



Brentwood Hockey League House Rules

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League Priority

Returning teams will be given priority payment time periods for upcoming seasons in the following manner:

- Fall Session
 - Teams that played the previous winter session will have priority.
 - Open enrollment will follow.
- Winter Session
 - Teams that played the previous fall session will have priority.
 - Open enrollment will follow.
- Summer Session
 - Teams that played the previous summer session will have priority.
 - Open enrollment will follow.

League Payments

One payment of \$2200 is due at the time of registration. All league fees are the responsibility of the team, however, the team representative (or person registering the team) will be held responsible to ensure full payment is made to Brentwood Parks and Recreation.

Governing Rules

The Brentwood Hockey League (BHL) follows current USA Hockey rules. The BHL House rules will be used in addition to USA Hockey rules. Exceptions to USA Hockey Rules are as follows:

- No Immediate Off-Sides: Tagging up will be allowed.
- Referees will call blue line icing.
- Referees will be allowed to eject players (with or without recommendations for additional discipline) as deemed necessary for failure to comply with rules or due to safety concerns.

Checking Policy

All games will be non-checking. As incidental contact cannot always be avoided, the referee's decision is final. At the discretion of the referee, a player can be assessed a major penalty for blatant abuse of the non-checking rule.

Rosters

The BHL is committed to providing a fun and enjoyable playing experience. One the ways we plan on providing this experience is by having accurate rosters. These guidelines will need to be followed when filling out your roster:

- Each player must be at least 18 years of age to play in the Brentwood Hockey League.
- All players must have USA Hockey Membership, teams will report member numbers with rosters for verification. Playing without USAH membership will lead to removal from games/ possible further discipline for player and captain if necessary.
- No player may play on more than one team on any one-league night except goalies.
- A twelve-player minimum, one goaltender roster must be submitted to the league office prior to the first game of the season. Roster should include all USA Hockey numbers when possible.
- Adding players is allowable before the 4th game of the season. After the 4th game, rosters are frozen and no additions or deletions can be made. All possible subs should also be included on the team roster. Subs must be USA Hockey registered as well and will be asked to submit their number for verification prior to playing.
- During the periods when the rosters are frozen, any additions or changes necessary, due to extenuating circumstances, must be submitted to the Program Coordinator, in e-mail form, for consideration at least one business day prior to their next game.

- During the Fall-Winter break, rosters will become unfrozen. During this time players can be added or deleted.
- Updated rosters will be due prior to the first game of the winter session.
- Rosters will be frozen again by the 4th game.
- One captain and two alternate captains per team must be designated on the master roster form.
- Players are required to provide a valid picture ID/Driver's License at every game, especially playoffs, when requested to do so. No excuses. You will not play without a valid photo ID.

Player Eligibility

The following will describe the various hockey levels the BHL offers.

- **Advance:** BHL Advanced nights are considered 'open level'; this implies that a player of any skill level is welcome to participate.
- **Intermediate:** BHL Intermediate nights are good, fast hockey. These leagues are geared towards players who have significant hockey experience. Teams are open to anyone but can only carry 2 advanced players per roster.
 - An advanced player is defined as someone who plays or has played at the following skill levels in the last five (5) years:
 - College Varsity.
 - College Junior Varsity.
 - College Club.
 - Juniors.
 - Professional or Semi-professional.
 - A player that currently plays in the Tuesday-Thursday open league.
 - A player that has played in the Tuesday-Thursday advanced league with in one (1) year.
 - Players 40 years of age and older are exempt from these criteria.
- **Novice:** It's a great launching pad for players who have not played hockey since childhood or never played but have some hockey experience. Players in this level are still working on some fundamentals.
 - Players that are considered a 'game changer' will be asked to leave the Novice League.
 - Staff will contact existing Intermediate level teams to try and facilitate a move to a more suitable level of play.
 - Goaltenders may be removed from the league if they cannot keep up with the pace of the game. This isn't a true beginner's league and having a goaltender with little to no game experience makes it incredibly difficult for teams to be competitive.

