



## General

1. Players may play for only 1 team per division.
2. **Players must have numbers on the back of their jersey**
  - a. Players will play with the same number all season
  - b. Taped on numbers are acceptable
  - c. Players numbers must be entered into IMLeagues for roster management
3. Players must play in at least FIVE games to be eligible for playoffs. This is to prevent bringing “ringers” into the league. Captains may write a formal letter of support for any player not meeting the five game rule. The letter must be received before the 10<sup>th</sup> week of competition. The letter will be reviewed by the Adult Hockey Coordinator and the Assistant Director, Programs. Approval will be given on a case by case basis. Approval/Denial will be sent to the Captain.
4. Forfeits will be declared at 10 minutes after the scheduled start time. It is imperative that players are on time and prepared to play due to limited ice time. The game clock will start 10 minutes after the scheduled start time if teams are present but not ready to play.
5. Teams must have at least FIVE players (four skaters plus one goalie) present to start the game. **Goalies must have approved equipment (see below).**
  - a. A team can start a game without a designated goalie. If designated goalie (with approved equipment) does not show up by the end of the 1<sup>st</sup> period, the game will be not declared a forfeit if the team *with* a goalie at the start of the game agrees to play.
  - b. Pulling goalie in appropriate situations, i.e. delayed penalties or end of game, is still allowable.
6. Games are three 20-minute periods running clock. If the score is within THREE goals in the 3<sup>rd</sup> period, the clock will stop on every whistle after 3:00 minutes remaining to play. There will be two minute intermission between periods.
7. If a regular season game ends in a tie, it will move directly to a best of three shootout (i.e. alternating penalty shots on goal) to decide the game if time exists. If the score is still tied after 3 shooters per team, teams will continue alternating penalty shots on goal until one team scores and the other misses if ice time exists.
8. If a PLAYOFF game ends in a tie, a five minute “Sudden Death” period will be played with the first team scoring the winner. If neither team scores then they will move directly to a shootout as described above.
9. If a team reaches the playoffs and their regular goalie is unable to play, the captain of the playoff team is allowed to email all other captains for the use of their goalie. Additionally, the playoff team captain may ask the Adult Hockey Coordinator or Assistant Director, Programs to determine if there are designated goalies allowed to play. Goalies that have not been playing in league and have not been cleared by Adult Hockey Coordinator or Assistant Director, Programs will not be permitted to play in playoff games.
10. Locker rooms will be assigned on the large dry-erase board in the Joy Burns Ice Arena lobby.

## Check-in/Rosters/Payments

1. All players must check-in at the front desk before heading to locker rooms. Staff will check name off roster and ensure players have signed Acknowledgement of Risk Forms.
2. Players are required to have a valid photo id to check in.
3. Each player on a team’s roster must sign an Acknowledgement of Risk Form before stepping on the ice.
4. Each player must have a jersey with a number on the back and must wear the same number each week.
5. Rosters must be finalized by the 10th week of play and can have a maximum of 22 players plus 2 goalies.
6. Remaining balances on account must be paid by the end of the 2nd week of play if a team chooses the full payment option.

## Entering the Benches

1. Players must enter the ice surface through the benches for all games. This is to reduce risk of damage to our facilities and injury to other patrons of our facility.
2. If a player enters through the doors next to the locker rooms, he can be subject to disciplinary action up to and including suspension from the league.
3. If a player is seen shooting pucks out of the doors into the walkways, that player will face disciplinary actions including payment for damages and up to expulsion from the league.

## Points System

The Points system awards points to teams based on their record for the purpose of seeding the tournament brackets for playoffs.

