



Welcome to Germain Arena, home of the Germain Arena Adult Hockey League!

The Germain Arena Adult Hockey League is an adult recreational hockey league. It has been designed to emphasize sportsmanship, mutual respect, fair play and parity for all players. Every effort has been and will continue to be made to ensure that this is a fun league in which to play, and it is our goal to provide clean, competitive yet recreational hockey for all of our players. We encourage team captains to work with our staff to ensure that this goal is met. In this way, we can be responsive to the needs of all players in providing a satisfying recreational experience while improving the quality of play.

This league rulebook is a step toward meeting our objectives. Our rules are the same as USA Hockey's rules. In a few instances, these rules have been modified to suit the needs of the Germain Arena Adult Hockey League and it is for this reason that we are publishing our rules for all participants. At the end of the season, we evaluate our rules and your feedback is welcome. Any rule modifications will be published in subsequent editions of this rulebook.

We hope that you have a great season and sincerely thank you for your support and participation here at Germain Arena.

Best Regards,

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## **Section 1 – The Arena**

### **1.1 Alcohol**

Outside alcoholic beverages are not permitted in the arena. This rule applies to the dressing room, playing surface, common and public areas. Any displays of drunkenness, on or off the ice, will result in suspension from the league and forfeiture of any deposits or payments made. Any team caught with alcohol in unlicensed areas of the facility may be suspended and could forfeit payments made for the league season.

### **1.2 Dressing Rooms**

The staff and management of Germain Arena will not be held responsible for any lost or stolen property. All teams are responsible for securing their dressing rooms. Teams will be responsible for any willful damage caused in the dressing rooms or any other part of the arena. All dressing rooms must be vacated 30 minutes following completion of games in order to allow proper cleaning time before the next user enters the room or closure of the building.

### **1.3 Ice Resurfacing**

For the safety of all participants, teams must remain off the playing surface while the ice resurfer is resurfacing the ice and the doors are open. Failure to comply will result in a minor penalty to the offending team. Repeat incidents may result in suspensions to the team captain. After games teams must leave the ice area in a timely fashion so the ice resurfer can begin the maintenance of the ice and so as not to delay the program.

## **Section 2 – Teams**

### **2.1 Sign in Sheets**

Sign-in sheets must be signed by each player to ensure that the roster is an accurate reflection of who is playing. It is the team captain's responsibility to ensure that the sign in sheets are accurate and no manipulation of the sign in sheets has occurred. This can be done so at any time prior to puck drop and encouraged to be done so during pre-game warm-up. Late players must check-in with the scorekeeper, no exceptions.

All players participating must print and sign his/her name clearly on the official sign in sheet. In no circumstance is a player allowed to sign in for someone other than themselves. Players and/or team captains found to have done this are subject to suspension. Again, it is the captains responsibility to verify sign-in sheets are accurate prior to start of a game.

## **2.2 Rosters**

All players are required to register with USA Hockey. A complete team roster (names printed, including phone numbers and email addresses) along with current USA Hockey registration (confirmation page) for each player must be supplied prior to the first game. Online USA Hockey registration is available at [USAHockeyRegistration.com](http://USAHockeyRegistration.com). Current USA Hockey registration runs from September 1<sup>st</sup> of the calendar year to August 31<sup>st</sup> of the following year; for example, USA Hockey registration for the 2011-2012 calendar year runs from September 1<sup>st</sup>, 2011 to August 31<sup>st</sup>, 2012, and so on.

Rosters are to be a maximum of 20 players including goalies and subs. Team captains must distinguish between full time players and subs on their submitted roster. Rosters are locked after game 7. No players are to be added after this point or it will result in forfeiture of the games in which the player(s) played in. If a team disregards this rule the captain will be suspended for a minimum of 1 game.

All rostered players must be approved by the hockey department before the season begins. All players must be at least 18 years of age to play in leagues

Teams must ensure that only properly registered players play in any game throughout the season, meaning that they are rostered and approved by the hockey department. If a team disregards this rule by using an unregistered player, their game can be automatically forfeited and a possible 5 game suspension can be levied to the team captain. Suspended players are also ineligible players and may return once the suspension has been served.

## **2.3 Playoff Eligibility**

In order to be eligible for playoff participation, each player must have participated in a minimum of 7 games during the regular season (unless otherwise stated prior to season start). This will be counted based on the sign-in sheets, NOT website or stats in any game. Any team using an ineligible player during the playoff season will forfeit that game and could be disqualified from further playoff participation.

## **2.4 Captains**

All inquiries are to be reported through the team captain. Each team is permitted one captain. Only players with this designation will be permitted to discuss judgment calls with the on-ice officials. Team captains are the only persons permitted to discuss issues with the league administrator and league director following any league game.

## **2.5 Suspended Players**

Any team dressing a player that they know to be suspended will forfeit the game in which he plays. The suspended player will continue to serve his original suspension and could be suspended for up to an additional 5 games. The team captain of the suspended player may also be suspended for up to 5 games for allowing to player in question to play. Suspensions incurred at the end of a season will carry over to the following season in which the suspended player plays.

## **2.5.1 Suspended Players with Multiple Suspensions**

Any player who incurs multiple suspensions during the season is subject to receive a longer suspension that will extend exponentially. Habitual offenders – Players or Teams may be expelled from the program at the league's discretion.

