

Ham Arena Hockey

Bylaws and Regulations

Adult Leagues

Summer/Fall/Winter/Spring Leagues for 2021 – 2022 Seasons

1. Payments Player, Team:

- a. The maximum number of players allowed per team is 16. Broken down as follows: 15 skaters 1 Goaltender. Rosters must be turned in one week prior to game 1 and will be frozen after week 3 game for the season. Alternates must be rostered and may be used for any position including goalie, and may replace any player at any time for any reason. A max of three alternates per team allowed to be rostered
- b. Paying by Team
 - Summer Coed: \$1000 per team, \$500 paid at game one, balance due at game 3
 - All Fall/Winter and Winter/Spring Seasons: \$2350 per team, \$1200 at game one, balance by game 3
- c. Paying Individually
 - Per person payment #1 at game one minimum: Summer \$50, Fall/Winter or Winter Spring \$100 and balance due by game 3
 - Summer Coed session is \$100.00/per player for a 6 game season, Aug 5 – Sept 9, 2021
 - Fall Winter Coed session is \$220.00/per player for a 13 game season, Sept 16 – Dec 16, 2021
 - Winter Spring Coed session is \$220.00/per player for a 13 game season, Dec 23 – Mar 24, 2022
 - Fall Winter Tuesday night session \$220.00/per player for a 13 game season, Sept 14 – Dec 7, 2021
 - Winter Spring Tuesday night session \$220.00/per player for a 13 game season, Dec 14 – Mar 15, 2022
- d. Players playing and paying one game at a time pay \$25 per game and must arrange with League Director
- e. Any individual player failing to make payment will not be eligible for any games until satisfactory payment arrangements are made with the League Director. Any Team not meeting its financial commitment will forfeit all games until the commitment is met.
- f. Any game forfeit of any type will result in a 1-0 score with the goal credited to Team captain and all rostered players given attendance credit for the game.
- g. Any team wishing to recruit a non-rostered player from outside must obtain an approval of the player from the League Director. For game night recruiting see #2 - #2a and #2b below.
- h. Each team is required to submit a completed roster which will include Team name, sponsor, team captain and two alternate captains. All players names, mailing addresses, home phone, date of birth and jersey number must also be included. Rosters must be submitted one week prior to game one.
- i. Rosters will be frozen after game 3.
 - Any “Team Ham” roster is exempt from this rule as these are building teams.

2. GAME NIGHT RECRUITING: Goaltenders exempt from any game night recruiting rules

a. Coed League recruiting for night of game:

- If your team has 7 players or less and you choose to recruit players from other teams you are allowed any number of players at no cost up to the eighth player.
- You must start with women if you do not have enough women playing.
- Women can be recruited to play at no cost if a team is short, 7 players or less, and does not have any women playing that game and they may recruit up to 3 women.
- If a team has 2 women included in the 7 players and they wish to recruit more players, the eighth player is free but anyone more than that must agree to pay the Ham Arena directly at \$10 per game.
- If you choose to recruit more than an 8th player, each player after that must agree to pay the Ham Arena directly at \$10 per game.
- There is no extra charge to recruit alternates rostered at the beginning of the season

b. Tuesday Night League recruiting for night of game:

- If your team chooses to recruit any players from other teams you **automatically forfeit** that game.

- If your team has 7 players or less and you choose to recruit players from other teams you are allowed any number of players at no cost up to the eighth player.
- If you choose to recruit more than an 8th player, each player after that must agree to pay the Ham Arena directly at \$10 per game.

3. Game Times:

- a. Coed League will get 60 minutes of running time to start as soon as the Referees come to the ice.
- b. Tuesday Night League will get a 3 minute warm-up and 3 - 12 minute stop time periods.

