

# FOUNDRY ADULT HOCKEY (ANN ARBOR) LEAGUE RULE BOOK

(August 2025)



## **MISSION STATEMENT**

*Foundry Adult Hockey (Ann Arbor) strives to provide an inclusive community where adults of all skill levels can enjoy a competitive yet friendly environment. Through our comprehensive rules and guidelines, we aim to cultivate teamwork, discipline, and respect both on-and-off the ice for all participants.*

# ***TABLE OF CONTENTS***

## **SECTION ONE: USA HOCKEY / MAHA RULES & MODIFICATIONS**

|                                 |   |
|---------------------------------|---|
| <u>General Game Play</u> .....  | 3 |
| <u>Rule Modifications</u> ..... | 3 |

## **SECTION TWO: ELIGIBILITY**

|   |   |
|---|---|
| <u>Agreement of Participation</u> ..... | 3 |
| <u>Eligible Players</u> .....           | 3 |
| <u>Talent Guidelines</u> .....          | 4 |
| <u>Player Removal</u> .....             | 4 |
| <u>League Participation</u> .....       | 4 |
| <u>Team Eligibility</u> .....           | 4 |

## **SECTION THREE: ROSTER MANAGEMENT**

|                                 |   |
|---------------------------------|---|
| <u>Roster Procedures</u> .....  | 4 |
| <u>Roster Freeze</u> .....      | 5 |
| <u>Jersey Policies</u> .....    | 5 |
| <u>Illegal Players</u> .....    | 5 |
| <u>Player Challenging</u> ..... | 5 |

## **SECTION FOUR: FINANCIAL RESPONSIBILITY**

|                                     |   |
|-------------------------------------|---|
| <u>Team Fees</u> .....              | 6 |
| <u>Individual Player Fees</u> ..... | 6 |
| <u>Forfeit Fees</u> .....           | 6 |
| <u>Cube Cup Fees</u> .....          | 6 |

## **SECTION FIVE: EQUIPMENT**

|                                  |   |
|----------------------------------|---|
| <u>Required Equipment</u> .....  | 6 |
| <u>Helmets</u> .....             | 6 |
| <u>Equipment Penalties</u> ..... | 6 |

## **SECTION SIX: GAME OPERATIONS**

|                                       |   |
|---------------------------------------|---|
| <u>Entering the Ice</u> .....         | 7 |
| <u>Game Format</u> .....              | 7 |
| <u>Overtime</u> .....                 | 7 |
| <u>League Playoffs</u> .....          | 7 |
| <u>Player Minimums</u> .....          | 8 |
| <u>Forfeits</u> .....                 | 8 |
| <u>Inclement Weather Policy</u> ..... | 9 |
| <u>Locker Room Policy</u> .....       | 9 |

## **SECTION SEVEN: PENALTIES AND SUSPENSIONS**

|  |    |
|--|----|
| <u>Disciplinary Review</u> .....           | 9  |
| <u>Misconducts</u> .....                   | 9  |
| <u>Game Misconducts</u> .....              | 9  |
| <u>Match Penalties</u> .....               | 9  |
| <u>Progressive Suspensions</u> .....       | 9  |
| <u>Fighting</u> .....                      | 10 |
| <u>Personal Conduct</u> .....              | 10 |
| <u>Banned Substance Policy</u> .....       | 10 |
| <u>Conduct Detrimental to League</u> ..... | 10 |

## SECTION ONE: USA HOCKEY / MAHA RULES & MODIFICATIONS

**Rule 101: General Game Play** – Foundry Adult Hockey (Ann Arbor) will be governed by the [USA Hockey Rule Book](#). The following rules will be enforced as written below, either in place of or in addition to the structure of the USA Hockey Rule Book.

