



Adult Ice Hockey Rules (Updated 09/18)

The University of Denver's Adult Ice Hockey League, the [DUAHL](#), is committed to giving its players the best experience they can have through their use of the Ritchie Center and its Joy Burns and Magness Arenas. The following rules are written to make sure that everyone has an enjoyable, fair, and respectful experience.

GENERAL

1. Goals of the DU Adult Hockey League
 - 1.1. Provide a safe and enjoyable environment to participate in recreational ice hockey
 - 1.2. Fair grouping of teams and players based on level of play
 - 1.3. Fairly officiated games within a respectfully administered program
2. General Info
 - 2.1. Scores, announcements, and stats will be posted on the [DUAHL website](#).
 - 2.2. Questions or concerns pertaining to the league, the rink, or the teams may be sent to adulthockey@du.edu
 - 2.3. Approved equipment according to USA hockey guidelines is required for each game for each player, including the goalie.
 - 2.4. DU Adult Hockey League has a zero tolerance policy for negative or abusive behavior towards officials, scorekeepers, other players or any member associated with the Joy Burns Arena or the greater Ritchie Center.
3. Levels of Play
 - 3.1. There will be B, C1 and C2 Divisions that players can sign up for, with B Division being the highest difficulty and C2 being the lowest.
 - 3.1.1. B Division is the most competitive level that the DU Adult Hockey League has to offer. The division consists of players that have formerly played highly competitive leagues, such as Pro, Minor-Pro, NCAA, ACHA and Junior hockey.
 - 3.1.2. C1 Division is an intermediate level. The division consists of a mix of players who have only played recreationally and/or have played competitively, such as high school or travel youth hockey.
 - 3.1.3. C2 Division is an advanced beginner level. The league consists of players who have experience at the recreational level, but have not formally played in a competitive league.
 - 3.2. Individual players/teams will be evaluated on their level of skill by the Adult Hockey Coordinator and/or the Joy Burns Arena Director. Teams/players will be notified of which league they should move up/down to for the next season.

PLAYER ELIGIBILITY

4. Players on each team must be at least eighteen (18) years of age.
5. Players must register under their specific team on the [DUAHL website](#)'s registration page.
6. A player can sign up for ONE (1) team *in each division*
 - 6.1. For example, a player can play on a B team and a C1 team, but they cannot play on two B teams.
7. Players must submit payment to their team captain or directly to the Joy Burns Arena to be

- eligible to play
8. Players/teams who have outstanding dues within two (2) weeks of play-offs will NOT be eligible for playoffs.
 9. Each player must have their own number on their jersey that coordinates with the number recorded on the roster
 - 9.1. Failure to comply will result in ineligibility for that player.
 10. **Each player MUST complete an Assumption of Risk (AOR) form available on the [DUAHL website](#) and at the JBA front desk before the start of their first game.** Any player who has not completed an AOR before the start of their first game will be asked to leave the game, and will not be eligible to play until they have signed the form.

ROSTERS

11. There will be a maximum of twenty (20) players for each team.
12. Teams are eligible to add players until the third (3rd) week of play, after which their rosters will be finalized
 - 12.1. Players wishing to play in the season after the 3rd week must have their captain send a written request to the Adult Hockey Coordinator and/or the Joy Burns Director for approval. Requests by captains must be sent five (5) days before the next game for approval.
13. Rosters must have the first name, last name, and jersey number of each player who is signed up to play.
 - 13.1. Any team who fails to comply is not allowed to play until the information is submitted.
14. Players who wish to compete in play-offs must play at least 25% of games in the season.
 - 14.1. Captains may write a formal letter of support for any player not meeting the five game rule. The letter must be received at least two (2) weeks before playoffs. The letter will be reviewed by the Adult Hockey Coordinator and the Joy Burns Director. Approval will be given on a case by case basis.
15. During check-in, players must have a photo ID on them that matches their name on the roster. Failure to produce the ID will result in a dismissal from the rink until an ID is produced for that player.
16. ***Any team caught with a/multiple player(s) who is/are not listed on the roster will immediately forfeit the game, resulting in a loss and a forfeit fee that must be paid before the team is eligible to play again.***
17. Roster checks may be requested by the opposing team. The team that will be checked MUST produce the photo ID that matches the name on the roster. Failure to pass a roster check will result in an immediate dismissal of the player from the game, and a possible game suspension if the player is a full-member of the team.