It is the responsibility of each team representative to know the skill levels of the players they place on their rosters, and to ensure that each of their players' skill levels are within the level of the league in which they are participating. Teams that place higher skilled players on their roster and attempt to keep them on their roster will be subject to forfeits of any games won with higher skilled players participating in those games. Team representatives will receive a one (1) game suspension for allowing higher skilled players to remain on their team's roster. Team representatives are also responsible for ensuring all players (rostered or sub) have current USA Hockey Registration before playing.

Brentwood Parks and Recreation staff reserves the right to approve or remove any player in any division at any time.

Statistics

The BHL will track the following statistics for all adult leagues:

- Goals
- Primary assists
- Penalty minutes

In order to dispute the accuracy of statistics, a request to review the individual statistics in question must be submitted via email before the next game your team plays begins. Once a team has started their next game, no statistics will be edited. All statistics, except for penalty minutes, will be updated online on a weekly basis.

Player Playoff Eligibility

Players must play in a minimum of 4 games for the summer session or 8 games over the fall and winter sessions to be eligible for the playoffs.

- Each player must sign the Player Sign-In Sheet/check in with card at the front desk before being allowed to participate in any game. Cards will also verify USAH registration.
 - All players must check in before they step on the ice.
 - Failure to sign in will result in a 10-minute misconduct penalty.
- Game and playoff eligibility is determined from these sign-in sheets/check in logs.
- Players who are unable to attend a game due to injury can still get credit for the game with a doctor's note.
- Goalies are granted an exception from this rule.
- In order to receive credit for a game, a player must have played at least one shift in the game.
- No player may play on two teams on the same night of league play except goalies.
- Goaltenders may be added as an "Emergency Goaltender".

Roster Checks

Roster checks can be called in order to maintain a fair and level playing field.

- If an illegal player is found to be playing and the game hasn't started yet
 - The player will be forced to leave the ice and not play.
- If the game has already started, and an illegal player is found,
 - The team with the illegal player will forfeit the game.
- Teams may call for a roster check for any individual player.
 - If the roster check is correct, the team calling the check will not be penalized.
 - If the roster check is wrong and there is not an illegal player, then a minor penalty for delay of game will be assessed.
- Roster checks must be called before the second period begins.
 - Once the clock begins for the second period, the game will continue with all players signed in for that particular date.

Length of Game

There will be two 13-minute periods per game and one 15-minute. Novice will be 3 12-minute periods.

- Players will have a 3-minute warm-up period prior to the start of each game.
- If a tie should happen during a regular season game:
 - A 3 on 3 shoot-out will follow the 3-period regulation.
 - Home team decides who shoots first.
 - If necessary, sudden death 1 on 1 shoot-out to decide a winner.
- If a tie should happen during a playoff game:
 - If necessary, 10-minute sudden death overtime.
 - If necessary, a 3 on 3 shoot-out.
 - Home team decides who shoots first.
 - If necessary, sudden death 1 on 1 shoot-out to decide a winner.
- The Championship Series:
 - Game One:
 - Will be played until there is a winner 3-period regulation.
 - If necessary, 10-minute sudden death overtime.
 - If necessary, a 3 on 3 shoot-out.
 - Home team decides who shoots first.
 - If necessary, sudden death 1 on 1 shoot-out to decide a winner.
 - Game Two:
 - Will be played until there is a winner 3-period regulation.
 - If necessary, 10-minute sudden death overtime.
 - If necessary, a 3 on 3 shoot-out.
 - Home team decides who shoots first.
 - If necessary, sudden death 1 on 1 shoot-out to decide a winner.
 - Game Three (If both teams have won 1 game each):
 - 10 minute “mini-game.”
 - Will be played until there is a winner.
 - If necessary, a 3 on 3 shoot-out.
 - Home team decides who shoots first.
 - If necessary, sudden death 1 on 1 shoot-out to decide a winner.
- For the Summer Championship:
 - One Game will be played until there is a winner 3-period regulation.
 - If necessary, 10-minute sudden death overtime.
 - If necessary, a 3 on 3 shoot-out.
 - Home team decides who shoots first.
 - If necessary, sudden death 1 on 1 shoot-out to decide a winner.

Mercy Rule

The run clock will begin after a team gets an eight-goal lead. The clock will only stop for an injured player. Once the puck has been dropped to resume play, it will continue to run.

Determining Playoff Seeding

Teams will be awarded playoff positions based on points for the season.

