



**TOWN OF BRECKENRIDGE**  
**RECREATION**

# **ADULT HOCKEY LEAGUE HANDBOOK**

*Updated Winter 2022*

Also available in PDF format at: [www.breckenridgerecreation.com](http://www.breckenridgerecreation.com)



**TOWN OF BRECKENRIDGE**  
**Stephen C. West Ice Arena and Breckenridge Ice Arena**

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## Reminders for the Season:

1. Any player receiving 14 penalties (majors and misconducts count as 2 penalties) in a season will no longer be allowed to play the remainder of the season. The league director will keep track of penalties and inform captains of player removal when they reach 14 penalties.
2. In an effort to stay on schedule, any game that has over 10 penalties (majors and misconducts count as 2 penalties) in a game combined, the game will automatically go to a running clock for the rest of the game.
3. Contact or threatening of any on-ice or off-ice official will be a minimum 1 year ban.
4. Overtime in playoffs. A. 1<sup>st</sup> overtime, 6 minutes 5 on 5 Switch Ends  
B. 2<sup>nd</sup> overtime, 6 minutes 4 on 4, Switch Ends  
C. 3<sup>rd</sup> overtime and beyond, 6 minutes 3 on 3, Switch Ends (Until it ends)  
All overtime games are sudden death.
5. Slap shots will no longer be allowed in D League.
6. The rink will continue to enforce the 3 Penalty Rule this season. Any player who receives 3 penalties in one game will be done for the remainder of the game. This is a progressive penalty, meaning that the first time this happens during a season, the player is asked to leave the game and no additional penalties are assessed. The player does not miss any additional games and does not need to pay the \$40 reinstatement fee prior to playing in his/her next game. The SECOND time during the same season that a player receives 3 penalties in one game, the player is asked to leave the game, assessed a Game Misconduct, is suspended for his/her next game AND is charged the \$40 Reinstatement Fee prior to returning to league play.
7. The scorekeepers are Off-Ice Officials. Scorekeepers have been instructed to sound the buzzer and call an On-Ice Official over to the scorekeeper booth if a player in the penalty box is being abusive. Players will be assessed the same penalties as if the behavior happened on the ice and was directed towards an On-Ice Official.

## ADULT HOCKEY LEAGUE HANDBOOK

Adult Hockey Leagues and Tournaments are Recreational Programs offered by the Town of Breckenridge Recreation Department.

### I. GOALS OF THE PROGRAM

The goals of the program are to provide participants with:

- A FAIR GROUPING OF TEAMS BY LEVEL OF PLAY
- A SAFE ENVIRONMENT FOR PARTICIPATION
- A FAIRLY OFFICIATED AND ADMINISTERED PROGRAM
- AN ENJOYABLE RECREATIONAL EXPERIENCE

This Handbook is a guide to participating, officiating, and administering Adult Hockey Programs. It is extremely important that all players, coaches, officials, and team representatives read and understand the information contained in the book. It is important to note that the programs provide an opportunity to participate and develop skills associated with the sport. It is a place to skate, to compete, and to display a level of sportsmanship that is common in a community recreation program.

### II. ROSTERS

- A list of players MUST be turned in on or before the first game of the season with the names of all participating players.
- Emails and **jersey numbers are required for ALL players.**
- Additional players may be added to the roster until the start of each teams **3<sup>rd</sup> game.**
- **Players will ONLY be allowed to sign waivers at the front desk with valid photo ID. All players should make sure they have a photo ID on file with the team roster or in their possession in the event of a roster check.**
  - Players need to show their photo ID and sign the roster at the front desk before getting on the ice each season.
- Teams must carry a minimum of (10) ten ELIGIBLE players (at least 18 years old) with a maximum of (15) fifteen ELIGIBLE players.
- If your team needs to carry more than fifteen players, please make a request in writing to the Ice Programs Coordinator.
- Rosters are **FROZEN (no players can be added to the roster) AFTER THE TEAM PLAYS THEIR THIRD GAME.**
  - **Players who are rostered, but have not signed the roster will be allowed to sign until after the team's 6<sup>th</sup> game. After your team's 6<sup>th</sup> game, the players who have not signed the roster will be crossed off from that team's roster and will not be allowed to play during that season.**
  - Any other roster changes after your team's third game must first be requested in writing to the Programs Coordinator and then be approved by the Programs Coordinator.