The following is the Traditional points system:

1. Win = 2 Points (for same team division play OR if higher division team beats a lower division team)
2. Win = 3 Points (if lower division team beats a higher division team)
3. Tie/Shootout Loss = 1 Point
4. Loss = 0 Points

## Playing Rules

1. No checking is allowed.
2. Physical or verbal abuse of officials or players will not be tolerated under any circumstances. Any player involved in the abuse of officials or other players may be immediately ejected from the game and may face further disciplinary action.
3. Fighting is prohibited and will result in an immediate ejection.
  - a. Players involved in a fight will at a minimum be suspended from their next scheduled game and depending on the severity of the incident may be suspended indefinitely from Adult Ice Hockey at the University of Denver.
4. Any player receiving four minor or two major penalties during the same game will not be allowed on the ice for the remainder of that game.
  - a. Upon receiving a 4th minor or 2<sup>nd</sup> major penalties the player must head to their locker room & the team captain will serve the penalty.
5. A goal shall be scored when the entire puck is put across the goal line by means of stick or deflection. Stick must be lower than the cross bar to count as deflected goal.
6. The puck may not be handled by a player's hand outside of their defensive zone, except the goalies, unless to guide it to himself/herself.
7. Blue line icing will be enforced.
8. League playoffs will be played with a Single Elimination Tournament
  - a. Single Elimination game days may result in back to back games.

## Equipment

1. Players must have the following approved equipment to play:
  - Hockey skates
  - Shin pads
  - Cup
  - USA Hockey Approved Helmet with a visor or full cage
  - Protective gloves
  - Elbow pads (must be covered by jersey)
  - Hockey pants
  - Hockey stick

**\*\*\* No one will be permitted to play without these items. Full equipment is encouraged including full face masks. Protective pads such as shoulder pads, braces, etc... must be worn beneath the uniform.**

2. No stick may have a curve of more than 1/2 inch on the blade.
3. **Goalies must have the following approved equipment to play:**
  - Goalie skates
  - Regulation goalie leg pads
  - Chest protector covering entire chest and arms
  - Cup
  - USA hockey approved helmet with facemask
  - Hockey Pants
  - Regulation goalie stick
  - Glove and Blocker

**No one will be allowed to play as a goaltender without the proper equipment. Teams with no goalie (after 10 minute grace period) will declare an immediate forfeit. Teams can scrimmage after forfeit is declared.**

## Officials

Two referees will be provided for each game. Their judgment must be respected. Only the captain may discuss a matter pertaining to the interpretation of the rules. Judgment calls may not be questioned. Any problems or concerns may be brought to the Adult

Hockey Coordinator or Assistant Director, Programs or Adult Hockey **Supervisors** have the authority to enforce DU's Zero Tolerance Policy.

## Minor and Major Penalties and Game Misconduct

### 2 minute and 5 minute penalties – depending on their severity:

- *For every 12 minor penalties accumulated a game suspension will be enforced.*

Boarding	Handling the Puck in the Crease
Delay of Game	High Sticking
Playing with a broken stick	Holding
Cross-Checking	Hooking
Elbowing	Interference
Kneeing	Slashing
Spearing	Tripping
Roughing	Intentionally moving the goal
Throwing the stick	Unsportsmanlike Conduct

### 10 minute penalties and game misconduct (ejection), depending on the severity:

Butt-Ending

Spearing

Checking from behind

Not proceeding directly to the Penalty box

\*Leaving the Bench during an altercation: 1 player

\*More than 1 player leaving the bench during an altercation will result in an immediate forfeit and game suspension the following week for the entire team.

## Penalty Shot

- The purpose of the penalty shot is to restore a scoring opportunity. They are awarded only under one of the following two conditions:
  1. An attacking player in possession of the puck, with only the goalie to beat, is fouled from behind.
  2. The puck is picked up or trapped in the crease by a defensive player other than the goalie.
- All 5 of the following conditions must exist before a penalty shot will be awarded.
  1. Player must be over the red line in the attacking end of the rink.
  2. Player must have control of the puck.
  3. Player must have no-one to pass between self and the goalie.
  4. Player must have been fouled from behind (not the side) in desperation.
  5. Player must have lost the scoring opportunity. If the player gets a shot off, there will be no penalty shot.

