

**BRIGHTON
FOUNDRY
ADULT HOCKEY
RULE BOOK**

Disclaimer

All Foundry Adult Hockey League rules and policies apply to the Biggby Coffee Ice Cube Brighton adult hockey leagues.

The rules outlined in this guide are subject to change at any time at the discretion of the League Director, rink management, and Foundry Hockey. Any rule changes made during the season will be communicated to all team managers via email. Changes made outside of the season will be shared prior to the start of the following season.

The League Director and facility management reserve the right to issue disciplinary action to any player participating in any Foundry league.

Decisions made by referees regarding penalties or suspensions may only be overturned by the League Director or facility management. Disciplinary actions may include, but are not limited to, suspensions, permanent expulsion from all leagues, removal from any Black Bear Sports Group-owned facility, and a full ban from entering the premises.

Any inappropriate behavior—on or off the ice—at Biggby Coffee Ice Cube Brighton is subject to disciplinary review and action. This includes conduct occurring on the premises as well as through any form of communication, including emails, phone calls, text messages, verbal or written interactions, and social media activity.

Mistreatment of rink staff, customers, league participants, spectators, or game officials will not be tolerated. Additionally, off-site behavior that endangers the safety or well-being of staff or patrons may result in further disciplinary action.

Rule 101: General Play – Foundry Adult Hockey will be governed by the USA Hockey rulebook. The following rules will be enforced as written below, either in place of or in addition to the structure of the USA Hockey rulebook.

Player Eligibility:

Rule 201: Participation Agreement – Players applying for inclusion in Brighton Foundry Adult Hockey agree to follow all applicable laws, USA Hockey playing rules, and policies/procedures set forth in this document.

Rule 202: Player Requirements – All players must meet the registration requirements outlined in their respective league registration documentation prior to stepping on the ice. This includes the following:

- Foundry Membership: All players are required to have a current Foundry membership prior to taking the ice.
- Rink Registration: All players must have completed Brighton Adult League registration and officially be listed on a team roster.
- Helmet Sticker: Upon league check-ins, players will receive a helmet sticker. The helmet sticker must be visibly displayed on the player's helmet during play at all times.
- Age Requirements: All players must be 18 years of age or older prior to the league start date to be deemed eligible for play. No exceptions will be made.

If any team is found using ineligible players, all games in which that player participated will be deemed a forfeit, as well as any games moving forward until eligibility is corrected. In cases involving age ineligibility, the team manager will be suspended for three games in addition to all forfeited games involving the underage player.

Rule 203: Talent Guidelines – It is the responsibility of each team manager to understand the skill level of all rostered players. Team managers must ensure their team is participating in the appropriate league level based on team skill.

- A League: Brighton Foundry Hockey's most competitive league. No player restrictions on experience.
- B League: Restricted players include professional and Major/Tier 1 junior experienced players.
- C League: Restricted players include professional, Major/Tier 1 junior, NCAA, ACHA, and Midget Tier 1 experienced players.
- D League: Restricted players include professional, Major/Tier 1 junior, NCAA, ACHA, Midget Tier 1, and Prep/Varsity High School experienced players.

All restrictions above are subject to exceptions based on overall team performance and at the discretion of the Adult League Director. Team managers are expected to make the best estimated placement for their registered team. If team placement adjustments are necessary, the final decision will be made by the Adult League Director.

Rule 204: Team Placement – League management reserves the right to move or adjust team placement within any league/division at any time.

Rule 205: League Participation – With the exception of goalies, players may only be rostered on one team within each league.

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

- A team must move up from its current division if it has won its respective league/division playoffs in one of the last two seasons and placed first or second in the other season. This includes teams that change names but retain a majority of the same players. If a team is required to move up under this rule, they may be placed under a one-season probationary review period following the conclusion of the season.

Rule 207: 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 by requesting any of the following:

- Players must verify their identity by presenting a valid ID or by sufficiently providing identifying information to league management, rink staff, or officials.
- If a player is found to be ineligible or using false identification, the game shall immediately be deemed a forfeit, and the player(s) involved will be subject to disciplinary action at the discretion of league management and rink staff.
- Teams may not challenge a player’s identity following the completion of the game.

Substitute Players

Rule 301: Teams are only permitted to use substitute players if they have fewer than 10 skaters available for a game. When using substitute players, teams may not exceed 10 total skaters on the bench (goalies excluded).

Rule 302: Sub Eligibility – All substitute players must meet the eligibility requirements listed below:

- Current Foundry membership
- Age requirement

*Team managers will be required to add all substitute player information to the league attendance sheet/scoresheet prior to stepping on the ice.

DRAFT LEAGUE: Rule 302: Sub Eligibility – All substitute players must have a Clear Rating of 1–5 (Novice 1–3) if they are not already registered league players. Player ratings will be determined by the Adult League Director upon request. Priority should be given to substitute players from other Draft League teams. All team managers must complete the following prior to substitute participation:

- Communicate the substitute request to the Adult League Director. This must include the absent player and their rating, along with the intended substitute player and their rating who will be replacing the absent player.
- The Adult League Director must approve all substitute requests prior to game time.
- Team managers who fail to request substitute approval from the Adult League Director will result in forfeiture of any games in which the unapproved substitute participated.