- Goalies will need to roster with their specific team. In addition, they will need to sign a separate **Goalie Roster**. If a team needs a goalie to sub for them, we can give you a copy of the Goalie Roster with their contact information. The Goalie Roster will allow goalies to roster for 3 consecutive leagues (A-B-C Leagues, B-C-D Leagues, C-D-E or Leagues). This applies to the Fall and Winter seasons. For the Summer season, goalies may only play in 2 consecutive divisions (Open-C, C-D, D-E). Goalies will be allowed to play as a goalie for any team in the leagues that they sign up for, but they MAY NOT play or sub for a team in a league that they are not eligible for. There will be a Goalie Roster for each season (Fall/Winter/Summer).

### III. PLAYER ELIGIBILITY

- Player eligibility is the responsibility of both the team representative and the player. If a player violates these rules, they will be removed from the league. Additionally, any game where an illegal player is used will be declared a forfeit. If you're thinking about it, please don't. If you've violated these rules in the past and got away with it, please stop or face the consequences.
- Male players may play for one team in one league only. If a male player plays for more than 1 team or in more than 1 league, the player will be suspended for 4 games, will have to pay the Reinstatement Fee before playing again, and will be required to play for the team in the upper of the 2 leagues they were playing on. Goalies will be allowed to play for any team as a goalie in the league(s) that they roster for, but they MAY NOT play or sub for a team in a league that they are not rostered for.
- Female players are allowed to play for one team in one league only. Female players should roster with one team but are, however, allowed to sub for additional teams if following the below requirements. During the Fall and Winter seasons, rostered D League women may sub for other D League teams but may not sub for the lower E League. Rostered E League players however, may sub for the D League. During the Summer season, D and E rostered woman may sub for either league if they so choose.
- Female subs may ONLY be used should a team have less than 2 female players available to play for a particular game. In addition to the team roster, females who wish to sub for other teams will need to sign the separate **Female Player Roster**. This roster will be made available to team managers that are in need of female subs. If a female player plays for more than 1 team or in more than 1 league, the player will be suspended for 4 games, will have to pay the Reinstatement Fee before playing again, and will be required to play for the team in the upper of the 2 leagues they were playing on. Exceptions: Female players may play in the Breck Betties Women's League in addition to one of the other 5 leagues (A-E).
- **Players must be at least 18 years old**

### IV. TEAM MANAGERS

The Team Manager is the most important person on the team. They are designated to conduct business with the league. Their responsibilities include:

- Ensure the team is registered and that all fees are paid by due dates.
- Ensure that all players on the roster are eligible for play in their league. Verifying:
  - No suspensions
  - Minimum 18 years old
  - Males only registered for one team
  - Females only registered for one team
  - Goalies have signed the Goalie Roster
- Submit a preliminary roster and pick up team schedules
- Distribute the league schedule to all members of the team and inform all members of the team with any rescheduled information
- Select team jersey colors and ensure that all jerseys match and have no duplicate numbers.
- Ensure that all players are on the roster by the 3<sup>rd</sup> game and all have signed the roster prior to them playing in their first game of the season.
- Provide the Ice Rink with current player numbers on the score sheet.
- Communicate all league rules & information to the players on their team.
- Communicate any problems or concerns or the "TEAM OPINION" to the Ice Programs Coordinator.
- Confirm weekly standings are correct as they are posted. (Behind the bleachers of the indoor arena or online.)
- Maintain accurate emergency contact information with the Ice Rink.
- Assist the league staff in controlling players when difficult situations arise.
- Make sure all sign-off sheets are signed in a timely manner to maintain good communications with the Rec Coordinator of Ice Programs.

- Uphold a high level of professionalism and leadership when dealing with league personnel in all situations.

## V. LEAGUE FEES & CHARGES

- LEAGUE CHARGES: Any player who is suspended by the league for any reason must pay the REINSTATEMENT FEE prior to participating in their next game.
- REINSTATEMENT FEE SCHEDULE: \$40.00 per game suspension, \$200 maximum per offense. For example: Player A receives a 4 game suspension and will now pay a \$160 reinstatement fee. Player B receives a 6 game suspension and will now pay the \$200 maximum reinstatement fee. Either of these players suspended in the future will pay again based on the number of games suspended per the fee schedule above.
- PAYMENT AGREEMENT LATE FEE: For any team taking advantage of the payment agreement, a late fee of \$100.00 will be assessed if the balance on the agreement is not paid by the due date.
- GOALIE EQUIPMENT: Teams who wish to utilize the goalie equipment owned by the ICE RINK, will pay a fee of \$25.00 for the season or may borrow on occasion for free after having contacted the Ice Programs Coordinator.
- NO CALL/NO SHOW FEE: Any team who does not show up for a game and does not call Ice Arena Management to cancel a game 48 hours prior to the start of their game time will be assessed a \$100 No Call/No Show fee.

