

BAHL

Blackhawks Adult Hockey League Rules

Required Forms

- All players must have a current Fifth Third Arena Liability Waiver on file before playing. The online waiver will be signed when the player is added to the roster electronically via online registration
- All players must have a current USA Hockey Membership
 - USA Hockey registration can be completed at www.usahockey.com. A valid USA Hockey number will be required when the player is added to the roster.
- Fifth Third Arena waivers expire after each season.
- USA Hockey registrations expire annually & must be re-submitted each year.
 - USA Hockey membership is valid Sept 1 – Aug 31 annually
- Team captains are required to make sure all their players successfully get themselves rostered.
 - Instructions on the above requirements will be sent out prior to the season starting.
- **Team captains must sign Captain's Waiver prior to week one game.**
 - Failure to sign captain's waiver/agreement may result in forfeited games.

League Fees and Deposits

- League deposits will be issued prior to each season in order to confirm an spot in the respective division. If deposits are not paid before league commissioners requested date, your spot will not be guaranteed and teams from the waiting list may be contacted to take the spot.
 - Deposits will be 5% of league fee total (varies between different seasons)
- League fees are due by Week 4 of every season.
 - If captains request payment plans, they may be granted but week five will remain the deadline for full payment.
 - If a team does not meet the deadline in multiple seasons, the league supervisor reserves the right to restrict that team from registering from future seasons.
 - In some cases, the team failing to pay on time may be expelled from the league immediately.

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.



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- 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) 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



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- 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
 - This fee is subject to change based on ice time, referee costs and other variables
 - 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
 - At the 13-minute mark, the team will be assessed a double minor to start the game
 - At the 7-minute mark the situation has likely gone from mere tardiness to whether or not the team will have enough players to avoid forfeiting the game
 - If enough players do arrive, the team will still lose its time out and will begin play short-handed, serving a double-minor
 - 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



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- Rosters are limited to 20 players and must be submitted prior to the date set on each season's captains note. 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.
- Every team must have a valid/current roster on file by the roster date set on the captain's notes.
- Team captains are responsible for making sure their players register online and join their team roster at the start of each season.
 - If a team does not have its full roster registered online by the roster freeze date (depending on the season) that team may be forced to forfeit the game
 - Ex: if your players are writing their names in on the game sheet after the roster freeze date those players will not be allowed on the ice and the offending team may be forced to forfeit the game
- Non-rostered players are not allowed to play or step foot on the ice/player's bench until they complete the registration process and provide proof of registration to the front desk staff.
- Waivers and rosters expire at the end of each season.
- USA Hockey registration expires annually (September to August).

League Divisions:

- Fifth Third Arena currently offers B, C, C2, and D levels
 - B is for teams comprised of players with strong competitive hockey experience, such as college, junior, high school, AAA
 - C is for teams comprised of players with some competitive hockey experience, such as high school or youth club, AA
 - C2 is for teams of comprised of players with little to no competitive hockey experience, such as players that have picked up the sport as adults, but have a few years of experience.
 - D is for teams comprised of players that have picked up the sport later in life and consider themselves beginners. The goal is to develop and move into the C2 division eventually, while newer players fill up the D League.
- The league supervisor will monitor game play, scores, and standings to ensure competitiveness within each division.
- Time is spent learning about new teams and examining the record of returning teams.
 - If a team is determined to be registered in the wrong division and is beating all the other teams by significant scores, that team may forfeit its potential playoff game and its season will be done at the end of the regular season.
 - Consult the Eligibility Guidelines for each division on the Adult League registration page in order to know what level of players you may recruit for your team
- Teams can be moved up or down divisions by the league supervisor to ensure parity and overall quality of each league



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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



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- 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
- 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 10-minute 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.



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- 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



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- 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.



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- 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 registration (earliest team to register)
 - Three or more teams tied = procedure will follow the above protocol, with the tie breaker again being team registrations from first to last
- Any team that forfeits multiple regular season games could be disqualified from post-season competition
- Rosters
 - Only rostered players that have met the regular season game minimum are eligible to play.
 - 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.



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- 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 than 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
- Misc.
 - Any team that wins a regular season or league championship in two consecutive seasons may be required to move up to the next level.

Skill / Division Guidelines

- The Adult Hockey Supervisor and team captains all share responsibility for maintaining appropriate competitive balance in each division.
- Fifth Third Arena's Adult Hockey Coaches / D-velopment League Coaches will also be able to give input on player / team skill.
- Referees may also be of additional assistance if they choose to share any concerns, they may have about the skill level of particular players relative to the division they are playing in.



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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
- Players that are currently rostered on lower-level team prior to this guideline being adopted can be grandfathered in to continue to participate by petitioning the league

Additional D-Velopment League Guidelines

- All the above guidelines are the same with the following additions:
 - If a team captain feels that a player in the league is too talented and is a “ringer” they may petition the league and have a vote from all team captains on whether that player is too talented for the D-Velopment league
 - If the vote comes back as yes – the player will be allowed to play out the rest of the season, but must limit their skill to that appropriate level of the league
 - Ex: the player cannot skate the entire 200ft of the ice while maintaining puck possession and dictating flow of the game
 - This player will also be limited to scoring a maximum of 2 goals per game
 - At the conclusion of the season the team in question must then replace the said player with one of the appropriate skill level of the league
- Players shall not participate in the D-Velopment league if they are playing on a team in the C2-Black league or higher
 - Additionally – while players in the C2-Red league are eligible to participate in the D-Velopment league, teams are limited to having no more than 3 players of this caliber on their roster
- Captains Votes **D-Velopment League only**
 - Midway through each season, D-Velopment League captains may contact the league supervisor to present concerns about players above the required skill level. All other captains may then vote if the player should not be allowed to continue playing at that level.
 - If the vote determines that they player in question is above the required skill level, that player will be allowed to continue through the rest of the season under the previous guidelines. This player should be removed from the player upon the end of the season.

