

# **Hertz Arena**

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

The Hertz 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 Hertz 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 Hertz 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 Hertz 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 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 captain's 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. 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 Forfeits**

Teams who do not advise the league coordinator of a forfeit outside of 2 days notice will be assessed a forfeit fee of \$300. Fee will be invoiced to the captain's account and must be paid within one week of the forfeited game. All forfeits will result in a 7-0 loss in the standings. Teams with multiple forfeits in a season are subject to disqualification from playoff contention and/or permanent removal from the league.

### **2.5 Captains**

All inquiries are to be reported through the team captain. Each team is permitted one captain which is to be identified to the league coordinator prior to the start of the season. 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. If a captain is absent from a game a replacement captain must be identified to the scorekeeper.

### **2.6 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 a player in question to play. Any attempt by a suspended player to play in a game is subject to further league discipline. Suspensions incurred at the end of a season will carry over to the following season in which the suspended player plays.

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 immediately.

## **2.7 Appeals**

Some suspensions may be appealed. A formal written appeal must be received in writing within 24 hours following written notification of a suspension. Team captains are the only persons permitted to submit appeals on behalf of the team or any team member. NOTE: Match penalties, fighting infractions and verbal abuse of officials or staff may not be subject for appeal. Appeal committee decisions are final.

## **2.8 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 team's 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.

## **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 (does not apply when changing jersey colors). 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. Goalies are exempt from this rule but must not be a conflicting color with opposing team.

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.

## **3.2 Proper Equipment**

All players must have full equipment. 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 Hertz Arena. A fight will carry a mandatory 1 game suspension up to a maximum of 5 games. A second fighting major will result in immediate season suspension with possibility of further discipline. 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.

#### **4.2.1 Leaving Bench/Penalty Box During Altercation**

Leaving the bench or penalty box during an altercation will result in further discipline from the league above USA Hockey rules.

### **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**

Games are to start at the schedule time and not before unless **both captains** agree to start early. 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. If a team does not have enough skaters to start a game, the clock will run, and a goal will be assessed against that team every 2 minutes. If the team is still not ready by the end of the first period, the game will be scored a forfeit. Teams may start a game with no goalie but must have 6 skaters. If no goalie by the end of the first period it will also be scored a forfeit.

### **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 3 on 3 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 a tie in points during regular season 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. Please see rule 2.3 for playoff eligibility questions.

In the instance of a 5 goal differential in playoffs it will be at the trailing captain's discretion to play the third period under run time format as stated in rule 5.1.

## 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.

## 5.8 League Coordinator Interaction

Captains and players are not to interfere with the game flow or stop a game to speak with league coordinators. On ice officials ruling is final and the league coordinator will meet with the team captain after conclusion of a game if deemed necessary.

## Section 6 – League Descriptions

**Tier 1 Elite:** The Tier 1 Elite league accommodates the player who still plays at the highest level. The players in this league are generally USA Hockey Gold (traditional A and A+ house league level players) with playing experience at the Professional, NCAA, and high ACHA levels. Any number of current and/or former professional players may be rostered. The pace of this league is at an elite level. League play is on Tuesday nights during the summer session only. Tier 1 Elite is an individual sign-up league. This league is for participants who are 18 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**Tier 2:** The Tier 2 league accommodates the player who still plays at a high level. The players in this league are generally USA Hockey Gold or Silver players (traditional A and A+ house league level players) with playing experience at the Professional, NCAA, ACHA, and Junior levels. Each team may roster up to 3 players with professional experience. The pace of this league is at an elite level. League play is on Tuesday nights during the fall and winter sessions (Tier 1 Elite will take its place in summer). Tier 2 is an individual sign-up league. This league is for participants who are 18 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**Tier 3:** The Tier 3 league consists of players who have intermediate to advanced playing experience. These players are generally USA Hockey Silver or Intermediate players (traditional B- to A- house league level players) with high school to low ACHA experience. Each team may roster up to 3 Tier 2 players per team. No Tier 1 Elite players or players with professional

experience are permitted in Tier 3. The pace of this league is at a competitive level. League play is on Wednesday nights. This league is for participants who are 18 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**4 on 4:** The purpose of the Adult Co-ed 4 on 4 league is to help each player enhance and develop the skills of stick handling, passing, and seeing the open ice. It is also a great tool for conditioning. Goaltenders will see a high number of shots per game. This is a draft league, limited to both male and female players that play at the IHL B, IHL C1 and IHL C2 levels. Players will be ranked according to abilities, and distributed evenly among teams, by the league coordinator, based on abilities. This league is for participants who are 18 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**IHL Premier:** The Intermediate Premier league consists of players who have intermediate to advanced playing experience. These players are generally USA Hockey Silver or Intermediate players (traditional B- to A- house league level players) with travel hockey, high school or up to low ACHA experience. Each team may roster up to four Tier 3 players per teams. No Tier 1 Elite, Tier 2 or players with professional experience are permitted in IHL Premier. The pace of this league is at a competitive level. League play is on Sunday. This league is for participants who are 18 years of age or older. All games follow USA Hockey rules and are non-checking. All of the players must be USA Hockey certified before they can play.

**IHL A:** The IHL A league is for the player who has intermediate playing experience. These players are generally USA Hockey Intermediate or Bronze players (traditional C- to B- house league level players) with youth level to high school experience, or the adult player who may have lost a step over the years. This league is not for the player who can shine at the Tier level. This league is structured to give each player the opportunity to improve and move up to the Tier 3 league. Each team may roster 3 Tier 3 players as approved by the league coordinator. Players eligible for Tier 2 are not allowed. League play is on Sundays. This league is for participants who are 18 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**IHL B:** The IHL B league consists of players with novice to intermediate hockey league experience. These players are generally USA Hockey Bronze or Novice players (traditional D+ to C+ house league level players) with little experience up to players that played in the youth ranks. This league targets the recreational player and is a great learning tool to help promote each player's abilities. As players develop they are encouraged to move up to the IHL A League. League play is on Sundays. This league is for participants who are 18 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**IHL C1:** The IHL C1 league consists of players with little hockey league experience. These players are generally USA Hockey Novice or Beginner (traditional C- and lower house league level players) with some playing experience not exceeding novice levels. We encourage players to move up once their skills have developed enough to play a higher level of IHL. League play is on Sundays. This league is for participants who are 18 years of age or older. All games



follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**IHL C2:** The IHL C2 League is strictly for beginners who have little or no experience playing organized hockey. These are USA Hockey Beginner caliber players. No other players who play in any of the other leagues are permitted to play. We encourage players to move up once their skills have developed enough to play a higher level of IHL. This league encourages players who have never played before to start in 4 on 4 hockey league. League play is on Sundays. This league is for participants who are 18 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**Over30:** The Over 30 league is for the players who still love the game. All player abilities are welcome to play. Skill level generally ranges from USA Hockey Intermediate to Gold. This league is one of our most popular leagues to play in. Each team may roster up to 3 players with professional experience. The pace of this league is at a competitive level. League play is held on Monday nights. This league is for participants who are 30 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

**Over40:** The Over 40 league is for the veterans who are still looking for a competitive game of hockey. The Over 40 player is of all abilities and skill level generally ranges from USA Hockey Bronze to Silver. Each team may roster up to 3 players with professional experience. The pace of this league is at an intermediate level. League play is on Thursday nights. This league is for participants who are 40 years of age or older. All games follow USA Hockey rules and are no-check. All of the players must be USA Hockey certified before they can play.

(League Rules revised 4/19/24)