### **Rule 102: Rule Modifications**

- (a) A playing manager may act as on-ice captain of the team.
- (b) Automatic icing rules apply:
  - i. **A/B/C/D League** – The center red line shall be the determining line.
  - ii. **F League** – The team's defensive blue line shall be the determining line.
- (c) Delayed off-sides shall be used for all adult leagues
- (d) While playing short-handed, substitutions may **ONLY** be made as follows:
  - i. On the fly.
  - ii. When the clock is stopped (i.e. during stop time, at end of a period or injury stoppage).
  - iii. When a new penalty is assessed to either team.
  - iv. When a goal is scored by either team.
  - v. When the team with the power-play makes player substitutions.
  - vi. Violations of this player change rule will receive a warning. Additional violations of this rule may result in a Bench Minor Penalty for "Delay of Game".
- (e) In the event that a team's goaltender is late or does not show for a game and a skater is substituted in place of the goaltender, **no slap shots shall be permitted by either team.** For a violation of this rule the goal shall be disallowed, and the following penalties shall be assessed:
  - i. The first violation by a player shall result in a Minor Penalty for Unsportsmanlike Conduct.
  - ii. The second violation by the same player shall result in a Major Penalty plus a game misconduct.
  - iii. The second violation by the same team shall result in a Misconduct Penalty in addition to the penalties assessed above.
- (f) Any team manager whose team receives twelve (12) or more penalties during one game shall be suspended for the next scheduled game.

## SECTION TWO: ELIGIBILITY

**Rule 201: Agreement of Participation** – Players applying for inclusion in the Foundry Adult Hockey (Ann Arbor) League agree to follow all applicable laws, USA Hockey playing rules and policies/procedures set forth in this document.

**Rule 202: Eligible Players** – All participants must be at least eighteen (18) years of age to participate in any league. To be eligible with the Foundry Adult Hockey (Ann Arbor) League, players must have properly completed and turned in the following paperwork:

- (a) Foundry Adult Hockey Membership
- (b) Adult Hockey League Participant Release Form

**Rule 203: Talent Guidelines** – It is the responsibility of each team manager to know the skill level of all players on their roster. Team managers must work to ensure each of their players’ skill levels are within the level of the league in which they are participating. Teams who place higher skilled players on their roster are subject to game forfeiture. Team managers will also be subject to suspension for allowing higher skilled players to remain on their roster. See the table below for guidelines on restricted players:

| Level   | Restricted Players  |
|---|---|
| A League<br>F Platinum Division   | N/A   |
| B League<br>F Gold Division   | Professional, Major/Tier I Junior, or NCAA experience   |
| C League<br>F Silver Division   | Professional, Major/Tier I Junior, NCAA, ACHA, Midget Tier I, Varsity High School experience or A League & F Platinum League rostered players                                     |
| D1 League<br>F Bronze Division  | Professional, Major/Tier I Junior, NCAA, ACHA, Midget Tier I, Prep/Varsity High School experience or A League, B League, F Platinum League or F Gold League rostered players      |
| D2 League<br>F Copper League<br>F Aluminum League<br>F Never Ever Division  | Professional, Major/Tier I Junior, NCAA, ACHA, Midget Tier I, Prep/Varsity High School experience or A League, B League, C League, F Platinum, F Gold & F Silver rostered players |
| <i>*Guidelines are used as a basis for player placement, evaluation and roster removal. Experience restrictions may not always be used as absolute determination of individual skill.</i> |   |

**Rule 204: Player Removal** – League management reserves the right to approve or remove any player from any league/division at any time.

**Rule 205: League Participation** – With the exception of goalies, players may only participate on one team within each league/division.

**Rule 206: Team Eligibility** – At the discretion of League Management, any team may be required to move to the next highest/lowest league/division during the current season, start of the next season or if they meet the requirements below:

- (a) A team must move up from its present classification if it has won its respective league/division playoffs in any of the last two seasons and placed first or second in the other season. This includes teams who change names and are registered with a majority of the same players.
  - i. If a team is required to move up a league/division under this rule, they may fall under a two-season probationary period to be reviewed following the conclusion of the second season.

### SECTION THREE: ROSTER MANAGEMENT

**Rule 301: Roster Procedures** – To be considered a legal player, **ALL SKATERS** must be listed on the official scoresheet prior to game time. All roster additions/subtractions will be made by league management upon approval.

