



OLD BUZZARD HOCKEY LEAGUE RULES



GENERAL LEAGUE INFORMATION

- 1) **OBHL Mission Statement:** The purpose of the Sun Prairie Old Buzzard Hockey League is to provide an adult recreational hockey experience for hockey players with an emphasis on fun, fair play, and sportsmanship. Through a player draft or (later) player trades, they will make every attempt to create and maintain skill balanced teams.
- 2) **Special Note:** The OBHL has been named in remembrance of Dick Buss, a long-time Sun Prairie Hockey supporter, friend, adult player, youth coach, and high school varsity assistant coach. With respect, Dick was fondly referred to as Buzz or Buzzard.
- 3) **Player Registration:** All players must be registered with the OBHL to play in the league (no subs or guest players are permitted). All players must demonstrate awareness, respect, and support for the application and spirit of the rules. OBHL players are expected to be familiar with the standards of play and to conduct themselves in an appropriate manner, as outlining in this document. Further, all players must be age 21 or older. Please note that season start & end dates and overall season length (number of games) may be subject to change before or during the season.
- 4) **League Fees:** League fees include the cost of ice time, officials, jersey purchases (when necessary), jersey cleaning, scorekeeper payment (if applicable), and other miscellaneous league administrative items.
- 5) **Refunds:** (a) If a player is injured and cannot return to league play or if a player moves from the area and is unable to continue in the league, a partial refund may be granted at the discretion of SP-Ice, Inc. and the OBHL Board, **if that player's roster spot is filled from the waiting list**. A prorated refund of all remaining fees will be considered only after the player's assigned jersey is returned. Any player wishing to obtain a refund must contact Sun Prairie Ice Arena (SP-Ice, Inc.) Management within 30 days of such injury or move from the area (b) A full refund of league fees shall not be required in the event of a force majeure, including but not limited to acts of God, fire, flood, natural disaster, war or threat of war, acts or threats of terrorism, civil disorder, unauthorized strikes, governmental regulation or advisory, recognized health threats as determined by the World Health Organization, the Centers for Disease Control, or local government authority or health agencies (including but not limited to the health threats of COVID-19, H1N1, or similar infectious diseases), or other similar occurrence beyond the control SP-Ice, Inc., where any of those factors circumstances, situations, or conditions or similar ones make it illegal, impossible, inadvisable, or commercially impracticable to conduct league games or related events. Rather, a partial refund may be granted at the discretions of SP-Ice, Inc. Any player wishing to attempt to obtain a partial refund must contact SP-Ice, Inc. within 30 days of the date of the game or related event affected by the event of the force majeure.
- 6) **Officials:** Game officials have been picked and assigned from the ranks of your fellow players. Be courteous to them. The decision of an on-ice official is final. Excessive protesting of calls will result in penalty. If complaining continues, additional subsequent penalties may result (see 3-penalty rule). Habitual complainers may be placed on probation or removed from the league. Although OBHL game officials **may** be USA Hockey certified, OBHL games are not sanctioned by USA Hockey.



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- 7) **OBHL Board:** Each Division (B,C and D) will have their own OBHL Board which includes team General Managers (GMs), the SP Ice Adult Hockey Director, SP Ice Rink Manager and a number of at-large player representatives (number and individuals to be determined by the OBHL Board). Other members may be included from time to time. The OBHL Board has the authority to implement rules, move players from one team to another to ensure parity within the league, and impose penalties (including expulsion from the league). Player trades, player removal, or player registration non-acceptance requires each division's Board to review and approval.
- 8) **Draft:** The OBHL Board will review the self-ratings of each registered player and make rating adjustments as necessary.
- a) **Player Trades:** The OBHL Board reserves the right to trade players among teams at any point during the season – team rosters are never final and all players are eligible to be traded. Although the intent of the board is to never trade players, the bigger goal for the league is parity among teams. Therefore, it may be necessary to move players between teams as new players are added to the division during the season, or to realign skills between teams to maintain competitive balance.
 - b) **Same-team Requests:** The OBHL Board will attempt to place players together on a team that request so during the registration process. However, there are no guarantees that such a request will be fulfilled. Multi-player, same-team requests have become extremely difficult to honor, as the board attempts to balance player skills and distribute our player-referees and general managers among the various teams. Therefore, any same-team requests to be considered by the board shall consist of only pairs – no more than two players – and each of the two in such a pair must request each other during the registration process. If only one person in the pair makes the request, the board will not attempt to place the players together.
 - c) **Player Attitude:** Those players, by majority vote of the OBHL Board, having attitudes that do not match what is desired for the league will not be placed in the league.
 - d) **Consensus:** Once the “pool” of players is determined, the OBHL Board will draft equal teams by consensus (i.e., drafting teams together rather than as separate GMs). Typically, a draft skate will be held to assess new players and determine an appropriate skill rating for each. The board will review and adjust player ratings for the pool of players prior to dividing players into teams. The draft process is not a true “draft” where GMs choose specific players. Instead, the process is conducted such that the league talent is evenly distributed between teams in an attempt for parity. GMs do not select their teams or players, but are assigned as dictated by their own ability and balancing other factors such as spreading adequate defenders over all the teams, distributing referees over all the teams, meeting same-team requests, and other factors.
- 9) **Hockey Equipment:** Full hockey gear is recommended. No player will be allowed to play without an HECC approved helmet with at least an HECC-approved half shield or cage. A full-face shield or cage is highly recommended. Helmets must be kept completely strapped. Facemasks of all types must be in original factory condition—NO EXCEPTIONS! Any team with an on-ice player skating without required facial protection will forfeit that game.



