third Arena activities.

Major Penalties:

- Major penalties may be subject to a game misconduct penalty and possible suspension
- Players receiving three (3) major penalties in a season may receive additional discipline up to and including expulsion from the league
- When assessing misconduct penalties, officials follow USA Hockey rule 601(a), which states that “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 10-minute misconduct or a game misconduct penalty being assessed.”
- Any player who intentionally tries to injure an opponent may be subject to league suspension and/or expulsion

Match Penalty:

- Any player who is given a gross misconduct/match penalty may be summarily suspended in accordance with USA Hockey rules. A summary suspension carries over to other USA Hockey sanctioned functions, such as youth hockey coaching

Suspensions:

- Suspensions will be issued by the League Commissioner when deemed necessary and will be communicated to all team captains in the specific league; it is the captain's responsibility to communicate that information to the player.
 - All communication will be between the team captains and League Commissioner, players should not contact the League Commissioner 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.

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. Ejected players may not go back to the bench during game play

- Ejected players are permitted to remain in the locker room or lobby, but may not reenter the ice rink from which he/she was ejected
 - Failure to do so will result in a one (1) game suspension
- Ejected players may not be in the runway, rink glass level, or stands
- An ejected player 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)
- Ejected players 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

Foul language and profanity:

- This is a family facility. Officials and security may eject any player or spectator for inappropriate behavior at any point during a game. This includes the use of threatening, abusive, or excessively vulgar language, obscene gestures and/or throwing objects onto the playing surface.
- Racial/ethnic slurs and slurs related to gender or sexual orientation will result in a Match Penalty as mandated by USA Hockey and will be reported to the US Center for SafeSport.
- 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

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
- Games consist of three (3) fifteen-minute stop time periods.
 - If a team is up by more than five (5) 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 3-goal differential
- If a game is tied at the end of regulation, it will immediately go to a best of three (3) 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 3-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
- Teams must have a minimum of five (5) skaters and a goaltender to start any game
 - If the required number of skaters for either team is not on the ice when the warmup 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

Forfeitures:

- Teams must provide the League Supervisor two (2) days' notice of a game forfeiture. Failure to provide two 2 days' notice will result in a team forfeit fee of \$300.00
- A Team that provides less than two (2) days' notice of forfeiture may request a one time forfeit fee waiver, at the League Commissioner's discretion. Teams have 1 week from the day of forfeited game to complete payment of forfeit fees.
 - ❖ A \$50 fee will be added every week after than the 1-week deadline
- Fee will be assessed to captains account and reported to management.
- Teams with more than one forfeit may be disqualified from playoff contention.

Rosters:

- All players must be 21 years of age or older.
 - Teams looking to roster players under the age of 21 must contact the League Commissioner and ask for an exception to this rule.
- Age Verification
 - Dates of birth will be verified by a player's USA Hockey registration
- Rosters are limited to 25 players and must be submitted by September 16th. If a team needs more than 25 roster spots it can request additional spots with the League Commissioner.
- Player / Team Skill Guidelines
 - Team captains are solely responsible for creating rosters comprised 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 two (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
- Rosters can be amended on a per case basis by reaching out to the League Commissioner.

- Non-rostered players are not allowed to play until their captain has added them to the roster and the League Commissioner has uploaded the player to Gamesheet.
- Any exceptions to the following rules will be reviewed and potentially approved by the league supervisor based on the specific circumstances.

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.
 - Exception for goalies
- 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
- The League Commissioner 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.
- Any exceptions to the following rules will be reviewed and potentially approved by the league supervisor based on the specific circumstances

Substitutes:

- All substitutes must be rostered in the same manner as 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

Goalies:

- Goalies are allowed to play on multiple teams in the same division
- When a goalie is hurt mid game, below is teams’ options
 - 1. Have a skater suit up in goal and continue the game
 - 2. Play with an empty net and 6 skaters for the rest of the game
 - 3. Forfeit the rest of the game
 - The opposing team will get a 7-goal differential victory

Officials:

- Do not confront the officials for any reason
- Verbal abuse of an on-ice or off-ice official (including 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 Commissioner to make a report

Playoffs:

- Seeding (If two or more teams are tied in points the tie breakers are as follows):
 - Most Wins
 - Least amount of Losses
 - Head-to-Head
 - Goal Differential
 - Least amount of Forfeits
 - Goals For
 - Time stamp on payment (earliest team to have paid)
- Rosters
 - Only rostered players that have met the regular season game minimum are eligible to play. For the Winter/Spring season, players are required to participate in six (6) regular season games to qualify for playoff participation
 - Teams may field an emergency substitute goalie if needed – this player does not need to meet the “minimum games played” eligibility requirement
 - ❖ Substitute goaltenders are permitted only when the team’s regular goalie is not available

If a team does not have enough players for a playoff game and needs to forfeit, the League Commissioner, with the agreement of the opposing team captain, may allow for substitute players to be used.

- Illegal Players
 - Any team discovered using illegal/non-rostered players during the playoffs shall forfeit that game & be eliminated from further playoff contention
 - Opposing teams may request a roster check up until the seven (7) minute mark of the first period
 - ❖ If a team requests a roster check within seven (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, five (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 Awards:

- Each level will have three (3) individual awards
 - Jonathan Toews Award (Hart - MVP)
 - Tony Esposito Award (Vezina - Best Goalie)
 - Connor Murphy Award (Lady Byng - Best sportsmanship and high level of integrity)
- Captains will then vote for players to win each award immediately following the regular season
 - Captains cannot vote for their own players
- Winners of each award will be given a small prize

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, facility staff 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
 - Refusal to leave the facility may result in Spectator suspension of Fifth Third Arena by League Commissioner and arena management

Alcohol / Tobacco / Drugs:

- Outside alcohol products are not permitted in the building or parking lot
- Players under the influence of alcohol and/or drugs (prescription medication or illicit drugs), will not be permitted to play. An official or League Commissioner may make this determination based on factors including:

- 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/fans under the influence of alcohol/drugs will be asked to exit the premises immediately

Feedback:

- Any feedback regarding rules, players, or officials should be directed from the team captain to the League Commissioner, Ethan Darby, edarby@blackhawks.com