- (a) Team managers are required to submit their paper roster to the scorekeeper prior to the start of the game with the following information:
  - i. Check-in all players participating in the game

- ii. Record any jersey # changes

**Rule 302: Roster Freeze** – The freeze date will be announced and posted each season.

**Rule 303: Jersey Policies** – Teams are required to have identically colored hockey jerseys with no duplicate numbers. Numbers must be pressed, printed, or sewn onto the jerseys. **NO TAPE.** Team managers should have extra jerseys available for use by substitute players.

- (a) It is the responsibility of the team manager/team representative to notify the scorekeeper prior to the start of the game whether a substitute jersey is being used or of any permanent number changes.

**Rule 304: Illegal Players** – An illegal player may be classified under any of the below guidelines. Consequences of using an illegal player are outlined in the table below:

- (a) Any skater not approved by league management via proper addition to the official scoresheet.  
 (b) Any player added (legally or illegally) who is ineligible due to league experience restrictions OR under the discretion of league management is knowingly overqualified.  
 (c) Any player participating under current league or USA Hockey suspension.  
 (d) Any player who falsifies their identity to check-in to a game.

| Rule   | Team Result | Player Offenses                                     |   |                                       | Team Manager Offenses |   |  |
|--------|-------------|---|---|---------------------------------------|-----------------------|---|--|
|        |             | 1 <sup>st</sup>                                     | 2 <sup>nd</sup>                                     | 3 <sup>rd</sup>                       | 1 <sup>st</sup>       | 2 <sup>nd</sup>                                     | 3 <sup>rd</sup>                                    |
| 204(a) | Forfeit     | Removal from game                                   | Removal from game                                   | Removal from game                     | None                  | 1 Game  | 3 Games  |
| 204(b) | Forfeit     | 1 Game  | 3 Games   | Remainder of Season                   | 1 Game                | 3 Games   | Remainder of season and/or removal as team manager |
| 204(c) | Forfeit     | Remainder of season or 30 days whichever is greater | Remainder of season and additional. 60 days         | Permanent suspension from all leagues | 3 Games               | Remainder of Season or 30 days whichever is greater | Permanent suspension from all leagues              |
| 204(d) | Forfeit     | 3 Games   | Remainder of season or 30 days whichever is greater | Permanent Suspension from all leagues | 3 Games               | 6 Games   | Remainder of season and/or removal as team manager |

**Rule 305: Player Challenging** – To ensure players are properly associated with the correct name on the active roster, players may be “challenged” to verify their identity. League management, rink staff and officials may challenge the identity of a player at any time.

- (a) Players must verify their identity by showing a valid photo ID or sufficiently providing identifying information to league management, rink staff and/or game officials.  
 (b) If found to be illegal, the game shall be immediately forfeited, and the player(s) involved will be subject to discipline under [Rule 304](#)  
 (c) Teams cannot challenge a player’s identity following the completion of the game.

## SECTION FOUR: FINANCIAL RESPONSIBILITY

**Rule 401: Team Fees** – All team season balances must be paid by the announced date. Failure to have team balances paid can result in game forfeiture (each game forfeited will incur the forfeit fee under [Rule 606](#)) and/or ineligibility for the current season playoffs.

- (a) Any team ineligible for playoffs due to team balances may also be ineligible for the following season. If allowed to register for the new season, the team must have:
  - i. The team balance paid in full prior to registration closing.
  - ii. Half the upcoming season balance paid prior to the first game.
- (b) After a second offense, if a team is allowed back into the league, it must remove its team manager before registering for the new season.

**Rule 402: Individual Player Fees** – Foundry Adult Hockey (Ann Arbor) is not responsible for issuing individual team fees and will not reduce a team balance based on failure to pay by any of the teams' individual players. Team managers are responsible for allotting individual fees and communicating all such fees to their team.

**Rule 403: Forfeit Fees** – All forfeit fees under [Rule 606](#) must be paid prior to the next game. Failure to pay the current forfeit fee will result in additional forfeits and forfeit fees.

**Rule 404: Cube Cup Fees** – Any damaged or missing Cube Cup(s) will incur a fine equal to the cost of repair/replacement. This fee must be paid upon receipt of the damage otherwise failure to do so can result in suspension from the league.