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- 10) Jerseys:** All registered players must wear their assigned OBHL jersey for every game. In an effort to keep costs down, all jerseys must be returned at the end of the season. Those that do not turn in their jerseys will be billed and, by registering with OBHL, agree to pay \$75 for the jersey. Such players will not be allowed to register for future seasons until such fee is paid in full.
- 11) Personnel on Player Benches:** Players participating in the game are the only people allowed on the benches. No guests (sons, daughters, or anyone else) are allowed on the team benches. This rule is for safety and liability issues.
- 12) Playing Time:** GMs have the responsibility to distribute playing time in an equitable manner. Everyone pays the same amount, so try to be fair regarding playing time. Players should also keep this in mind and share the responsibility with their GM by controlling the length of their own shifts. Habitual offenders may be removed from the league. Lower rated players should not give up their shifts or be pulled off the ice to be replaced by higher rated players at the end of the game or overtime just to ensure victory.
- 13) Attendance:** Players missing 25% or more of their games are subject to review and replacement as determined by the OBHL Board.
- 14) Statistics:** Statistics and division standings are recorded by SP Ice Staff (scorekeepers) and will be updated within two business days after games on the SP Ice Arena website.
- 15) Goalie Rotation:** The league attempts to maintain a number of goalies that will be rotated among teams and time slots regularly. Schedules are set up so that goalies of relatively equal skills face each other during league games. Every effort has been made to ensure each team gets an opportunity to play before most of the goalies. Goaltenders should arrive at least twenty minutes early for games.
- 16) Goalie Choice:** SP Ice Hockey Director will assign a pair of goalies to each game based on the criteria noted above. The following rules will then apply:
 - a) For the first game of the season, the Hockey Director will assign goalies to teams.
 - b) For all subsequent regular season games, the team with the fewest points in current league standings will choose from the two goalies assigned to their game.
 - c) For all playoff games, the team with the highest regular season point total will choose from the two goalies assigned to their game.
 - d) For games during Championship Week, the team with the highest playoff season point total will choose from the two goalies assigned to their game.
 - e) In all cases, any ties in point total will be broken by coin flip, conducted by the goalie coordinator. The intent is to keep the process as easy as possible for the goalies and goalie coordinator.
- 17) Goalie Assignment Changes:** If a goalie cannot make a scheduled game:
 - a) The goalie must immediately contact the Hockey Director so a replacement goalie can be found.
 - b) If the Hockey Director is not available, the goalie must find a replacement from the list of OBHL registered goalies AND inform both affected GMs of the scheduled goalie change. If a goalie replacement cannot be found, the goalie must still inform both affected GMs so they are aware of the situation.
 - c) The Hockey Director and affected GMs are to communicate with each other regarding the goalie schedule and any changes that occur to reduce the chance for surprises when arriving to games.



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- d) If a goalie misses two scheduled games without contacting the Hockey Director and/or GM(s), he/she may be suspended for the remainder of the season.