- Fall and winter leagues will hold playoffs in April with the combination of points from fall and winter used to determine playoff seeding.
- Playoff seeding will be formatted the same as the NCAA seeds its tournaments with the seeds retaining their seed placement throughout the playoffs.

The playoffs seeding will be determined as follows:

- Two tied teams
 - Head to head between tied teams
 - Wins
 - Goal differential
 - Goals against
- Three tied teams
 - Record in games against other tied teams
 - Wins
 - Goal differential against other tied teams
 - Goals against other tied teams

Forfeits

The BHL would like if teams avoid forfeits at all costs. While this may not be the case all the time, we have developed a process to help minimize the effect on teams involved in a possible forfeit situation.

- Each team will field at least one goalie and 5 players on the ice or 6 players on the ice and no goalie.
 - Penalties could reduce the number of players at any one time.
 - Teams may borrow players from other teams under the following conditions:
 - Both team captains consent and sign the “Borrowed Players” document.
 - The team borrowing players can field 6 eligible players from their roster.
 - No more than 10 players are in the game while borrowed players are participating
- If a team cannot field a full team, it is the team representative’s responsibility to notify the rink staff by 12:00 pm on the day of the game.
- There will always be a staff member available while the rink is open and can be reached by calling 314-963-8689 ext.2.
- Failure to notify the rink staff of a forfeit will result in a \$100 fine that must be paid before the team can play their next game.
- Failure to pay this fine will result in any games being ruled a forfeit until the fine is paid in full.
- 15 Penalties Rule
 - If any team receives 15 penalties in one game, they will forfeit the game and be forced to leave the ice.
 - If the team forfeiting was winning the game, it will be recorded as a 3-0 loss.
 - If the team forfeiting was already losing the game, the score will be recorded as is at the time of the forfeit.

Any team not able to field a team at game time will forfeit that date’s game, 3-0. For example: a game at 7:30pm with a 3-minute warm-up would be called a forfeit if they cannot field a team by 7:33pm.

Absent Goalie

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 at that team's goal shall be permitted.

For a violation of this rule the goal shall be disallowed and the following penalties shall be assessed:

- The first violation by a player shall result in a Minor Penalty for Unsportsmanlike Conduct and the referee shall warn the team of the subsequent consequences to breaking the rule again.
- The second violation by the same player shall result in a Major Penalty plus a Game Misconduct Penalty.
- The second violation by the same team shall result in a Minor Penalty in addition to a 10-minute misconduct penalty.

Player Equipment

- All players must wear full gear appropriate for their position. Shoulder pads recommended.
- Each player is required to wear a helmet.
 - Face shields or full cages are not required, however face shields and full cages are recommended for the players' personal safety.
- All teams are expected to have "dark" and "light" colored jerseys to wear in the event of teams wearing the same colors. The home team will choose whether or not they wear a "dark" or "light" jersey.
- Jersey numbers are required for all skaters. Numbers must be pressed, printed, sewn, or sharpied onto the jerseys. Teams should avoid duplicate number jerseys.
 - No tape.
 - When assessed a penalty, the player should verify their jersey number and last name with the score clock operator. Failure to abide will result in a 10-minute misconduct issued to any player(s) not wearing jersey that meets the previous standards or reporting their information when requested.
 - If an occasion arises that a player needs a substitute jersey or number, it is the responsibility of the team representative to notify the referee and the scorekeeper prior to the start of the game.
- Players with blood on their jersey will be required to change their jersey in accordance with USA Hockey Rules or not participate for the remainder of the game.

Locker Room Policies

Locker rooms are available to every B.H.L. team each game night.

- Any team member with photo identification may obtain locker room keys.
 - Players may exchange identification at the desk to allow another team member to leave early.
- Each team will be designated (1) locker room.
 - Any problems with the room will be noted and fees will be assessed according to the extent of the damage.
 - The person/team that checked the key out will be held responsible for any cleaning and/or damage fees assessed to the locker room and that team will not be permitted to play until all fees are paid in full.
 - Use of your locker room by other teams/players is at your discretion. The condition of the room remains the responsibility of the person/team checking out the key.

Alcohol/Drug Policies

The possession of drugs and/or alcohol at the Brentwood Recreation Complex is strictly prohibited by city ordinance. Any possession of, or use of, drugs and/or alcohol will result in remedial action to be taken by the employees of the Brentwood Recreation Complex.