## SECTION FIVE: EQUIPMENT

**Rule 501: Required Equipment** – All players must wear ice hockey equipment for all games including warmups. "Full equipment" is defined as skates, shin pads, hockey pants, shoulder pads, elbow pads and a helmet.

**Rule 502: Helmets** – All players must wear an unaltered hockey helmet, securely fastened at all times with snapping or permanently attached straps. String or tape is not acceptable.

- (a) USA Hockey approved facial protection and mouth guards are strongly recommended.
- (b) Players who choose to wear a mask must wear one that is a legal hockey mask. Altered masks are prohibited by USA Hockey and League Rules.
- (c) Goalies must wear a USA Hockey/HECC approved facemask and helmet. Player style cages are approved but require throat protection.

**Rule 503: Equipment Penalties** – The following procedure will occur for players missing and/or using inappropriate equipment:

- (a) The offending player will be sent off until the equipment issue is corrected.
- (b) Any player who commits a second equipment offense OR knowingly commits a singular offense will be assessed a game misconduct.
- (c) Equipment clarification – Equipment issues may be considered temporarily "corrected" with the following action(s):
  - i. Chinstrap – Taping the strap of the helmet.
  - ii. Shoulder pads – Loaning a set of pads from the Cube for the game, if available.

## SECTION SIX: GAME OPERATIONS

**Rule 601: Entering the Ice** – Teams must wait until the Zamboni is off the ice before entering the ice sheet. Violations of this rule will result in a bench minor for “Delay of Game”.

- (a) Goalies may enter to set up their goal once the Zamboni has completely pulled off the ice.
- (b) Skaters and/or playing equipment (i.e. pucks/sticks, etc.) are allowed to enter the ice once the Zamboni doors have been completely closed.

**Rule 602: Game Format** – This format will be used for all regular season and playoff games.

- (a) Teams will be given three (3) minutes to warm-up.
- (b) Games will consist of three (3) periods. Each period’s length shall be:
  - i. **A, B, C & D Leagues** – Twenty (20) minutes, running clock
  - ii. **Friday Leagues** – Fifteen (15) minutes, running clock
- (c) If the score is tied or within two (2) goals at any time during the final two (2) minutes of the third period, time shall become “stop time”.
- (d) All penalties are running clock, except during “stop time” situations. Lengths of penalties are as follows:
  - i. Three (3) minutes for Minor penalties
  - ii. Seven (7) minutes for Major penalties
  - iii. Ten (10) minutes for Misconduct penalties
- (e) Timeouts:
  - i. **Regular Season** – There are no timeouts during the regular season
  - ii. **Playoffs** – Each team will be allowed (1) third-second (0:30) timeout in all playoff games.

**Rule 603: Overtime**

- (a) **Regular Season** – There are no overtime for regular season games.
- (b) **Playoffs** – In the event of a tie at the end of regulation play, the following format shall be used:
  - i. **Sudden Death Overtime** – Teams shall not change ends. All unexpired penalties shall remain. The final two (2) minutes of the OT will be “stop time”
    - 1. All buy-in rounds, quarterfinals and semifinals will play (1) 10-minute 4-on-4 overtime.
    - 2. All championship games will play (1) 10-minute 4-on-4 overtime. If no winner has been decided, an additional 10-minute 3-on-3 overtime will follow.
  - ii. **Three Player Shootout** – If no winner has been decided after overtime a 3-player shootout will follow.
    - 1. The home team will decide whether they want to shoot first or second.
    - 2. Any player(s) serving a penalty at the end of the overtime period shall not be permitted to participate in any part of the shootout.
    - 3. If the shootout is tied after the first three (3) rounds, a one 1-on-1 shootout will be used until a winner is decided.
    - 4. All eligible players must shoot until the extent of the team with the fewest players has been reached. At this point teams may reuse previous shooters.