18) Goalie Absent or Late: In the event one or both of the scheduled goalies is absent or late for a game:

- a) Approximately twenty minutes prior to the start of a game, GMs shall confirm two goalies are present for the game and, if not (and no other goalies are present and available at the rink), immediately call the Hockey Director. The Hockey Director or GM from both teams shall immediately attempt to find an OBHL registered goalie to replace the absent goalie(s).
- b) If a goaltender is not available or not ready for the beginning of the game, the game shall start on time with the team without the goaltender skating with six skaters. When the scheduled or replacement goaltender is ready, the current game shall stop immediately, the scores shall be reset back to zero for both teams, the goalie allowed one minute to warm-up, and the game shall continue with whatever time remains on the clock.
- c) No time shall be added to the game clock.
- d) In the event that a goaltender cannot be found or a goaltender is not ready before the beginning of the third period, the game shall be considered a tie and both teams awarded one point. No shootout shall occur in a game declared a tie due to goaltender absence.
- e) It is understood that every attempt will be made to ensure goalies and GMs are aware of goalie assignments to avoid goalie absent or late situations.

19) Sportsmanship: One of the tenants of OBHL hockey is, “First and always—remember to have fun playing adult hockey. Be a responsible adult hockey player, a good teammate, a good opponent, and keep your play clean.” As such, good sportsmanship by players is paramount. We strive to provide a well-balanced, friendly atmosphere where every team can compete and every player goes home without fear of injury. We are not as competitive as most other leagues, deemphasize winning, and hope everyone can have fun – even if their team has a losing record. We discourage aggressive, chippy play and would rather you go have a beverage with the opposing team after your game than stew about a tough loss. Our permanent referees all play in the league and should not endure any unruly behavior or abuse from players in the league. Take the time to get to know your teammates and the players on the opposing teams; congratulate an opposing goalie on a great save or an opposing player on a sick shot; let lower level players handle the puck and shoot; pass before shooting – make your teammates better. That is the spirit and intent of our league and what we would like to continue being known for. Those that cannot embrace the concept should consider looking for another league in which to play hockey. Those that are clearly not “a good fit” for the league in the opinion of the board because they unable or unwilling to adhere to the spirit and intent of the league will be asked to leave. Repeated, egregious, and/or willful violations of this sportsmanship clause will not be tolerated and may be grounds for referral to the disciplinary committee and, ultimately, expulsion from the league.



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LEAGUE AND DIVISION POINTS OF CONTACT

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OBHL GAME RULES

- 1) **Game Start Times:** Game start times listed on schedules are approximate and may occasionally change due to games that run long or short. There are times when a game may start a few minutes later than scheduled and other times when a game may start slightly earlier than scheduled. Please arrive early and be patient if a game is running late. The schedule is posted on the website at sunprairieice.com.
- 2) **Game Format:** Each game will start with a 5-minute warm-up period followed by three, 20-minute running time periods. The clock will stop on a whistle during the final three minutes of the third period or at any other time when the Officials determine it is appropriate to do so. The clock will not be stopped during the final three minutes of the third period if either team leads by four or more goals.
- 3) **Game Forfeit:** Any team with less than seven skaters suited for a game may skate the game competitively with the players on hand, or they may choose to forfeit the contest and use subs from other teams registered for the current OBHL season. This rule is in place so that a competitive game can still be played even though the game is recorded as a forfeit. (Note: Subs from outside the league are not permitted, even in this instance).
- 4) **Time Out:** Time outs are not permitted.
- 5) **Tie Regular Season Games:** Regular season games ending in a tied score after regulation will be settled by one 3-minute, stop-clock, sudden-victory overtime (OT) period (5 players each team). If the game is still tied after the OT period, the game is recorded as a tie with each team receiving 1 point.
- 6) **Tie Playoff Games:** Playoff games ending in a tied score after regulation are followed by one, 3-minute, stop-clock, sudden-victory OT period. If the game remains tied after the overtime, the game is settled by a 3-man shootout. If the game is still tied after the 3-man shootout, the game is settled by successive 1-man shootouts until a winner is determined.
- 7) **Shootout Rules (Playoffs only)**
 - a) Any player in the penalty box at the end of overtime cannot participate in the shootout.
 - b) No player on either team may shoot a second time in the same game until all eligible shooters on the team with the fewest eligible shooters suited for the game have participated in the shootout.
 - c) Any player who has reached his or her goal limit for the game (see below) by the end of overtime cannot participate in the shootout and does not count as an eligible shooter for purposes of the previous rule.
 - d) Teams are required to rotate shootout participants from game to game, such that all team members must have the opportunity to participate in a shootout before any team member can participate for a second time. If a team violates this rule during a game, the team will forfeit any points it would otherwise have earned for such game.



