



Adult Ice Hockey Rules (Updated 7/17/17)

The University of Denver Adult Ice Hockey league is committed to giving players the best experience they can have through their use of Joy Burns and Magness arenas. The following rules are written to make sure that everyone has an enjoyable, fair, and respectful experience.

GENERAL

- There will be a B league, a C1 and C2 league that players can sign up for, with B league being the highest difficulty and C2 being the lowest.
 - B league is the most competitive league that DU Adult Hockey has to offer. The league consists of players that have formerly played in highly competitive leagues, such as high school, or college hockey. Teams in this league will have a majority of players who have played for over 10+ years, and/or who have played in a competitive league for 2+ years.
 - C1 is an intermediate league. The league consists of a fair mix of players who have played recreationally and played competitively. Teams will consist of a few players who have played 2+ years of competitive hockey or who have played over 5+ years of any type of recreational league hockey.
 - C2 is a low beginner league. The league consists of players who may have experience, but have not formally played in a recreational or a competitive league. Teams will consist of players who are just starting to play in an organized league.
- Individual players/teams will be evaluated on their level of skill by the Adult Hockey coordinator and/or the Joy Burns director. Teams/players will be notified of which league they should move up/down to for the next season.
- Scores, announcements, and stats will be posted on the Adult Hockey page.
- Approved equipment according to USA hockey guidelines is required for each game for each player, including the goalie.
- Locker rooms will be assigned to each team for each game on the Joy Burns Arena erase board and on the check-in sheet.
- Questions or concerns pertaining to the league, the rink, or the teams may be sent to adulthockey@du.edu
- ***DU Adult Hockey 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 setting.***

PLAYER ELIGIBILITY

1. Players on each team must be at least eighteen (18) years of age
2. Players must register under their specific team on the Adult Hockey page
3. A player can sign up for **ONE** (1) team *in each league*
 - a. For example, a player can play on a B league and a C1 league, but they cannot play on two B leagues.
4. Players must submit payment to their team captain or directly to the Joy Burns arena to

be eligible to play

- a. Players/teams who have outstanding dues within **two (2)** weeks of play-offs will NOT be eligible for play-offs.
5. Each player must have **their own number** on their jersey that coordinates with the number recorded on the roster
 - a. Failure to comply results in ineligibility for that player.
6. Each player **MUST** sign an Assumption of Risk (AOR) form at the Adult Hockey check-in desk before the start of their first game. Any player(s) who has (have) not signed 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

1. A maximum of twenty (20) players for each team. Teams can be composed of
2. Teams are eligible to add players until the **third (3)** week of play, after which their rosters will be finalized
 - a. Any player who wishes to play in the season going forward must have their captain send a written request to either the Adult Hockey coordinator or the Joy Burns Director for approval. Requests by captains must be sent **five (5)** days before the next game for approval.
3. Rosters must have the **first name, last name, and jersey number** of each player who is signed up to play.
 - a. Any team who fails to comply is not allowed to play until the information is submitted.
4. Players who wish to compete in play-offs must play at least **five (5)** games in the season. 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.
5. 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
6. *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.*

Roster Checks

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 (This rule will be enforced starting Winter 2017)

1. All teams must provide their own uniforms for each game.
2. **Each player must have the same legal number on the back of his/her jersey that is listed on the roster**
 - a. If a team has home/away jerseys, the numbers on each jersey must match
 - b. Taped on numbers are NOT allowed

- c. Absolutely **NO** duplicate numbers
 - d. If a player is caught without a legal jersey number, s/he 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.
3. If a sub (*who has been approved by the Joy Burns Director*) has entered the game, and has not been given a jersey that matches the rest of the team's, the player must wear a jersey with a standard color that matches the rest of the team's.
 - a. This player's stats will not be recorded on the Adult Hockey page unless the sub has been determined to be a full-time **eligible** member of the team s/he is playing for (*see **ELIGIBILITY** for details*)

GAME SET-UP

1. Games will be run as follows:
 - a. 20 minute run clock for first (1st) and second (2nd) periods
 - b. 15 minute stop clock for third (3rd) period
 - i. A difference of 5 goals in the third (3rd) period will result in a 15 minute run clock.
2. Teams will get 5 minutes of warm-up time after the registered "start" time of their game. Teams may receive more time if they wish to begin warm-ups as soon as the Zamboni doors close
 - a. Scorekeepers and officials are ultimately responsible to record the amount of time for warm-ups.
 - b. No matter the circumstances, teams will receive **AT LEAST** 5 minutes of warm-ups.
3. Each team has one (1) 30 second time-out for each period. Un-used time-outs will not roll over into the next period.
4. Blue line icing will be enforced.
5. USA hockey rules apply except for the following:
 - a. Absolutely **NO** checking is allowed during any part of the game.
 - b. 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.
 - c. Fighting is prohibited.
6. Tied games for regular season will go directly to a 3-man shoot-out. If this does not result in a winner, then more players will be allowed to shoot until a winner is determined.
 - a. Players may not shoot more than one (1) shot until all players on the team have had their chances to score.

Playoffs

7. The top **four (4)** teams in each league will advance to play-offs
 - a. If it is found that one of the top four teams is ineligible to continue, the fifth (5th) place team is eligible to take their place.
8. Games will be single-elimination until a champion is determined.
9. No subs can be added to a roster at any time during play-offs.
 - a. 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.
- b. Goalies are the only people who can be added **AFTER** play-offs have commenced.
10. Players will be checked for IDs for the remainder of the season.
 11. Game set-up will remain the same
 12. USA hockey rules will continue to be enforced
 13. **IF A GAME RESULTS IN A TIE:**
 - a. A 5-minute sudden death will commence.
 - b. If the sudden death period does not determine a winner, it goes to 3-man shoot out
 - c. If a 3-man shoot-out does not determine a winner, then more players will be eligible to shoot until a winner is determined
 - i. Players may not shoot more than one (1) shot until all players on the team have had their chances to score.

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.** Team captains may bring any issue or problem to the Adult Hockey coordinator or to the Joy Burns Arena director at most two (2) days after the game.

PENALTIES

1. Penalties will be called by the officials during the game and recorded by the scorekeeper in the box.
2. A minor penalty will result in a two (2) minute time penalty served in the box; a major penalty will result in a four (4) minute time penalty served in the box
3. 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*).
4. Players may not have more than **four (4)** penalties acquired during the game.
 - a. 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.
5. 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

1. **FIGHTING WILL NOT BE TOLERATED IN ANY WAY, SHAPE, OR FORM**
2. If a player is caught fighting, s/he will be immediately ejected from the game.
3. The player will then be immediately suspended from all upcoming games indefinitely.
4. A fighting fee will be enforced that must be paid before the player is eligible to play again.
5. Players with multiple fighting ejections can be suspended permanently from the league.
 - a. This can also be enforced across seasons.

PLAYER SUSPENSION

- When an individual player earns a suspension and subsequent fine, the player and 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, the fine, and deadline to pay 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.
- *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

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.

Forfeit Fee

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.

Fighting Fee

If a player has been ejected for fighting, they will be subjected to a fee based on the following

- If it is the player's first fighting offense that season, they will be required to pay a **fifty dollar (\$50) fine**.
- If it is the player's second fighting offense that season, they will be required to pay a **one hundred dollar (\$100) fine**.
- 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

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 3-0.**

FACILITY DAMAGE

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!

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!

Contact Information

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