## DIVISIONS OF PLAY

### “A” LEAGUE:

This is a competitive division with many former college and junior hockey players. This is a non-checking league. Players understand the rules and the game and the action is fast paced. Red line icing. Slap shots are allowed. This is the highest level of play available at the Stephen C. West Ice Arena. We will not entertain challenges for eligibility based on playing ability. The top four teams advance to single elimination playoffs for the Summer season and the best of 3 games for Fall and Winter seasons.

### “B” LEAGUE:

This is the lower competitive division with many former high school players. Teams use simple game strategies. **Play with your head up!** This is a non-checking league. Red line icing. Slap shots are allowed. The top four teams advance to single-elimination playoffs for the Summer season and the best of 3 games for Fall and Winter seasons.

### “OPEN” LEAGUE:

This league is typically offered when there are not enough separate A and B teams to form a division. It is a combination of A and B level players as shown above.

### “C” LEAGUE

The C League was designed to give one more competitive level to the recreational leagues and should comprise the strongest recreation level teams. There is no gender requirement. Red line icing. Slap shots are allowed. Higher level players who participate are expected to play down to this level in order to be allowed to participate. This is a non-checking league. The top four teams advance to the single elimination playoffs for the Summer season and the best of 3 games for Fall and Winter seasons.

### “D” LEAGUE (CO-ED)

The D League was designed to give a more competitive level to the CO-ED recreational leagues and should comprise the strongest CO-ED recreation level teams. Red line icing. **Slap shots are not allowed, recoil of stick must stay below the knees.** One female must be on the ice at all times (not including goalie). This is a non-checking league. The top four teams advance to the single elimination playoffs for the Summer season and the best of 3 games for Fall and Winter seasons.

### “E” LEAGUE (CO-ED)

The E league is for the novice level player wanting to enjoy the recreational experience of ice hockey. E level players should be new to the sport or play at a very recreational level. Blue line icing. **Slap shots are not allowed, recoil of stick must stay below the knees..** One female must be on the ice at all times (not including goalie).

## **SPECIAL RULES ABOUT “D” and “E” CO-ED LEAGUES ELIGIBILITY:**

### **FEMALES:**

- Teams designated in CO-ED Leagues must have at least one woman on the ice at all times.
- A female in the goalie position DOES NOT count.
- A female in the penalty box DOES NOT count as a player on the ice.
- If there is only one female available and she receives a penalty, she will be substituted for, same as a goalie receiving a penalty.
- If she receives a game misconduct penalty the team does not have another female, the team will forfeit and the game is over.
- If the only available female for a team is injured and cannot continue play the officials and team reps will collectively come to agreement on the continuation of the game and their collective agreement will be final for standing purposes.
- If team reps and the officials cannot come to collective agreement prior to the start of the game, the official's decision will be final.
- Every team in the coed leagues must have at least 2 female players rostered who have full intentions of regularly participating for that team.
- In the event that a team doesn't have two females dressed and ready to play on a given night, they may acquire up to a maximum of 2 female players to participate in the game, as long as they are legally rostered in one of the Adult Leagues or on the **Female Player Roster** (*Non-Adult League women may sub as long as they have signed the Female Player Roster by week 3. i.e. Breck Betties players*).
- If a team has only one of their females show up, they may acquire just ONE invited substitute female to participate.
- If none of their (rostered teammate) females show up, they may acquire just TWO invited substitute females to participate.
- If two or more rostered female teammates show up, no additional females may be called upon to participate.
- **In any situation of females participating for teams which they are not rostered on, the team rep. of the other team and the officials must be aware and in complete agreement with the situation prior to the start of the game.**
- It is also the responsibility of the team rep. to notify the scorekeeper of any additional females, their name and player number so that they can be added to the score sheet for that game.
- Female players are allowed to roster with ONE team only.
- If a female is regularly participating for a team in which she is not rostered, then we can only assume that the above rules are purposely being violated and the result may be forfeit of games, expulsion from the league, or loss of the team's right to acquire any females who are not rostered.