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8) Scoring: Both Regular Season and Playoffs games are scored (determined) as follows:

<u>Point Value</u>	<u>Game Situation</u>
2	Win in Regulation or Overtime
1	Tie (regular season only)
1	Loss in Overtime
0	Loss in Regulation
-1	Team with 7 or More Penalties in a Game

9) Tiebreakers: If a tiebreaker is necessary to determine the order of finish during the regular season or playoffs, it shall be as outlined below. For 3-way (or more) ties, the tie breakers given below are to be applied until there is separation between teams (one comes out on top). That team becomes the top of the three (or more) tied teams and the tie breakers are then applied again, from the beginning, to the remaining teams to determine rank order.

<u>Regular Season</u>	<u>Playoffs</u>
1 st Head-to-Head Record	1 st Head-to-Head in Playoffs
2 nd Division record (as applicable)	2 nd Head-to-Head in Regular Season
3 rd Number of Wins in Regulation	3 rd Penalty Minutes in Playoffs
4 th Number of Wins including OT/Shootout	4 th Penalty Minutes in Regular Season
5 th Fewest Penalty Minutes	5 th Regular Season Standings
6 th Coin Flip	6 th Coin Flip

10) Playing Rules: Although games are not USA Hockey sanctioned events, OBHL Division games adhere to the current edition of Official Rules of Ice Hockey, as published by USA Hockey, except as otherwise noted herein.

11) Hat Trick Rule (Three-Goal Limit): The league has a three goal per player per game limit. In addition, the OBHL Board may designate certain players who are subject to a limit of less than three goals per game. (Generally, this will be a 2-goal limit applied to players with an OBHL Board skill rating of 5 or above.) Any goal over a player's limit will not count towards the team score or the individual player's statistics, and the play will result in an ensuing face-off to be held in the offending team's defensive zone. Exception: If, in the game officials' judgment, the goalie did not make a good-faith effort to stop the puck from entering the net, the face-off will be held in the zone where the play occurred.

12) Face-Off Location: Upon a stoppage of play, the game officials will first determine the proper zone in which to hold the ensuing face-off. The face-off will then be held on the nearest face-off dot to the location of action that led to the stoppage of play.

13) Captains: GMs for each team are the designated Captains. As Captains, the GMs have the privilege to *discuss* interpretations of rules with the Officials. GMs missing a game shall designate a Captain in his or her absence. The designated Captain must then report to the score table and to the officials working the game. Game officials are encouraged to assess penalties (i.e., minor for unsportsmanlike conduct, misconduct, or game misconduct) to any player – including a designated Captain – who acts in a hostile manner or otherwise verbally challenges the authority of an Official.



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- 14) Penalties:** The decision of On-Ice Officials is final. **This is a NO-CHECK, adult hockey league!** Officials will not always be the same each week – some officials may be more lenient than others. However, the objective remains the same: “Everyone in the league has a job they must perform away from the rink! Players are expected to play under control, which includes not jeopardizing anyone’s livelihood.” **Note:** Penalty data will be recorded on score sheets and kept by the OBHL Board and arena management for potential future disciplinary action, as discussed herein.
- 15) Standards of Discipline:** At a minimum, the following specific penalty guidelines will be used as standards of discipline:
- a) **No Check Hockey:** The league is “NO-CHECK.” Checking will result in a minor penalty with additional 10-minute misconduct or a major penalty and game disqualification if the checking is from behind.
 - b) **Time of Penalties:** Any minor or major penalty assessed during running time will be 3:00 minutes and 6:00 minutes, respectively. Any minor or major penalty assessed during stop time will be 2:00 minutes and 5:00 minutes, respectively.
 - c) **3-Penalty Rule:** Any player who receives three penalties in a single game will be disqualified for the balance of that game and the next regularly scheduled game so long as none of the three penalties assessed are a “game misconduct” penalty. The 3-penalty rule is intended to minimize personal fouls and abuse of officials. **Any player receiving three penalties in a game must remove himself/herself from the game and go to the locker room. Any player failing to do so and having it later discovered that three penalties were received must sit the next two games.**
 - d) **4-Penalty/2-Game Rule:** A player who gets a total of four penalties in two back-to-back games in which he or she participates will be suspended for one game. This rule does not negate the 3-penalty in a single game rule nor is it an add-on to the 3-penalty rule. (Clarification example: If a player has one penalty in game one and three penalties in game two (back-to-back), then the player would be removed from game two because of committing 3 penalties in one game. He or she would then be required to sit one more game (due to the 3-Penalty Rule) but not a second game because of also reaching the “4-Penalty/2-Game” rule).
 - e) **Subsequent suspensions for 3-in-one-game or 4-in-two-games penalties:** A player who multiple times in one season receives 3 penalties in one game, or 4 penalties in two games, as described above, shall be subject to the following automatic discipline:
 - i. **Second occurrence:** disqualification from current game and suspension for the next three (3) regularly scheduled games.
 - ii. **Third (or more) occurrence:** disqualification from current game and suspension for the next five (5) regularly scheduled games; vote of confidence by the OBHL Board to determine if the player will be allowed to continue playing in the league.
 - f) **Game Misconduct Penalties:** Any player who is assessed a game misconduct will be ejected from the game immediately and will be suspended for the next **two** regularly scheduled games as well.
 - g) **Major Penalties:** Any player who is assessed two major penalties during a game will be ejected from the game immediately and will be suspended for the next **three** regularly scheduled games as well.
 - h) **Match Penalties:** Any player who is assessed a match penalty in accordance with USA Hockey Rules may not skate in any league games until after appearing before league management and SP Ice Management to determine appropriate discipline. This meeting (i.e., appearance before league and arena management) must take place within thirty days of game occurrence. The minimum standard for a Match Penalty within the OBHL shall be two games. After a hearing, the disciplinary committee