**Rule 604: League Playoffs**

- (a) **Team Eligibility** – Teams must have their full league balance paid to be eligible to play in any playoff games.
- (b) Individual eligibility will be determined as follows:

- i. **Goalies** – Teams must use rostered goalies if available. Any/all substitutes must be approved by league management.
- ii. **Skaters** – All skaters must meet a pre-determined minimum number of games played which will be officially recorded using the website statistics. It is the team's responsibility to report inaccuracy in attendance on the scoresheet the day of the game.
- iii. Exceptions will be made for documented in-season injuries (rostered players only).
- (c) **Playoff Format** – The following playoff format will be used unless otherwise announced.
  - i. A/B/C/D League playoffs will be single elimination until the best-of-three (3) championship series.
  - ii. Friday League playoffs will be single elimination for regular season seeds 1-4. All other seeds will play a consolation game (s). There will be no playoffs during the Spring & Summer seasons.
- (d) **Seeding** – Each round, teams will be re-seeded with the higher seed representing the Home team. In the case two or more teams are tied in points, the following tie breakers will be used, in this order, to determine the seeding:
  - i. Head-to-head of all regular season games played during the season
  - ii. Goal Differential (Goals For – Goals Against = Goal Differential)
  - iii. Fewest goals against
  - iv. Coin toss

**Rule 605: Player Minimums** – Any team not fielding the minimal number of players (6) will be assessed a “Delay of Game” penalty.

- (a) **Players in both locker rooms:** Any team not fielding at least six (6) players by the ten-minute mark (10:00) of the first period will lose by forfeit.
- (b) **Players in only one locker room:** If the opponent is not present by the start of the game (concluding warmups) it will be an automatic forfeit unless notified by league management in advance of late arrival.
- (c) Any team not fielding a uniformed goalie will immediately lose if the opposing team leads the game by five (5) goals at any time after the end of the first period.
- (d) Any time a game is forfeited without notice, the “winning” team has the right to the balance of the ice time. If the game is the last game of the night (regardless of ice sheet) the “winning” team is allowed to use the first 30-minutes of ice time.

**Rule 606: Forfeits** – In the event a game is forfeited by one team, the non-forfeiting team will be awarded a 5-0 victory.

- (a) The non-forfeiting team will be issued a \$150 credit to their team fee balance paid for by the forfeiting team, regardless of whether they use the ice or not.
- (b) If the scheduled game is the last event on a particular ice sheet, the non-forfeiting team will not be allowed to use the ice.
- (c) It is the responsibility of team managers to communicate their forfeit to league officials in a timely manner.
- (d) Forfeits not communicated to league officials are considered “no shows” and will be charged a \$240 fee. Three no shows in one season will result in removal from the league.
- (e) All forfeit fees must be paid before the next game. All games will be forfeited until payment has been received, incurring further forfeit fees.
- (f) **For the Fall Season Only:** Any Saturday game forfeited will be issued a \$240 forfeit fee added to the team balance of the forfeiting team. The non-forfeiting team will receive a \$240 credit.



**Rule 607: Inclement Weather Policy** – In the event of severe weather, a situation may occur where the Cube will cancel/reschedule games for a night. These instances are not common but in the event of a major snowstorm/power outage we will announce plans as follows:

- (a) **Mass E-Mail:** At least 2 hours prior to the first game of the evening, we will e-mail all team managers in the league(s) affected on that date.
- (b) **No Communication:** No communication will mean that games will occur as scheduled.

**Rule 608: Locker Room Policy** – Teams are expected to completely vacate their respective locker room thirty (30) minutes after the completion of their game. Failure to do so may result in any/all of the following:

- Forfeiture of game/future games
- Suspension of team manager
- Additional fine added to team balance
- Police called to remove from premises

## **SECTION SEVEN: PENALTIES AND SUSPENSIONS**

***Disclaimer:*** League management will not overturn calls made by referees, instead reserves the right to add supplemental discipline to any/all calls made.

**Rule 701: Disciplinary Review** – League management, at its discretion and after the game has completed, may investigate any incident that occurs in connection with any game. Any incident that occurs prior to, during, or after the game is subject to review regardless of whether the action was penalized by the Referee.