- Any team found in possession of drugs or alcohol will immediately forfeit their game. Police will be called and the team required to exit the building.
 - If a team is found in violation of this policy a second time, they will be banned from the BHL.
 - If players are found to be skating under the influence of alcohol or drugs, the team representative will receive a 1 game suspension in addition to any other actions.
- Any player determined by the referees to be under the influence of alcohol or drugs will have the following actions taken against them:
 - Police will be called and the player will be immediately removed from the building.
 - Any player caught carrying or consuming alcoholic beverages will be subject to a minimum mandatory 30-day suspension from the building.
 - Suspensions will encompass all hockey activities.
 - Second Offense will result in a ban from the league.

Changing in the Rink/Lobby Areas

In consideration of other patrons and staff in the building, players must use locker rooms and restrooms for changing clothes. Changing in the Rink/Lobby Areas will not be tolerated. Locker rooms are available to every BHL team each game night. If teams decide not to check out a locker room key for any reason, players are expected to change in either the shower areas or the restrooms. It is permissible for players to dress in public areas only if no skin or undergarments are revealed.

Police will be notified for indecent exposure if players/teams do not abide by the above policy. Individual(s) involved in any incident violating this policy will be suspended from one (1) game (that night's game if found violating this policy before the game or the next game if found violating this policy after the night's game.)

Damage to the Facility

Damaging or attempting to damage the facility will result in an automatic ejection from the building for not less than one year. Attempting to "damage" will include, but not be limited to punching, hitting, swinging sticks or equipment at walls, plexi-glass, doors, machines, etc.

Misconduct off the ice/harassment (verbal, physical, and/or sexual)

Misconduct off the ice will not be tolerated. The City of Brentwood has a strong commitment to provide a safe, recreational environment for all of its patrons. Any misconduct that occurs off the ice, whether to another patron or to a staff member, will result in disciplinary action up to and including expulsion from the league by the Program Coordinator in charge of hockey leagues, or the Recreation Supervisor. Teams will also be held responsible for the behavior of their fans. Police action can and will be taken when deemed appropriate.

Goaltender Privileges

The following "additional" privileges shall be extended to all goaltenders at all times:

- Any unnecessary contact with an opposing goaltender shall result in a Minor Penalty for Unsportsmanlike Conduct.
 - Unnecessary contact is defined as any contact with a goaltender that was not in the course of legally playing the puck.
- Any unnecessary roughness towards an opposing goaltender may result in a Double Minor, or Major plus a Game Misconduct Penalty for Roughing the Goaltender.

Multiple Misconduct Penalties

Any player who receives three (3) ten-minute misconducts over the course of a one-year period shall be suspended for one game. The one-year period will start when the player receives their first ten-minute misconduct penalty. Any additional misconducts after will be cause for immediate suspension and review from the Program Coordinator.

Verbal abuse of referee

- Officials will give a verbal warning to players that begin to verbally abuse an official.
- Followed by a two-minute penalty.
- Followed by a Game Misconduct.
- If a player receives a Game Misconduct penalty, then the player will also receive a one game suspension.
- Depending on the verbal abuse towards the official a suspension could be longer than one game.

Game Misconduct Penalty

- A Game Misconduct penalty involves the suspension of a player for the balance of the game with immediate substitution taking place on ice.
 - A player incurring three (3) Game Misconduct Penalties in a one-year period will be suspended for 1 game.
 - A fourth Game Misconduct Penalty will result in an automatic suspension and further review from the Program Coordinator.
- A major penalty (5 minutes on the clock) will be assessed for any deliberate infraction that results in an injury or is determined by an official to be so violent that minor is deemed insufficient.
 - A game misconduct will be issued concurrently with any major penalty.
 - Teams have to put player in the penalty box to serve a major penalty before the penalty expires.
- If a player receives 4 penalties in a game, the player will receive a Game Misconduct Penalty.
 - Double minors and misconducts count towards the total.
 - Delayed penalties resulting in a goal will still be recorded.
- If a goaltender receives a game misconduct they will be dismissed from the game.
- Any player who skates under the influence of drugs or alcohol will be given a Game Misconduct penalty and face supplementary discipline, which may include expulsion. For safety sake, players are urged to make officials aware of these situations.
- If a player is removed from a game that player is not to return to the arena for any reason. The player is to either remain in the locker room or leave the building. Failure to comply can only result in further disciplinary action. A suspended player is not allowed in the facility during BHL times while serving an active suspension.

