



**SLATER FAMILY ICE ARENA**

BOWLING GREEN STATE UNIVERSITY

**SPRING 2024**

**SLATER FAMILY ICE ARENA**

**ADULT LEAGUE (18+)**

**PLAYER CONDUCT AND LEAGUE RULES  
AGREEMENT**

**417 NORTH MERCER  
BOWLING GREEN, OH 43403  
419-372-2264**

## REGISTRATION

Players must be 18 years of age to register. Before a player is permitted to play in the first game the following **must be completed and on record** with the Senior League Commissioner:

- 1) Set-up online DASH account for Slater Family Ice Arena (bgsu.edu/ice-arena) and sign waiver
- 2) Pay in full online (Goalies must contact a staff member for the goalie rate)
- 3) Signed Conduct and League Rules Agreement form
- 4) Identification Verified (repeated each game at check-in)
- 5) USA Hockey confirmed (online in DASH account)

## LEAGUE CONFIGURATION

### DIVISIONS

Players must sign up for a division based on their skill level. The Recreational Adult Development Division (RADD) is for players who are at the B-/C/D skill level. This league allows for more experienced players to assist with the pace of the game and help new players gain experience. The Skilled Adult Division (SAD) is for more skilled players with past hockey experience in the A/B+ adult hockey level. League Management has the final authority on placing players into these divisions.

### ROSTERS

Rosters may have up to 15 players including goalies. League officials reserve the right to add players to any team with less than 15 players. Players are only allowed to play for one team. There is a limit of five(5) ACHA players from the 2022-23 season on a roster, regardless of the team/school they played for.

### SUBSTITUTES

Players will be allowed to sub for a team if one of its full time players is not playing. The sub cannot be an “extra” player. For example, if a team has 10 players on the roster and all 10 are playing in that game, the sub cannot be the 11<sup>th</sup> player. ANY PLAYER illegally substituting will be subject to further discipline from the league. The captain/team manager of the team is also subject to a minimum of 1 game suspension and further discipline from the league. Any player or goalie acting as a substitute is expected to follow and is subject to the same code of conduct, rules, policies, expectations, and disciplinary measures as a rostered player or goalie.

- The substitution fee for a player taking an already signed up player spot is a \$10 registration fee for each game. Any substitute playing not in an already registered player's spot will be charged a fee of \$20 per game.
- **Substitutes must set-up an online DASH account, pay appropriate sub fee, provide current USA Hockey membership number, and sign the Conduct and League Rules Agreement form before playing their first game.**
- Suspended players cannot be substituted for.

- To sub for a team in the playoffs, a player must have played in at least 50% of a team's games during the regular season.
- Players cannot substitute between leagues. However, due to difficulty finding goalies at times, goalies may substitute between leagues only when necessary with approval from League/Ice Arena Management.
- Rostered players and goalies are allowed to substitute for other teams within the same league, but not between leagues.

## **SIGN IN**

There will be a sign in sheet for each team for every game. Each player must sign in at the front desk and show ID before each game, as well as check-in as they take the ice in order to play. Every player signing in must be on the team roster he or she registered with or was assigned to at the beginning of the season. If a player is not on the original roster he or she must follow the substitution process to play with the intended team. If a player does not sign in he or she will not be allowed to play or receive credit for participating in the game. If a player is not on the roster and cannot be substituted in, they will not be allowed to play in the game. Ice Arena management reserves the right to penalize a team that has repeated sign-in violations.

*If a player does not sign in, he or she:*

- Will be asked to leave the ice immediately
- Will not be allowed to play in the remainder of the game
- Will not receive credit for participating in the game
- Will retain any penalties or infractions incurred during their time of play

*If a player does not sign in, the team and teammates:*

- Will lose any goals scored and/or points accrued by the individual
- Will be issued a warning or further action if repeated situations occur

## **JERSEYS**

We ask that each player bring their own dark (black, blue, navy, etc..) AND light (white or very light gray) jersey for each game. Teams wishing to wear their own custom jersey sets should report the color and design to the Assistant Director of Programming as soon as possible. Limited jerseys from past seasons may be available to borrow and return each game if needed. Pullovers may be distributed to adequately separate teams and track players at the referees and/or management discretion.

## SCHEDULES

Your team's schedule will be sent to the team captain via email. It is the captain's responsibility to read the emails and to relay information to the remainder of the team. The Ice Arena will not call team captains to notify them of their team's first game. Each team is guaranteed at least 8 games, including playoffs. That number is subject to change depending on the number of teams registered for the season.

### DATES

The Spring 2024 season will run from **March 11, 2024 – April 18, 2024.**

- Games will be: Mondays, Tuesdays, Wednesdays, Thursdays
- Game times: 8:00PM, 9:00PM, 10:00PM, (11:00PM as needed)
- Days and times subject to change based on number of teams in each league

### GAME LAYOUT

- 60-minutes on the countdown clock for total play time
- 3-minute pre-game warm up.
- Three periods, 15 minutes each, running time. Clock will stop to enter penalties. Clock will stop with less than 2 minutes in the third period if the score is within 2 goals.
- If time is still left on the curfew clock and the game is tied, there will be a 3-man shootout, followed by a sudden death shootout as long as there is time left on the game curfew clock. All players must shoot once before any player shoots twice.
- If the game is tied with no time left on the curfew clock, the game will end in a tie.
- Time-Outs: Each team is allowed one, 1 minute time-out per game. There are no time-outs during an overtime period.