UNIFORMS

18. All teams must provide their own uniforms for each game.
19. Teams may have a maximum of two (2) sets of jerseys: one for home games, and one for away games
20. Each player must have the same legal number on the back of his/her jersey that is listed on the roster
 - 20.1. If a team has home/away jerseys, the numbers on each jersey must match

- 20.2. Taped on numbers must be secure and legible. If not, referees may remove player from game until number is re-taped.
 - 20.3. Absolutely NO duplicate numbers
 - 20.4. If a player is caught without a legal jersey number, they will be asked to leave the ice and will not be eligible to play until they have their own jersey with their own corresponding number.
21. If a sub (*who has been approved by the Adult Hockey Coordinator and/or Joy Burns Director*) has entered the game, and has not been given a jersey that matches the rest of the team, the player must wear a jersey with a standard color that matches the rest of the team.
- 21.1. Subs MUST complete an Assumption of Risk (AOR) form available on the [DUAHL website](#) and at the JBA front desk before the start of their first game.**

GAME SET-UP

22. Games will be run as follows:
- 22.1.1. 5 minute warm-up, guaranteed for all games
 - 22.1.1.1. Begins at listed game start time or as soon as ice is available if running late
 - 22.2. 20 minute run clock for the first (1st) and second (2nd) periods
 - 22.3. 15 minute stop clock for the third (3rd) period
 - 22.4. 5 minute run clock for the overtime period
 - 22.5. A difference of 5 goals at any point in the third (3rd) period will result in a run clock.
 - 22.6. Each team has a single 1 minute timeout available per game.
23. (NEW WINTER 18-19) Tied games for regular season will go to a 5 minute run-clock, 3-on-3 overtime period. If this does not result in a winner, a 3-man shootout will used; with more players being allowed to shoot until a winner is determined.
- 23.1. Players may not shoot more than one (1) shot until all players on the team have had their chances to score.
24. Game Set-up: Playoffs
- 24.1. Teams will be seeded for playoffs following the conclusion of the regular season.
 - 24.2. Playoff format will be determined based on number of teams per division
 - 24.3. Games will be single-elimination until a champion is determined.
 - 24.4. No subs can be added to a roster at any time during play-offs.
 - 24.4.1. Unless a sub, who must have been added during regular season, is found to be a full-time player of that team, then they will be added in. They must be added at least two (2) days before the game.
 - 24.4.2. Goalies are the only people who can be added AFTER play-offs have commenced.
 - 24.5. Players will be checked for IDs at check-in and/or by the scorekeeper.
 - 24.6. Game set-up and rules will remain the same as the regular season.
 - 24.7. IF A PLAYOFF GAME RESULTS IN A TIE:
 - 24.7.1. A 5-minute stop clock, 5-on-5 sudden death will commence.
 - 24.7.2. If the sudden death period does not determine a winner, it goes to 3-man shoot out.
 - 24.7.3. If a 3-man shoot-out does not determine a winner, then more players will be eligible to shoot until a winner is determined
 - 24.7.3.1. Players may not shoot more than one (1) shot until all players on the team have had their chances to score.

RULES OF PLAY

25. (NEW FOR WINTER 18-19) Icing:
 - 25.1. Red Line Icing will be enforced in the B Division.
 - 25.2. Blue Line Icing will be enforced in the C1 and C2 Divisions.
26. (NEW FOR WINTER 18-19) Offensive Zone Faceoff to begin Power Play: First faceoff following a penalty call will take place in the defensive zone of the offending team.
27. (NEW FOR WINTER 18-19) 'RINGER RULE' will be enforced in the C1 and C2 Divisions.
 - 27.1. An individual skater may only score four (4) goals in a single game.
 - 27.2. Any goal(s) scored following the fourth individual goal will be disallowed and the offending player will be issued a 2 minute minor penalty for Unsportsmanlike Conduct.
28. [USA Hockey Rules](#) apply except for the following:
 - 28.1. **NO BODY CHECKING** is allowed in any division of the DUAHL
 - 28.1.1. Per USA Hockey: Body Contact occurs naturally within the sport of hockey and is allowed at all levels in the DUAHL
 - 28.2. Players who receive three (3) penalties in a game will receive a warning from the official and/or the scorekeeper that they have reached their third penalty. Upon receiving a 4th penalty, the player will be ejected from the game, and the team captain will serve the remaining time.
 - 28.3. FIGHTING IS PROHIBITED (see FIGHTING)**
29. (NEW FOR WINTER 18-19) Forfeits: Any team who forfeits a game 24 hours or less from the game's start time will be issued a 5-0 loss and be required to pay the forfeit fee (*see LEAGUE FEES for details*).