**MALES: Are allowed to play for ONE team in ONE league only.**

## **PLAYER AGREEMENT & WAIVER OF LIABILITY**

All players must sign the league waiver and roster form in order to participate. Players must agree to abide by league rules. Players must agree to abide by the decisions of the Recreation Coordinator of Ice Programs relative to issues not specifically covered in the rules and on issues pertaining to suspensions and reinstatements. These agreements and waivers are essential to good management of the league. No player will be allowed to participate without signing these documents.

**WAIVER OF LIABILITY:** In consideration of being permitted to participate in skating/hockey programs at Stephen C. West Arena, I hereby agree:

1. I understand that my participation in skating/hockey programs can involve significant risk of serious personal injury including death.
2. I have trained sufficiently and am in good physical condition with no known medical condition that could limit my ability to safely participate in skating/hockey programs.
3. I accept and agree to abide by the rules of the Stephen C. West Ice Arena and the skating/hockey program. I accept that my participation may be temporarily suspended or permanently terminated if I fail to abide by the rules.
4. I agree and release the Town of Breckenridge, its officers, employees and insurers (Released Parties) are not responsible for my safety in connection with my participation in skating/hockey programs. I agree to accept all responsibility for the risks, conditions and hazards, which may occur whether they now are known or unknown.
5. Being fully aware of the risks, conditions and hazards of skating/hockey programs, I hereby agree and waive, release and discharge any and all claims for damages, personal injury or property damage as a result of my participation in skating/hockey programs.

This waiver shall remain in effect for the future and shall be binding upon my heirs and successors.

I have read, understand and agree to abide by the terms listed above.

### **IT IS THE RESPONSIBILITY OF THE PLAYER AND THE TEAM REPRESENTATIVE TO:**

- Ensure that all players on the roster are eligible to participate.
- Ensure that all players have signed the waiver prior to participating in a game.

- Ensure players have their ID in possession when playing, in case of a roster check.

## CHALLENGING PLAYER ELIGIBILITY & ROSTER CHECKS

The Ice Rink Staff will evaluate any complaint about a team or player level and reserves the right to remove any player or team from the league who is above the general level of play for the league. This does not mean that the best player on the team is at risk. Only those players who exceed the general level of play, as established by the top four teams in the league would be removed.

### I. PROCESS FOR CHALLENGING PLAYERS & TEAMS LEVELS:

- The Ice Programs Coordinator may declare a player ineligible for a league, based on ability level, without a challenge from anyone.
- **Team Managers may challenge the eligibility of a player based on skill level. They may ONLY do this by emailing the Ice Programs Coordinator.** If in his/her judgement, the player exceeds the level of play for the league, the player will be dropped from the roster. The decision of the Programs Coordinator is final. There is no guarantee that the player will be placed on another team in an upper division. The team may replace the player with the approval of the Ice Programs Coordinator if the appeal is made after League Rosters are frozen.

### II. ROSTER CHECK RULES:

- A roster check can only be called for in the first period of a game with the following exception: A player that joins his or her team in the second or third period can be checked. This particular player and only this player can be checked at this time. All other players are safe after the first period horn sounds.
- If a roster check takes place in the first period, both teams get checked. The officials will call both teams to center ice, obtain copies of the rosters and I.D.'s from the front desk and check each player. If the rink does not have copies of the I.D.'s each player is required to have their I.D. in their possession. If a player is not legally rostered, (name and signature) his or her team forfeits the game and the game is over. If both teams have players that are not legally rostered, (names and signatures) both teams forfeit and the game is over.
- The definition of a legally rostered player is having their name and signature on file on the roster form; the I.D. serves as proof. If a player is legally rostered, but doesn't have I.D. in possession or on file, the player is not eligible to continue the game and must present proof to the league before their next game to avoid a team forfeit.
- If a roster challenge is called and both teams check out OK, the team calling the challenge will be assessed a double minor 4:00 penalty for delay of game. In addition, the opposing team will have choice of all players to sit the penalty.
- **Note to all team managers:** It is imperative that you all have accurate information with the ice rink. If you are unsure about any players on your team, ask before you get your entire team into trouble. You are responsible for your team and keeping accurate information regarding the league.
- **Note to team reps. AND officials:** **If a team that needs players (has less than 6 legal skaters) asks a player not rostered on that team to play, the player may do so under the following conditions:**
  - They are a legally rostered player for another team in the same league.
  - Both team representatives and both officials are in complete agreement and understanding of the situation and the game will be official for league standing purposes, no matter the outcome. If everyone is in agreement there can be no further protest.
  - The agreement needs to take place prior to the start of the game.