Roster Management

Rule 401: Roster Procedures – To be considered a legal player, all skaters must be listed on the official attendance sheet prior to puck drop. All roster additions and substitute players must be clearly communicated on the attendance sheet.

Rule 402: Jersey Policy – All teams must have similarly colored jerseys prior to game time, along with clearly visible, non-duplicate numbers. It is the responsibility of each team to accurately report jersey or number changes on the official attendance sheet.

Rule 403: Roster Freeze – The roster freeze date will be announced for each season and is typically expected around the midpoint of the season.

Financial Responsibility

Rule 501: Team Fees – All team season balances must be paid at least halfway prior to the start of the season and paid in full by the announced deadline during the season. Failure to maintain team balances may result in game forfeits and/or ineligibility for current season playoffs.

Any team deemed ineligible for playoffs due to unpaid balances may also be ineligible for participation in the following season. If permitted to register for the next season, the team must meet the following requirement:

- Team balances must be paid in full prior to the first game of the season.
- After a second offense, if a team is permitted back into the league, the team must replace its team manager prior to registering for the new season.
- Any team manager removed from the league will not be permitted to participate in Brighton Foundry leagues again unless approved by the Adult League Director.

Rule 502: Individual Fees – Foundry Adult Hockey is not responsible for collecting or enforcing individual team fees and will not reduce a team balance due to failure of individual players to pay their portion. Team managers are responsible for assigning individual fees and communicating all payment obligations to their team members.

Players registering for individual leagues will be responsible for their own balance. Individual registration fees must be paid at least halfway prior to the player's first scheduled ice time, with the remaining balance paid in full by the designated deadline.

Equipment & Required Protective Gear

Rule 601: Required Gear – All players must wear full ice hockey equipment during all games, including warmups. "Full required gear" is defined as skates, shin pads, hockey pants, gloves, shoulder pads, elbow pads, and a helmet.

Rule 602: Helmets – All players must wear an unaltered hockey helmet that is securely fastened at all times using snapped or permanently attached straps. String or tape is not considered acceptable helmet fastening equipment.

- USA Hockey approved facial protection and mouth guards are strongly recommended but not required.
- Players choosing to wear a facemask must wear one that is legal under USA Hockey guidelines. Altered facemasks are prohibited by both USA Hockey and league rules.
- Goalies must wear a USA Hockey/HECC approved helmet and facemask. Player-style cages are permitted only if accompanied by proper throat protection.

Regular Season Game Format

Rule 701: Entering the Ice – Teams must wait until the Zamboni has completely exited the ice surface before entering the rink. Violations of this rule will result in a bench minor penalty for Delay of Game.

- Goalies may enter the ice to set up their net only after the Zamboni has fully exited the ice and the Zamboni doors have been completely closed.
- Skaters and playing equipment (including pucks and stickhandling aids) may only enter the ice once the Zamboni doors are fully closed.

Teams found repeatedly violating this rule may receive a \$100 fee added to their team balance at the discretion of the Adult League Director. This fee must be paid in full prior to the team's next scheduled game. Failure to pay may result in forfeits and the accumulation of additional fees as outlined in **Rule 705**.

Rule 702: Game Schedules – Refer to the Adult Hockey Program Guide for the number of regular season and playoff games included each season. Schedules will be posted on the Foundry Adult Hockey website.

Rule 703: Game Format – Game officials, referees, and scorekeepers will be provided with all applicable game format information prior to each game.

- Games consist of three (3) 15-minute running time periods.
- During the final two (2) minutes of the third period, if the score differential is two goals or less, the clock will switch to stop time.
- No timeouts are permitted during regular season games.
- All games are non-checking and non-fighting.
- Due to the running clock format, all minor penalties will be served as three (3) minute penalties instead of the standard two (2) minutes.

Playoffs: Playoff format will be determined each season at the discretion of the League Director. Playoffs will typically last two (2) to three (3) weeks depending on league size and scheduling considerations. Playoff schedules will be posted on a week-by-week basis as team seedings are finalized.

Playoff games will follow the game format outlined in **Rule 703** unless otherwise noted below:

- **Timeouts:** Each team is allowed one (1) one-minute timeout per game.
- **Eligibility:** Players must be listed on the team roster prior to the roster freeze date and must meet minimum participation requirements as determined by the League Director.

Overtime Format:

- **First Overtime:** Five (5) minute sudden death, stop-time overtime played 3-on-3 (Draft League will remain 5-on-5).
- **Second Overtime:** Three-player rotating shootout. Each team selects three shooters who alternate attempts.
- **Third Overtime:** Sudden death shootout. Teams will continue alternating with new shooters until a winner is determined. No player may shoot a second time until all eligible players have participated.