**Rule 702: Misconducts** – Any player(s) receiving a misconduct penalty will result in a 10-minute penalty and will not be removed from the game unless the remaining game time is less than the penalty time. The 10-minute penalty time will begin once the duration of the original penalty has been served by another player.

**Rule 703: Game Misconducts** – Any player(s) receiving a game misconduct penalty will result in removal from the game and at a minimum, will be suspended from their next game.

- (a) A player involved in more than one league must sit out any game(s) in the other league(s) until they have served the suspension in the league the suspension was originally assessed.

**Rule 704: Match Penalties** – Any player(s) receiving a match penalty will result in immediate removal from the game and USA Hockey Protocol will be followed ([USA Hockey Rule 405](#)). League management will assess whether additional supplemental discipline will follow.

**Rule 705: Progressive Suspensions** – Any player(s) involved in multiple incidents resulting in a Game Misconduct or Match Penalty, the following progression may apply (*all suspensions are subject to permanent expulsion from all leagues at the discretion of league management*):

- (a) **Second Offense** – Results in expulsion from the game plus suspension of a minimum three (3) games. If the suspension is already longer than two (2) games an additional game will be added. A possible meeting may be required before the player can return to play.
- (b) **Third offense** – Results in expulsion from the game plus suspension for the remainder of the season or thirty (30) days into the following season, whichever is greater. A mandatory meeting will be required before the player can return to play.

- (c) **Fourth offense** – Results in indefinite expulsion from all leagues.
- (d) Any serious violation or Match Penalty may result in long-term suspension or expulsion from our leagues, regardless of how many previous suspensions are on file.
- (e) For any player whose direct and/or deliberate actions result in a serious injury (i.e. hospitalization, etc.) to an opponent, that player may be suspended up to the length of the opponent's recovery period.
- (f) Any player or team that is suspended or expelled from the League will not be given any refund of fees and can return the next season **ONLY** with approval from league management.

**Rule 707: Fighting** – For the safety of all players and teams, fighting will not be tolerated. Any player receiving a fighting major, the following will apply:

- (a) **First Offense** – Results in expulsion from the game plus a three (3) game suspension.
- (b) **Second Offense** – Results in immediate suspension for remainder of the season or thirty (30) days, whichever is greater.
- (c) For light-to-moderate altercations, a Roughing Major may be assessed instead of a Fighting Major, at the discretion of the game officials and/or league management.

**Rule 708: Personal Conduct** – In addition to all USA conduct rules, these specific offenses will be enforced for all offenses taking place on the property of the Biggby Coffee Ice Cube – Ann Arbor.

- (a) **Verbal Abuse** – Any player that verbally abuses or attempts to threaten/intimidate any employee, referee or opponent will be suspended from **ALL** activities at this facility for a minimum of two (2) weeks. Verbal targeting based on race, ethnicity, religion, sex and sexual orientation will be addressed under this rule.
- (b) **Physical Abuse** – Any player that physically abuses any employee, referee or opponent on the premises will be suspended from **ALL** activities at this facility for a minimum of ninety (90) days. Starting or attempting to start fights and destruction or attempted destruction of rink property will be addressed under this rule.

**Rule 709: Banned Substance Policy** – Playing under the influence (of alcohol or drugs) OR actively using these products (including chewing tobacco) will result in the following disciplinary actions:

- (a) **First Offense** – The player involved, and the team manager will be required to schedule a meeting with league management to discuss the incident, and a one (1) game suspension will be assessed to both. Failure to show for the meeting will result in an indefinite suspension until a meeting has occurred.
- (b) **Second Offense** – Results in a three (3) game suspension for both the player involved and team manager.
- (c) **Third Offense** – Results in suspension for the remainder of the season, or thirty (30) days, whichever is greater.
- (d) **Fourth Offense** – Results in expulsion from the league.

**Rule 710: Conduct Detrimental to League** – Foundry Adult Hockey (Ann Arbor) reserves the right to refuse service to any patron who does not meet the behavioral expectations set forth in our mission statement and rules. Any player who shows a pattern of unnecessary infractions on-or-off the ice will be subject to permanent expulsion from our leagues.

***Rule changes and amendments are at the sole discretion of league management and are subject to change at any time.***