### PLAYOFFS

There will be a single elimination tournament following the regular season for each division with seedings being determined by the results of the regular season. The tournament schedule will be determined following the end of the registration period to determine the amount of ice time needed. The playoffs are subject to change based on the number of teams in each division.

# RULES

Modified USA hockey rules apply, with the following exceptions:

- No Body checking
- No Slapshots
  - Unintentional slapshots will result in a stoppage of play and the faceoff being taken in the offending teams defensive zone.
  - Intentional slapshots or reoccurring offenses by one player, will result in a minor penalty.
  - Slap shots occur when a player's stick comes above the knees while winding up shooting the puck.
  - All slapshot calls are determined at the referees discretion.

## SCORING

- Each goal is worth one point
- A goal is scored when the offensive team shoots the puck into the opposing team's net.
- At the end of the game, the team with the most goals wins.
- **Mercy Rule:** If a team is winning the game by a margin of 10 goals at any time after the 2<sup>nd</sup> period, the game will end. If a team is ahead by 10 before two periods are ended, the game will continue until the end of the 2<sup>nd</sup> period. Every game will play at least two full periods. In the event of a mercy, the teams will be allowed to use the remaining ice time.

## FORFEITS

Teams are expected to begin play on time. A team has 3 minutes to arrive after the clock begins. If a team has less than 6 players after five minutes, a forfeit will be declared. Teams will still be able to use the ice in the event of a forfeit.

## PENALTIES

- All minor penalties: Three minutes running time. Stop clock to set penalties, start with the drop of the puck.
- All major penalties: Seven minutes running time. Stop clock to set penalties, start with the drop of the puck.
- Fighting:
  - 1<sup>st</sup> fight: Game ejection and 3 game suspension
  - 2<sup>nd</sup> fight: Suspension from league for remainder of the season (including playoffs).
  - Fighting suspensions will carry over to the next season if necessary.
- *Any player incurring three penalties in the same game will not be allowed to continue playing in that game. This is not the same as being ejected from a game unless the severity of the penalty calls for a game ejection.*
- *Any major or misconduct penalty is subject to review by league officials and IA management for potential suspension of the next game or further.*

## CONDUCT

- Any player ejected from a game is suspended from playing their next 2 games. Attendance for the remainder of the game and following games will be at the discretion of league officials and Ice Arena management.
- A second ejection results in expulsion from the league.
- The Slater Family Ice Arena and Senior Hockey League staff strictly adheres to the USA Hockey Code of conduct and the Zero Tolerance Policy.
- *No refunds will be issued for missed game time as a result of a game ejection or suspension. No refunds will be issued to any person expelled from the league.*

## EQUIPMENT

All players are required to wear full hockey equipment. This includes all of the proper hockey padding, pants, socks and jerseys. **Players MUST wear a full face mask on their helmet. Helmets with half shields or no shields are strictly prohibited.** The referee shall inspect and approve all equipment. He/she shall not permit any player to wear equipment which in his/her judgments is dangerous to other players. The referee shall decide if any equipment is permitted or not allowed.

All jewelry must be taken off or taped prior to the game. Below is a list of illegal equipment that cannot be worn during games:

- Jewelry- rings, watches, necklaces, earrings, etc.
- Casts of any type
- Headphones
- Any foreign objects in mouth ex. Gum, tobacco, candy, etc.

These rules will not be waived! If a player is wearing any illegal equipment, he/she will be unable to participate until the equipment is removed.

## ALCOHOL/TOBACCO POLICY

**ABSOLUTELY NO DRINKING** is allowed before, during, or after play in Ice Arena activities on Ice Arena property. The Slater Family Ice Arena is an alcohol and tobacco free facility, including the locker rooms. If a league official or Ice Arena staff member, for any reason, suspects that a player has been drinking prior to playing or during play, that player will not be allowed to participate in the game (no refund will be issued for missed game time). If anyone is found using tobacco products or drinking before, during, or after a game he/she will be asked to leave the building and will be suspended pending a meeting with Ice Arena management. Players/teams that bring alcohol to the facility or come to games intoxicated will face severe disciplinary action from the League and Ice Arena management.



## 2024 SPRING SENIOR LEAGUE

### Conduct and League Rules Agreement

The referees, Senior League Commissioners, and Ice Arena management have the authority to remove any player who does not adhere to USA Hockey rules and the rules outlined within this document specific to the Slater Family Ice Arena Senior League. No refund will be issued if a player is asked to leave a game, suspended from a game or ejected from the league.

I have read, understand, and will adhere to all of the rules and regulations for the Slate Family Ice Arena 2024 Spring Senior League as outlined in this document.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Clearly Printed Name

\_\_\_\_\_  
Date

\_\_\_\_\_  
Spring 2024 League – Team Name