4. Player eligibility:

- a. Anyone 18 and over and out of high school is eligible.
- b. At no time can any player be used as replacement that is not rostered as an alternate
- c. Tuesday Night League players must play more than 40% of the regular season games to be eligible for the playoffs. That is 5 games in each half of 13 games. Any player injured on ice will be eligible for playoffs regardless of the number of games he/she has played. Any player changing teams during the season must have League Director approval and will be given attendance credit for ALL games played.

5. General Regulations:

- a. Helmets are mandatory and all straps must be fastened securely.
- b. HECC approved full protective equipment and face shield is highly recommended
- c. NO alcoholic beverages of any kind are allowed in the arena. Any player determined to be intoxicated will be suspended at referee's discretion.
- d. All players and spectators are expected to respect arena property.
- e. Team captains are required to review all rules with their players.
- f. Team captains are responsible for validating weekly score sheets!

6. Referees

- a. We will guarantee 1 Referee per game
- b. We will make every effort to have 2 Referees per game
 - We are short Referees willing to work

7. Penalties and Suspensions:

- a. These leagues are no check. Any infraction of the rules as determined by the referee will result in a 1 1/2 min minor penalty. Any major penalty will be 4 mins. Any misconduct is a 10 min. penalty. Any player receiving 4 minor penalties in any game will be given a game misconduct.
- b. Game suspensions will result in the following: 1st game suspension, player out for the remainder of the game and the next game. 2nd suspension, player out for the remainder of the game and the next two games. 3rd suspension player out for the remainder of the game and the next three games. Any player receiving 4 suspensions will be permanently barred from league play until such time that the League Director allows reinstatement.
- c. FIGHTING: The Ham Arena enforces a strict ZERO-TOLERANCE policy for fighting in any league. If the referee determines an on ice altercation to be penalized as a fight all players involved will be immediately suspended. First offense: game suspension for remainder of that game and the next game. Second offense: game suspension for remainder of that game and the remainder of the SEASON. The League Director will then meet with that player and referees to decide the player's future eligibility..
- d. A 10 penalty running time rule will be instituted and enforced. That is if any one team receives 10 penalties in any game running time will commence.
- e. Running Time will commence upon a 6 goal differential in the third period and projected allotted time will expire.
- f. Any player who leaves the bench during an on ice altercation will be suspended for the remainder of the game and the next game. The Referee reserves the right to impose any further penalties or suspensions at his/her discretion.

- g. There will be no contact with the goalie outside of the crease. Any infraction of this rule will result in a major penalty.
 - h. Any verbal abuse of any official will result in game suspension at referee's discretion.
 - i. Physical abuse of any official, on or off the ice, or any player given an intent to injure penalty, or fighting off the ice, or any player deemed to be a habitual offender will result in the immediate suspension of the player from the league for the remainder of the year. The League Director will determine the player's eligibility for the next year's season.
8. Regular season rules and format:
- a. Fall/Winter & Winter/Spring season will consist of 26 games in total. The season is split approximately at the half way point and registration fees will be due again. Summer season will consist of 6 games.
 - b. Coed League does not record goals scored during the games and does not record wins and losses.
 - c. Tuesday Night League season standings will be determined by total points. Two points for a win, one point for a tie, no points for a loss. In the event that teams have an identical number of points at the end of the season, final season standings will be determined as follows:
 - Record versus each other during season
 - Least penalty minutes
 - d. One time out per team is allowed per game.
 - e. Any game appeals must be submitted in writing to the League Director within 24 hours
 - f. Tag up off sides is allowed and two Line passes are allowed.
 - g. No player shall have to serve a penalty for another player unless it affects the on ice strength.

All players are reminded that these leagues were formed to provide exercise and fun for those of us who love hockey. Habitual offenders of our league rules will not be tolerated. Remember, all players have to work for a living and cannot afford any injury, especially when intentional.

By participating in any league you are hereby releasing West Main Rec. Corp, The Ham Arena, and any sponsors, administrators, or officials of any liability due to injuries, accidents or any costs incurred for any medical related expenses and personal injuries including death.

Ham Arena Hockey League:

Dave Woodbury - General Manager & League Director