### III. INSURANCE & INJURIES:

USA HOCKEY INSURANCE is not in effect for players, team personnel or officials. All players should have sufficient personal insurance before participating. The Town of Breckenridge and the Ice Rink will not be liable for injuries to players or responsible for articles which are lost or stolen while participating in league play. Only team members and designated coaches are allowed in the team bench area. All players must sign the Waiver of Liability prior to participating. Players who fail to sign the Waiver of Liability will be dropped from the league without a refund.

## RULES OF PLAY

### I. USA HOCKEY SENIOR RULES are in effect unless otherwise noted.

### II. PROTECTIVE EQUIPMENT

- The Stephen C. West Ice Arena requires all players wear a full set of USA Hockey equipment including: HECC certified helmet, protective cup or pelvic protector, elbow pads, hockey pants, shin guards and hockey gloves.

- **WE STRONGLY RECOMMEND THAT ALL PLAYERS WEAR A FULL FACE SHIELD OR CAGE, SHOULDER PADS, AND MOUTHGUARD.**

### III. ALCOHOL and FEDERALLY PROHIBITED SUBSTANCES

- By Town ordinance, alcohol and federally prohibited substances are not permitted at the Stephen C. West Ice Arena.
- This rule applies to players and spectators. It is the responsibility of the team to make sure your spectators are in compliance. Non-compliance may result in forfeiture of the game.
- Players may not participate while under the influence of alcohol or federally prohibited substances.
- **STEPHEN C. WEST ICE ARENA STAFF & OFFICIALS ARE AUTHORIZED TO PROHIBIT ANY PLAYER WHO IS OBVIOUSLY INTOXICATED FROM PARTICIPATING IN A LEAGUE GAME AND THEIR DECISION IS FINAL.**

### IV. UNIFORMS

- Teams provide their own uniforms.
- TEAMS MAY KEEP THEIR SAME UNIFORM COLOR FROM SEASON TO SEASON.
- All players on a team must wear matching jerseys with a unique number.
- Any player who is not wearing an EXACT (Colors match and stripes match, if any) jersey with a unique number will be required to leave the game. No penalties will be assessed, assuming this is done without incident.
- Should several players not match; the team will be required to rent a jersey set from the front desk for that game. The cost of team game jersey rental is \$20. The team manager will then need to inform the scorekeeper of the rental jersey player's numbers. This should be done prior to game time. Should a team cause a delay of game, a penalty will be assessed.
- Goalies are exempt; however, if goalies do not have a matching team jersey, they must wear a jersey that is in contrast to the opposition.
- Duplicate numbers on a team are not allowed.
- Teams should make every effort to select a color in contrast to the rest of the league.
- If two teams wear similar colors, the visiting team will wear pinnies provided by the rink. If your team needs to borrow pinnies from the front desk, you will need a credit card to sign them out.
- All teams must have one and only one player wearing a "C" on the jersey as the designated captain. A player wearing an "A" as the alternate is also recommended. A taped on "C" or "A" is allowed.
- The captain is the only player allowed to speak with officials regarding calls. In the event the captain is not available or in the penalty box, the alternate is allowed to speak to the officials.
- Captains and alternates are not allowed to argue officials calls. If they argue they may be penalized.
- Full jersey sets can be ordered through the Ice Rink. Contact the Ice Programs Coordinator if interested.

### V. COMPLETE TEAM

- A team must start a game with at least 4 legal players on the ice and at least 2 more players in the building getting dressed.
- In the D and E leagues, one of those players must be a female.
- Team managers must make sure the score sheet is complete with all player numbers recorded properly, prior to the start of EVERY game.
- If there is a delay due to the above situation, the team will be penalized with delay of game.

### VI. CHECKING

- Checking is not allowed in any league. This does not mean that there will be no contact. Some body contact should be expected in upper levels. The level of contact in the A league is more significant than lower leagues.
- Body checking will be penalized by a 5 minute major (or more) at the discretion of the referee.
- Body Contact that appears to be Intent to Injure will be reviewed, taken seriously, and have a minimum 4 game suspension.
- The Ice Programs Coordinator may impose further penalties for excessive checking.
- Two major penalties for checking in the same season by the same player will result in suspension from all league play for the season without a refund including all other teams of which the player is a member.