Rule 704: Divisions & Tiering – Divisions may be tiered and reseeded during both the regular season and prior to playoffs in order to maintain competitive balance and league parity. League management reserves the right to place or reassign teams to different divisions or tiers when deemed necessary in the best interest of the league.

Rule 705: Forfeits – Any forfeited game will be recorded as a 3-0 loss. Teams that forfeit a game will be assessed a \$100 forfeit fee, which must be paid prior to their next scheduled game. Failure to pay the forfeit fee will result in additional forfeited games until the outstanding balance is paid in full.

Rule 706: Standings and Tiebreakers – League standings will be posted online through the Foundry Hockey standings website. In the event of a tie in the standings, tiebreakers will be determined in the following order:

- Total Points
- Head-to-Head Points (between tied teams)
- Goal Differential (goals scored minus goals allowed)
- Fewest Penalty Minutes
- Fewest Goals Allowed
- Most Goals Scored
- Coin Toss

Rule 707: Inclement Weather / Rink Issue Policy – In the event of severe weather, rink-related issues, or any game cancellation initiated by the rink, teams will not be subject to forfeit penalties. Any games canceled under these circumstances will be rescheduled by league management. The Brighton Ice Cube will contact team managers as soon as possible regarding all cancellations and rescheduling information.

Rule 708: Locker Room Policy – Teams are expected to fully vacate their assigned locker room within thirty (30) minutes following the completion of their game. Failure to comply may result in one or more of the following disciplinary actions:

- Forfeiture of current and/or future games
- Suspension of the team manager
- Additional fines added to the team balance
- Removal from the premises by local law enforcement
- All locker room disciplinary decisions will be made at the discretion of the League Director.

Penalties and Suspensions

Disclaimer: League management will not overturn judgment calls made by on-ice officials. However, league management reserves the right to issue additional supplemental discipline for any incident deemed necessary.

Rule 801: 24-Hour Rule – Any player or manager wishing to discuss a game incident must wait a minimum of twenty-four (24) hours before contacting the League Director. Whenever possible, players should address concerns through their team manager first. Team managers and league management are expected to work together in a professional manner to help resolve disputes and concerns.

Rule 802: Disciplinary Review – League management reserves the right to review and investigate any incident connected to league activities before, during, or after a game. Incidents may be reviewed regardless of whether a penalty was assessed by the referees during play.

Rule 803: Misconduct Penalties – Any player receiving a misconduct penalty will be assessed a ten (10) minute penalty. A player will not be removed from the game unless the remaining game time is less than the length of the penalty. The misconduct penalty time will begin after the original penalty has been fully served.

Rule 804: Game Misconducts – Any player receiving a game misconduct penalty will be immediately removed from the game and, at minimum, suspended for the following game.

- Players participating in multiple leagues must serve all suspensions in the league where the suspension was originally assessed before returning to play in any other league.

Rule 805: Match Penalties – Any player receiving a match penalty will be immediately removed from the game and subject to all applicable USA Hockey protocols. League management reserves the right to impose additional supplemental discipline following review of the incident.

Rule 806: Fighting – Fighting is strictly prohibited and will not be tolerated under any circumstances.

Any player receiving a fighting major penalty will be subject to the following disciplinary actions:

- **First Offense:** Removal from the current game plus a three (3) game suspension.
- **Second Offense:** Immediate suspension for the remainder of the season or thirty (30) days, whichever is longer.
- For minor or moderate altercations, officials and/or league management may assess a roughing major instead of a fighting major at their discretion.

Rule 807: Personal Conduct – In addition to all USA Hockey conduct policies, the following conduct rules will be enforced for all incidents occurring on the property of BIGGBY Coffee Ice Cube Brighton.

Verbal Abuse: Any player who verbally abuses, threatens, or attempts to intimidate any employee, referee, opponent, or participant will be suspended from all activities at the facility for a minimum of two (2) weeks. Verbal abuse targeting race, ethnicity, religion, sex, or sexual orientation will be addressed under this rule and may result in additional discipline.

Physical Abuse: Any player who physically abuses an employee, referee, opponent, or any individual on facility property will be suspended from all activities at the facility for a minimum of ninety (90) days. Attempting to start fights, physical altercations, and destruction or attempted destruction of rink property will also fall under this rule.

Rule 808: Banned Substance Policy – Any player found playing under the influence of alcohol or drugs, or actively using prohibited substances or tobacco products (including chewing tobacco) while participating in league activities, will be subject to disciplinary action.

- The player involved and the team manager will be required to meet with league management to review the incident. A one (1) game suspension will be issued to the player involved and may also apply to the team manager. Failure to attend the required meeting will result in an indefinite suspension until the meeting takes place.

Rule 809: Conduct Detrimental to the League – Brighton Foundry Adult Hockey reserves the right to refuse participation to any individual who fails to meet the behavioral standards

outlined in league rules and the organization's mission statement. Any player demonstrating a repeated pattern of unnecessary or excessive misconduct, either on or off the ice, may be subject to permanent expulsion from the league.

Rule changes and amendments are at the sole discretion of league management and may be modified at any time.