## **2.6 Appeals**

Some suspensions may be appealed. A formal written appeal must be received in writing within 48 hours following a regular season or playoff game. Team captains are the only persons permitted to submit appeals on behalf of the team or any team member. NOTE: Match penalties and fighting infractions may not be subject for appeal. Appeal committee decisions are final.

## **2.7 Payment Schedule**

A 50% payment must be made 1 week prior to the first game by the player/team. The remaining 50% must be paid at the teams 1<sup>st</sup> scheduled game. Players/teams not paid in full prior to game one will not be allowed to take the ice until they are paid in full.

Players and teams paid in full prior to the first game date will receive discounted rate as stated in league flyer.

## **Section 3 – Equipment**

### **3.1 Team Jerseys**

Each team is required to identify team colors at the time of roster submission prior to game one. Team colors must be approved by the hockey department, and priority for team colors will be given based on tenure in the league. Main team colors will be posted on the printed season schedule so that potential conflicts with team colors can be eliminated prior to the games being played.

The league expects all teams to dress as a proper team with matching jerseys. For clarification, "Matching Jerseys" will mean that each player's jersey will have the same color scheme; the jersey does not necessarily need to have a matching crest on the front of the jersey.

Jerseys must have proper numbers (sewn, screen-printed or heat-pressed); using paint, hockey tape or other materials on a jersey in place of a real number is not permitted.

The HOME team is required to change jerseys in the event of teams competing with similar jersey colors. *The league will NO LONGER supply pull overs. Each team is REQUIRED to have matching jerseys. After game 4 any player not having a matching team jersey will not be permitted to play. NO EXCEPTIONS!*

### **3.2 Proper Equipment**

All players must have full equipment for their protection. Equipment must be functional, including but not limited to: Secured chin straps on helmets, full padding, etc.

## **Section 4 – Penalties**

### **4.1 Body Checking Penalties**

Any team receiving 3 body checking penalties in one game will serve the 4<sup>th</sup> and any subsequent body checking penalties as 5 minute majors. If this occurs in the last 5 minutes of the game, a game misconduct will be assessed and served on the next regular scheduled game.

### **4.2 Fighting**

Fighting will not be tolerated at Germain Arena. A fight will carry a mandatory 1 game suspension up to a maximum of 5 games. Third man in during an altercation where fighting majors are called will carry the same suspension criteria. Third man in during an altercation where fighting is NOT called by the official will carry a one to three game suspension as decided by the league depending on the severity of the altercation. Where the situation exists that participants in a fight are found to have fought for the second time in a season, those players will be suspended from the program for the remainder of the season with possibility of further discipline.

### **4.3 Game Misconduct**

Any player receiving a game misconduct penalty during a game will be ejected for the balance of the game, and receive an automatic 1 game suspension to be served in the very next game for the division in which the game misconduct occurred. 4 penalties in a single game will result in the player being ejected for the remainder of that game and will also receive an automatic one-game suspension for the next game to be served in the very next game for the division in which the 4 penalties occurred. If a player receives 4 penalties in a game more than twice during a season, he or she will be subject to additional discipline by the league.

## **Section 5 – Game Flow**

### **5.1 Game Times**

All games will be stop time, in periods of 12 minutes. Run clock time will commence in the 3<sup>rd</sup> period with a goal differential of 5 or more. Game will revert to stop time once goal differential is below 5. There will be a three-minute warm up prior to each game.

### **5.2 Game Scheduling**

All games will be played at the date and time shown on the team schedule. Cancellation and re-scheduling of games due to weather or other conditions is at the sole discretion of the league.

### **5.3 Substitutions and Tardiness**

Teams must have 5 players to start a game. If an insufficient number of players are on the ice at the start of the game, but there are sufficient players in the dressing room, the game will start until the first stoppage of play. Late players must sign in with the scorekeeper during stoppage in play.

## **5.4 Overtime**

Regular Season – If a game is still tied at the end of the 3<sup>rd</sup> period, then a 5 minute 4 on 4 run clock sudden death overtime period will be played. If the game still remains a tie it will end as a tie with each team receiving 1 point. Should a team win in overtime they will receive 2 points and credit for a win in the standings while the losing team will receive 1 point and credit for a tie in the standings.

Playoffs – If a game is still a tie at the end of the 3<sup>rd</sup> period, then a continuous 5 on 5 stop time sudden death overtime will be played.

## **5.5 Standings**

Standings will be recorded on [www.SkateEverblades.com](http://www.SkateEverblades.com) so that seeding can be established for post-season play. The following will be the format used to break ties during the regular league play:

1. Wins
2. Least Penalty Minutes
3. Least Goals Against

## **5.6 Playoffs**

Playoff breakdown will be determined prior to the first scheduled game and noted on the schedule based on number of teams in a division. For questions please contact your league coordinator.

## **5.7 Refereeing**

During the course of the game, the referee's decision is final.

Abusive language will not be tolerated. Zero tolerance will be observed. The game officials, in the event of abusive or foul language or racially motivated behavior toward any official, player or other party, will assess a game misconduct penalty. Subsequent game suspensions may apply based on referee report and recommendation.

(League Rules revised 6/1/18)