### VII. SLAPSHOTS

- Slap shots are allowed in the OPEN, A, B, and C Leagues.
- Slap shots (with recoil above the knee) are not allowed in the D and E League.
- If a player does a slapshot in the D and E League, they are penalized a 2:00 minor for high sticking.

### VIII. ICING

- E League only – **The team's defensive blue line will be used to determine icing infractions.**
- Open, A, B, C, D - **The red line will be used to determine icing infractions.**

## **IX. PENALTY BOX DOOR**

- Penalized players are responsible for closing the penalty box door completely at the expiration of their penalties.
- Failure to abide may result in an additional 2:00 minute minor penalty.

## **X. WARM-UP TIME**

- A bucket of warm-up pucks will be provided for teams to use.
- Players are not permitted to intentionally shoot pucks at the dasher boards or glass in the neutral zone during warm-ups.
- Doing so may result in a 2:00 minute un-sportsmanlike penalty at start of game.

## **XI. ONE-MINUTE TO LEAVE RULE**

NOTE: Players who have been ejected (Game or Match Misconduct etc.) or disqualified (3 minor penalties etc.) have refused to cooperate with the officials; due to the potential for problems in the future, the following rule has been established.

- In the event that a player is ejected or disqualified from a game, the official will inform the player that they need to leave the ice.
- If the player refuses to leave immediately or begins to argue, the captain or alternate, will be notified that the player has one minute to leave the ice and enter the locker room.
- If the player does not leave the ice and enter the locker room within one minute of notification by the official, the team will forfeit the game and the team and each individual member will be subject to further disciplinary action by the league.

## **XII. FIGHTING**

- A player, who **in the official's opinion** is involved in a fight before, during or after a contest at the Stephen C. West Ice Arena, will be suspended from the league without a refund on the first offense for a minimum of 6 games.
- Fighting suspensions will carry over to the next season.
- A player who is suspended for fighting twice in a twelve-month period will be banned from participation from all Stephen C. West Ice Arena Leagues for a period of no less than one year.

## **XIII. SLASHING GOALIES**

- If a goalie has the puck covered, the play is dead, even if the officials have not blown their whistles yet.
- A player, who in the official's opinion, is digging for a puck that is covered by a goalie (before or after the play is whistled) may be assessed a 2 minute slashing minor.

## **XIV. PROGRESSIVE PENALTIES**

- If a player receives 3 penalties in one game, the player is done for the game and must proceed to the locker room. No additional penalties are assessed, the player must leave the ice for the remainder of the game and a teammate will serve the 3<sup>rd</sup> penalty.
- If a goalie receives 3 penalties in one game, the goalie is done for the game. The team may choose to either play 6 v 5 for the remainder of the game or suit up another player to goaltend for the remainder of the game (playing 6 v5 while the player suits up).
- If the same player receives 3 penalties in a second game in the same season, the player will be assessed a Game Misconduct. This means that the player will not be allowed to finish his/her current game, will be suspended for the next game and will need to pay the Reinstatement Fee prior to playing again.
- According to USA Hockey, any Head Coach whose team receives 15 or more penalties in one game shall be suspended for the next team game. In our leagues, if a team receives 15 or more penalties in one game, the Team Rep will be suspended for one game and have to pay the reinstatement fee on the team's first offense. On the second offense, the Team Rep will be suspended for one game and will have to pay a \$200 reinstatement fee. If the Team Rep is not playing during the game that his/her team receives 15 penalties, the Team Captain will be given the suspension. The scorekeeper will inform the ice officials when a team has reached 10 penalties and the ice official will give the Team Rep/Captain a warning.

## **XV. PLAYER CONDUCT**



- Players are subject to disciplinary procedures of the league for all actions that occur before, during, or after games in the facility or in the parking lot.
- Any player or team, who in the judgement of the Ice Programs Coordinator or the Ice Rink Manager is dangerous, belligerent, uncooperative, non-compliant with league rules or decisions, or disruptive to the league, will not be allowed to participate.
- Refunds will not be given when a player or team is dropped from the league.