OFFICIALS

30. Officials will be defined as follows
 - 30.1. On-ice Officials: Ice hockey referees assigned to game
 - 30.2. Off-ice Officials: Scorekeeper, JBA desk staff or any other U. of Denver employee
31. 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. Team captains may bring any issue or problem to the Adult Hockey Coordinator or to the Joy Burns Arena Director within two (2) days following the game.
32. One Scorekeeper will be assigned for each game. Their judgment must also be respected. Any abuse towards these off-ice officials will be assessed in the same manner as if the infraction occurred on the ice directed towards an on-ice official.

PENALTIES

33. Penalties will be called by the officials during the game and recorded by the scorekeeper.
 - 33.1. A minor penalty will result in a two (2) minute time penalty served in the box; a major penalty will result in a five (5) minute time penalty served in the box
34. Players are responsible for closing the penalty box door completely at the expiration of their penalty. Failure to abide may result in an additional 2 minute minor penalty.
35. Game misconduct, fighting, or abuse of the officials can result in an ejection from the game and/or a suspension from the league. Fees will be enforced (*see LEAGUE FEES for details*).
36. Players may not have more than four (4) penalties acquired during the game.
 - 36.1. The player will be notified by the scorekeeper/official when they have reached their third (3rd) penalty. If a player reaches a fourth (4th) penalty, they will be asked to leave the

ice for the remainder of the game.

37. If a player acquires more than forty (40) penalty minutes during the entire season, the player will be removed from the league with no refund.

FIGHTING

FIGHTING WILL NOT BE TOLERATED

38. If a player is caught fighting, they will be immediately ejected from the game.
- 38.1. The player will then be immediately suspended from all upcoming games indefinitely.
- 38.2. A fighting fee will be enforced that must be paid before the player is eligible to play again.
39. Players with multiple fighting ejections can be suspended permanently from the league.
- 39.1. This can also be enforced across seasons.

PLAYER SUSPENSION

40. When an individual player earns a suspension and subsequent fine, the player and the team's captain will be notified via email.
- 40.1. Details will include the player name, date of infraction, list of previous infractions (if necessary), player punishment, the fine, and deadline to pay fine.
41. Suspensions and other major offenses accrue and do not expire (a previous season suspension term will carry over into the new season).
- 41.1. Taking a season off does not reset a player's number of offenses.
42. Players may not return to play until their suspension is served in full and their team fine is paid in full.
- 42.1. *All fines must be paid before the suspended player's suspension is completed. Fines will be collected directly by the Director or Adult Hockey Coordinator in form of cash or check. 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.*

LEAGUE FEES

43. Fees can be accumulated during the course of the season. It is up to the player/team who/that has accumulated the fee to pay it off before the start of their next game. Failure to pay the fees acquired will result in a minimum one (1) game suspension.
44. Forfeit Fee
- 44.1. Teams who forfeit twenty-four (24) hours or less before the game's start time will result in a one hundred dollar (\$100) fee that must be paid by the *captain* of that team. The team is suspended from game-play with no refund until the team has paid that penalty. If a team has acquired more than two (2) forfeits, that team will be removed from the league with no refund.
45. Fighting Fee
- 45.1. If a player has been ejected for fighting, they will be subjected to a fee based on the following
- 45.2. If it is the player's first fighting offense that season, they will be required to pay a fifty dollar (\$50) fine.
- 45.3. If it is the player's second fighting offense that season, they will be required to pay a one hundred dollar (\$100) fine.

- 45.4. If the player has accumulated up to three (3) fighting penalties during the season, the player will be removed from the league with absolutely no refund.

ALCOHOL AND DRUGS

46. Any team found having alcohol, drugs, or marijuana/tobacco 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 5-0.

FACILITY DAMAGE

47. Any damage to our facilities arising from the negligence or recklessness of players will be charged to the team. This can include broken glass or rink boards, scoreboard, benches, drywall from puck impacts through open doors, etc. Please refrain from causing damage to our facilities!

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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!