Fighting

- If a player drops his/her gloves that player will receive at least a Game Misconduct penalty, even if there is no altercation.
- If a player removes his/her helmet in preparation for an altercation, even if there is no altercation: Player will receive a match penalty and will be suspended for 30 days per MO Hockey rules or subject to a hearing.
- Fighting (Intermediate and Open Leagues):
 - First Offense-suspension for remainder of the game and 1 additional game up to suspension from the league depending on the severity of the offense
 - Second Offense (within 12 months of 1st offense)-suspension for remainder of the game and two additional games up to suspension from the league depending on the severity of the offense

- Third Offense (within 12 months of first offense)-either 5 games or the remainder of the season (whichever is greater.)
- Fighting (Novice League): Minimum 5-game suspension to the aggressor. Each case will be reviewed by the Program Coordinator.
- Additional games may be given with consideration, but not limited to, the following areas:
 - Aggressor: The aggressor will receive (1) additional game.
 - 3rd Man In: Any 3rd man into a fight will receive a minimum of (1) additional game in addition to any other suspension received.
 - Accidental Contact with Officials: Any accidental contact with the officials will result in (3) additional games.
 - Refusing to Obey Officials: Continuing to fight after being told to stop by an official will result in (5) additional games.
 - Off-Ice Incidents: Any incident happening off of the ice will result in an automatic (5) game suspension in addition to any other suspension received.
 - All incidents will be reviewed by the Program Coordinator in charge of hockey leagues. Suspensions are subject to increased length of suspension up to and including being banned from the league based off of the severity of the incident.

When assessed a penalty, the player should verify their jersey number and last name with the score clock operator. Failure to report their information when requested will result in a 10-minute misconduct and removal for the remainder of that game.

Leaving the bench during a fight

- This will result in a ten game suspension for any player whom leaves a bench to enter a fight.
- This suspension will be in addition to any suspension given for the fight.

Abuse of Referee Resulting from Player Altercation

- Continuing or attempting to continue a fight after a player(s) has been ordered by the referee to stop will result in a 5-game suspension if the referee is hit while breaking up the altercation.
- An altercation is defined as ‘any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed’ according to current USA Hockey Rules.
 - Referee must clearly state in a voice loud enough for other players to hear “I am the referee, stop punching.”
 - Referees are permitted to use reasonable methods to stop altercations including grasping the player in an attempt to control them.
 - If the player continues to make contact with the referee, the following actions will take place.
 - Penalties will be assessed and the player(s) escorted off the ice.
 - Team Representative(s) will be informed of the penalties.
 - The referee will fill out the Referee Report the night of the incident.
 - The Program Coordinator will talk to the player(s) involved in the altercation, both Referees, the Score Clock Operator, the Building Manager on duty that night, both team’s representatives, and any player(s) affiliated and not affiliated with either team that may have witnessed the altercation.
 - After these steps are taken the player may or may not be suspended based on the findings of the Program Coordinator. Suspensions can be longer based on the seriousness of the situation, and/or the player’s history.
- Any physical abuse of referee will result in expulsion from the league.
- Any player or captain who threatens any league official or representative in any way, (verbally or physically) will be banned from the league indefinitely. This may also result in team penalties or loss of the game.

Suspension Notification

- The team representative will be notified via email.
- The team representative will be notified if they have a suspended player at least 24-hours before their next scheduled game.
- If the review of a pending suspension needs more time, the team representative will be notified of an indefinite suspension until such time that the Program Coordinator is confident in his/her ruling.

Suspension Procedure

- All suspensions are cumulative over a one-year period.
- This will start when the player receives their first penalty.
- Any and all suspensions and/or expulsions will be reviewed on a case-by case basis.
- No assumptions on the length of suspension shall be made by players based on similar prior incidents.
- Suspensions will be reviewed by Program Coordinator.
- Considerations include (but are not limited to) the referees' report, game situation and circumstance, player's history, and severity of the act (e.g. injury caused.)