## League Fines and Suspensions

- Any player involved in fighting, stick fighting, spitting on players/officials, kicking, or deliberately attempting to injure an opponent will be suspended from the Adult Hockey League.
- Any player who verbally abuses or touches a referee in an opposing manner will be suspended from the Adult Hockey League.
- Depending on the severity of the incident, **the team will be assessed a fine and the player will be suspended at a minimum from their next scheduled game** and depending on the severity of the incident may be suspended indefinitely from Adult Ice Hockey at the University of Denver.
- All suspensions are at the discretion of the Adult Hockey Coordinator and Assistant Director, Programs based on severity, and will involve a review board using USA Hockey Rules.

## Team Fines

- When an individual player earns a suspension and subsequent fine the team's captain will be notified via email.
  - Details will include the player name, date of infraction, infraction, list of previous infractions (if necessary), player suspension, team fine, and deadline to pay team fine.
- Teams, not individuals, will be fined according to the schedule below. This puts the responsibility for a team's behavior on

the team itself.

- Fines can be paid on IMLeagues with a credit card.
- **Team fines must be paid before the end of the player's suspension. If a team does not pay the fine prior to the end of the player's suspension, that team will be suspended from play until the fine is paid.**

### Player Suspension Guidelines

- When an individual player earns a suspension and subsequent fine the team's captain will be notified via email.
  - Details will include the player name, date of infraction, list of previous infractions (if necessary), player punishment, team fine, and deadline to pay team fine.
- Major Infractions accrue and do not expire (in a previous season the major infraction will carry over into the new season).
- Taking a season off does not reset a player's number of offenses.
- Players may not return to play until their suspension is served in full and their team fine is paid in full.

	Unsportsmanlike Conduct	Fight (1 Punch Thrown)	Fight (More than 1 Punch Thrown)	Violent Conduct	Abuse of Referee or Staff
First Offense	\$50 Team Fine AND Player Suspended 1 game.	\$50 Team Fine AND Player Suspended 1 game.	\$50 Team Fine AND Players Suspended 2 Games.	\$75 Team Fine AND Player Suspended 4 games.	\$100 Team Fine AND Player Suspended 4 Games Minimum.
Second Offense	\$50 Team Fine Player Suspended 1 game.	\$100 Team Fine AND Player Suspended 3 games.	\$100 Team Fine AND Player Suspended 4 Games.	\$200 Team Fine AND Player Suspended 6-10 games.	\$250 Team Fine Player Suspended from League for 1 calendar year.
Third Offense	\$100 Team Fine AND Player Suspended 2 games.	Suspended from League for one calendar year.	Suspended from League for one calendar year.	Player banned for life	Player banned for life.

**All fines must be paid before the suspended player's suspension is completed. Fines will be collected directly by the Assistant Director, Programs or Adult Hockey Coordinator in form of Cash, Check, or Credit Card (via IMLeagues). A player cannot play in games until game suspension is served and fines are paid in full, fines will carry into a new season if required.**

### No Alcohol Policy

Any team found having alcohol in the Ritchie Center (including the locker room or in water bottles) will forfeit their game. If staff finds empty alcoholic bottles or cans in the locker room during games or evening walkthroughs, the team to breaking the policy will be held accountable. **Teams found to have alcohol in the facilities will lose their game via forfeit and a score of 3-0.**

### Damage to Facilities

Any damage to our facilities arising from the negligence or recklessness of the players will be charged to the team. This can include broken glass, boarding system, or benches, holes in the drywall from puck impacts, etc. Please refrain from causing damage to our facilities!

### Contact Information

Director, Joy Burns Arena  
samuel.drzayich@du.edu  
303-871-3396

DU Adult Hockey Coordinator  
adulthockey@du.edu

**All players are reminded that they are participating in a recreational league. The goal of the University of Denver is to ensure that all patrons have an enjoyable experience while participating in the Adult Ice Hockey League. It becomes the responsibility of the University of Denver and its staff to ensure a safe and fun environment. It is the right of the University of Denver and its employees to discontinue any program or behavior contrary to our goals.**

**We hope you enjoy your season and wish your team the best of luck!**