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shall determine whether more than a two-game suspension is necessary. However, keep in mind that the disciplinary committee is under no obligation to meet prior to thirty days of game occurrence.

- i) **Multiple Suspensions:** Any player who is suspended twice in a single season will be removed from the league without a refund of fees. Multiple Suspensions do not include sitting games for the 3-Penalty Rule or the 4-Penalty/2-Game Rule.
- j) **Fighting:** The league's disciplinary committee, in cooperation with SP Ice Management, will review any reports of a player throwing a punch at an opponent.
 - i. **Ejection:** If a player is assessed a penalty for fisticuffs in accordance with USA Hockey Rules, the player will be ejected from the league immediately without a refund of fees. As further explanation, any player ejected from the league for fighting shall remain suspended from OBHL play until said suspension has been lifted by the Hockey Director and then, only with the unanimous support of the full OBHL Board.
 - ii. **Discipline:** If a player is not assessed a penalty for fisticuffs by the game officials, the league's disciplinary committee will consider any information provided by players, officials, and others who were present during the alleged altercation and will assess supplemental discipline if deemed appropriate.

16) Supplemental Discipline: In addition to the measures noted above, the following supplemental discipline policies are also in effect:

- a) General Managers (GMs) have the responsibility to discuss problem issues related to playing time, penalties, unsportsmanlike conduct, and general attitude with players on their team. Along with this *responsibility*, the GMs have the *authority* to sit players for shifts, periods, or game(s).
- b) The league reserves the right to assess supplemental discipline to any registered player whose actions are deemed detrimental to the league. A disciplinary committee consisting of the SP Ice Rink Manager, SP Ice Hockey Director, and at least three (summer) or four (fall/winter) GMs will be used to determine supplemental discipline. An at-large registered player may also be added to the disciplinary committee. Any player who is assessed supplemental discipline by the disciplinary committee will be notified in writing by the Hockey Director of the disciplinary committee's decisions.
- c) The disciplinary committee may determine it is necessary to place some players on probation due to penalty activity or general conduct not appropriate with desired and expected behavior for the OBHL. Players placed on probation will be notified in writing.

*These rules are subject to change at any time.



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MEMORANDUM OF UNDERSTANDING (MOU) AND AGREEMENT

Between *SP-Ice, Inc.* and **You**, as the *Registered Skater* (the parties) desiring to promote mutual interest through cooperation in the participation of organized and competitive ice hockey on the basis of equality and mutual benefit; recognizing that such cooperation shall promote and support friendly relationships and the safety of all participants involved and is hereinafter referred to as "the Agreement" or "MOU".

Your cooperation includes reading and fully understanding the terms and conditions of this Agreement as outlined within the following seven documents:

1. General League Information
2. OBHL Rules
3. Memorandum of Understanding and Agreement (this page)
4. Waiver of Liability, Release, Assumption of Risk & Indemnity Agreement
5. Adult Hockey Co-Ed Locker Room Policy
6. SP-Ice Arena Rules
7. Concussion Information from CDC & USAH (as posted here www.sunprairieice.com)

I HAVE *READ* AND *COMPLETELY UNDERSTAND*, AS WELL AS *AGREE* TO THE TERMS OF THE AGREEMENT AS OUTLINED ABOVE. I FURTHER UNDERSTAND THAT I WILL BE GIVING UP SUBSTANTIAL RIGHTS BY SIGNING IT.

Participant Name: _____

Participant Signature: _____ **Date:** _____

Unless submitted as part of an online registration via the SP-Ice website; this page must be signed, dated, and returned along with the appropriate registration form before participation is allowed.