#### XIV. PLAYER SUSPENSIONS

- Any player who receives a game misconduct will sit out at least one additional league game.
- **Any player who receives 14 penalties (majors and misconducts count as 2 penalties) in a season will be removed from the league for the remainder of the season, including playoffs.**
- Any player that receives a game misconduct or match penalty (under rule 601 - **Abuse of Officials** and other misconduct) will be suspended for a minimum of 4 games. In addition to the suspension, the player will be ineligible to participate in playoff games for the same season should their team advance to playoffs, regardless of when the suspension occurs in the season. Missed playoff games will not count toward the 4 game suspension.
- Any player that receives two Abuse of Officials in a year will be suspended for a minimum of 10 games on the second offense, including any forthcoming playoff games. Missed playoff games due to being suspended for abuse of officials will not count towards a player's suspension.
- **In addition, any player who receives an Abuse of Officials suspension that involves threats or intentional physical contact with an on or off ice official will receive a minimum 1 year suspension.**
- Any player suspended for a match penalty will receive a minimum 4 game suspension.
- The Ice Programs Coordinator may require the player to sit out additional games or suspend them for the remainder of the league, depending on the severity of the offense.
- Players who are suspended may not be in the team area during their suspension.
- A player who is suspended must pay the reinstatement fee per the schedule outlined in Section V. above.
- **Players who are penalized at the last game will serve their suspension during the playoffs or at the beginning of next season in order to remain eligible to participate in leagues offered by the Stephen C. West Ice Arena.**
- **The Adult Leagues have a progressive discipline procedure, meaning that repeat offenses may be disciplined more severely than outlined in the handbook for future occurrences. Depending on the circumstances, first time offenses may be disciplined more severely than outlined in the handbook as well.**

## OFFICIALS

### I. The Town of Breckenridge makes every effort to put the best available officials on the ice.

- The game officials are in charge before, during, and after the game. This includes any incidents that may occur either inside or outside, but still on the premises.
- Players are subject to the rules of this league before, during, and after the contest while at the Ice Rink.
- The League will not entertain any protest on the basis of the judgment of an official.
- League Officials will file a report to the league any time an incident occurs with a recommendation for discipline of the offending players.
- Referees for the Adult League are not required to register or be certified with USA Hockey.
- A two-referee system will be used in all games where possible. Officials are employees of the Town of Breckenridge.
- If for some reason, the rink is only able to put one referee on the ice, players will need to make the necessary adjustments to the situation and in most situations the game will be played without protest.
- **Scorekeepers are considered Off-Ice Officials. Any abuse directed towards these officials will be assessed the same as if the infraction occurred on the ice and was directed towards the On-Ice Officials.**

### II. The rink maintains a position of **ZERO TOLERANCE**, meaning:

- **DO NOT ARGUE WITH OFFICIALS. ONLY PLAYERS WITH A "C" OR AN "A" ON THEIR JERSEYS ARE ALLOWED TO TALK TO OFFICIALS ABOUT CALLS**
- **WE DO NOT ACCEPT PROTESTS OF THEIR CALLS.**
- **ARGUING WITH OFFICIALS WILL RESULT IN YOUR BEING ASSESSED WITH PENALTIES AND POSSIBLE EJECTION FROM THE GAME.**
- **IF YOU REPEAT THE SITUATION YOU MAY BE DROPPED FROM THE LEAGUE WITHOUT A REFUND.**

**IN SUMMARY: THE ONLY OPINION THAT COUNTS ON THE ICE IS THE OFFICIAL'S OPINION. IT IS HIS OR HER CALL AND THEY ARE IN CHARGE OF THE GAME.**

## TIMING AND SCORING

### I. DURATION OF GAME

- Each game will begin with a five-minute warm-up period.
- During cold weather situations on the outdoor rink, the referees have the option to extend the warm up period.
- Regulation Game for the B, C, D and E League will be three twelve-minute periods.
- The first period will be a running clock period. The clock will stop during the last two periods with the following exception.
- If the difference in score is five goals or more, any time during the third period, the clock will run.
- Regulation Game for the A or Open League will be three fifteen-minute periods. First Period will be run clock and stop clock the 2<sup>nd</sup> and 3<sup>rd</sup> period, the exception will be if there is a difference in score of five goals or more, any time during the third period, the clock will run.
- **If any game reaches eleven (11) penalties (majors and misconducts count as 2 penalties) combined between the two teams, the game will become a running clock for the remainder of the game.**

## II. PENALTIES DURING RUNNING CLOCK PERIODS

- During all games played indoors and outdoors, USA Hockey penalty timing will be used.
- The scorekeeper will stop the penalty clock during stoppage of play.
- The running game clock will continue to run during running clock periods.

## III. TIME OUTS

- Each team will be allowed to call one time out during the game.
- The time out will be one minute.
- The intermission between periods will be one minute.

## IV. TIED GAME

- If a regular season game is tied at the end of regulation time, there will be a one-minute intermission followed by a three-minute, stop-time, sudden-death, overtime period.
- No additional time outs will be allowed.
- A game that remains tied at the end of overtime will be declared a tie.
- **During playoffs or championship games, a game tied at the end of regulation will be followed by one six-minute sudden death stop time overtime using 5 v 5 players plus goalies. (Teams will switch halves for this period of overtime.) Should a tie continue, there will be a 4 on 4 additional six-minute sudden death stop time. (Teams will switch halves again.) Should a tie remain following the third overtime period, another 3 v 3 period will continue until a winner is determined. (No shootouts will be used.)**

## V. POWER OUTAGE/SNOW-OUT POLICY

- **If 2 out of 3 periods have been completed prior to either a power outage or snowfall that is deemed too heavy to continue playing on the outdoor rink, the game will be recorded as an official game.**
- **The officials and ice arena staff will have 15 minutes to determine if a game is done or can be finished.**
- **This policy does not apply for Play-offs and Championship Games. If a Power Outage occurs during either a Play-off or Championship game, the game will be rescheduled. After an extended warmup the game will resume where it left off.**

# CANCELLATIONS AND MAKE UPS

Schedules are on the phone system weekly. To check, call the rink and dial 4.

## I. CANCELLATION POLICY FOR OUTDOOR GAMES

- The rink staff will make their decision about an hour prior to the start of the first game.
- In most cases the first game will be played if at all possible.
- The second outdoor game may be canceled if weather conditions worsen.
- If the games are canceled, the Team Representative will be notified by telephone.
- In almost every case, no decision will be made until 7:00 pm.
- If playing conditions permit, games will be played if the temperature is above negative 10 degrees F.
- The rink staff and game officials will have final authority on playing conditions and will make every attempt to ensure safe playing conditions for all participants.
- Another option available to the rink staff is to move all games indoors if scheduling allows.
- Team Representatives are to inform all members of the team.
- **Note: On nights where the weather is inclement, please instruct your players to call the weather line for information on delays and cancellations. Dial (970) 547-9974, and then press 3.**

## II. CANCELLATION POLICY FOR INDOOR GAMES

- Team Managers will be notified should a game be cancelled.
- Plan to play your game as scheduled.
- If the Town of Breckenridge is shut down due to weather, games will be cancelled and rescheduled.
- **Note:** On nights where the weather is inclement, please instruct your players to call the weather line for information on delays and cancellations. Dial (970) 547-9974, and then press 3.

## III. MAKE-UP GAMES

- When possible, make-up games will be scheduled on your regular nights of play.
- However, the rink reserves the right to schedule make-ups whenever possible. Ice time is short to come by.

# LEAGUE STANDINGS & PLAY-OFF GAMES

## I. REGULAR SEASON STANDINGS

- League standings are determined by points.
- Each team receives two points for a win, one point for a tie and no points for a loss.
- League standings will be updated on a weekly basis.

## II. AT THE END OF THE REGULAR SEASON

In the event that two or more teams are tied at the end of the regular season, playoff positions will be determined in the following order until all positions are determined:

1. Head to head win-loss records will determine the higher seeding
2. The team who scores the most goals in head to head games will determine the higher seeding.
3. The team with the greatest goal differential in the regular season will determine the higher seeding.
4. The team with the fewest goals against in the regular season will determine the higher seeding.
5. The team with the most goals for in the regular season will determine the higher seeding.
6. The team with the least amount of penalties during the regular season.
7. Coin toss will determine the higher seeding.

## III. CHAMPIONSHIP GAME FORMAT

- Summer League: the top 4 teams will advance to play-offs and the top 2 teams will advance to a single Championship Game
- Fall/Winter League: the top 4 teams will advance to play-offs and the top 2 teams will advance to the Championship Games. The Championship Game format will be best out of 3 games to determine the league champion.