



ADULT HOCKEY LEAGUE RULEBOOK

EFFECTIVE: WINTER 2026



Staff:

George Williams, Adult Hockey Manager - adulthockey@communityfirstigloo.com

Lazer Daragjati, USA Hockey North Florida Supervisor of Officials - breakmychops@hotmail.com

Paul Esdale, Director of Hockey Operations - paul@communityfirstigloo.com

Jeff Witucki – North Florida Officials Discipline committee - nfhoa.disciplinary@gmail.com

I. INTRODUCTION

A. OVERVIEW

The Community First Igloo offers adult hockey in a league format to participants 18 years of age and older.

B. OBJECTIVE

The goal of the Adult Hockey League is to offer adult hockey to willing participants on a fun, safe, and competitive level of play where participants compete against players of equal skill and ability.

II. SEASONS

There will be three separate playing seasons.

1. Fall: September– December
2. Winter: January – May
3. Summer: May– August

III. DIVISIONS

Players and teams will be placed and/or registered to play in one or more of the following divisions and leagues. The divisions, leagues, and player/team placement will be determined by skill level on a per season basis. The number of teams available in each division will be determined by the number of registered participants. Not all divisions may be available every season. Team formation and division placement will be conducted to create equal ability and performance.

The Adult League manager reserves the right to place any player and/or team in a league that he/she deems suitable for that player/team.

A. 18 & OLDER DIVISIONS (OPEN)

Participants must turn 18 by the start of the season.

1. Open A Division
2. Open B Gold Division
3. Open B Silver Division
4. Open B Bronze Division
5. 45 + Draft League
6. Open C Gold Division
7. Open C Silver Division
8. Open C Bronze Division
9. Draft Rookie Division

B. 45 & OLDER DIVISION (45+)

Players must be 45 years old by the end of the season to qualify for these divisions.

C. MULTI-LEAGUE PLAY

Each Team is allowed 2 skaters from a division Immediately above theirs. If these players play outside of the speed of the division and don't apply the mentoring of others that these positions are intended for, the Community first igloo Hockey program reserves the right to move players to the appropriate level.

IV. TEAM FORMAT

Every season, team rosters will be completed and submitted by individual Team Captains. It is the Team Captain's responsibility to form a team with players appropriate for the division and league they wish to play. The Adult hockey manager reserves the right to move players to the appropriate skill level.

A. ROSTERS

1. Team rosters must be completed and submitted to the Adult League manager by the deadline to get on the schedule.
2. All new to the Igloo players must go through evaluation skate to properly place them in a division matching their skill set.
3. Rosters will be frozen midway through the seasons. Any roster changes after week three will require the consent of the adult league manager.
4. Every player on the roster must have similar colored jerseys with a unique number on the back of the jersey. Failure to have a number will result in removal from the game.
5. Each player can only be rostered on 2 teams in different divisions.
6. Each team can only have 2 skaters that are registered in the division directly above their division and must be approved by the adult hockey manager.
7. C Bronze division can only add players from the rookie league via the draft system. Any players that don't fit that criteria will be handled on a case-by-case basis by the adult league manager.

B. NUMBER OF PLAYERS

1. Teams choosing the "TEAM FEE" will have full control of their roster with a minimum of 10 skaters and a goalie. All teams selecting team pay must be paid in full prior to the start of the season.
2. Teams choosing the "Individual Fee" method will be subject to the following roster rules.
*Minimum of 13 skaters and 1 goalie per team, maximum of 15 skaters and 1 goalie per team. If the team does not meet these requirements, the adult hockey staff can add players of "like ability" to the roster.
3. All teams must have a full-time goalie rostered. No goalie can play full-time in the same division for multiple teams. The Adult League Commissioner will allow a fill-in goalie until one is available for the team or teams in question.
4. If someone on your team encounters a season ending injury, you can ask the Adult Hockey Manager for guidance on getting a replacement player.

C. FILL-IN PLAYERS

1. All fill in players must check in and be added to the team's roster in Kreezee to track stats.
2. Any registered full-time player may serve as fill-ins for other teams.
 - a. Partial Players may not fill in on other teams.
3. If a team exceeds the below applicable rule and adds a player to a game when not needed or necessary, that team may forfeit that game and the Team Captain will be subject to suspension.
 - a. All Teams may use a maximum of 3 Fill-In Players to assist if attendance at game time is below ten players. Max 10 skaters with subs included.
4. All Fill-In Players must be from the same division or below and not from the division above.
 - a. *Example:* If a B Division team needs a Fill-In Player, they must gain a player from another B Division or C Division team. No player from A would be allowed to play.
5. No outside Fill-In Players are allowed. All players must be registered in the current season of the Adult League and in good standing with the rink. If a team uses an outside player to fill-in that team may forfeit that game, and the Team Captain will be subject to suspension.

D. PLAYER IN WRONG DIVISION

1. Having players placed in the correct division is vital to having a fun and safe experience for all players. Any Team Captain who identifies a potential player in the wrong division should contact the Adult Hockey department.

E. USA HOCKEY

1. All players and referees must be registered members of USA Hockey.
2. A current USA Hockey number is required at the time of registration for all players.
 - a. Any player without a valid USA Hockey number will be subject to suspension.

F. TEAM CAPTAINS

1. Team Captains will serve as the leader of the team, and the liaison between the players of their team and the League.
2. Team Captains must provide an initial Team Roster with names and numbers to the Adult Hockey manager by the deadline provided to be considered for the upcoming season.
3. Team Captains must attend the Captain's Meeting prior to the start of each season or send a representative in their place.
4. Team captains are responsible for all rostered players making their payment on time. Any teams or individual signup player will not be able to take the ice without being paid in full.
5. Team captains are responsible for following the fill-in player guidelines and need to make sure all players on the ice have a similar color jersey with a unique number on their jersey.
6. Team Captains must act with respect and integrity while dealing with Community First Igloo staff, adult players, and officials and help deescalate tense situations.
7. Final Team Rosters must be submitted at or before the Early Bird Deadline.
8. All roster moves or changes need to be approved by the Adult Hockey Manager.

G. REFEREES

To become a referee, contact the Referee in Chief or [USA Hockey](#) for information about upcoming Referee Clinics.

1. All referees must be registered members of USA Hockey as an official.
2. All referees must be cleared by the Referee in Chief.
3. All referees are subject to a background check.
4. All referees must complete SafeSport training provided by USA Hockey.

H. ON ICE INJURIES

1. The Team Captain and referees should only approach an injured player on the ice and assess the injury/situation. All other players should proceed to the players benches until given further instruction.
2. Unless the player has a head, neck, or back injury, all parties should move quickly to get the player off the ice and to the bench, locker room, or lobby if injured.
3. If the injured player requires medical assistance/attention, the scorekeeper should be instructed to call 911 immediately.

V. GAME & STATISTICAL INFORMATION

A. CHECK IN

1. All players, INCLUDING SUBS must check-in with the check in table prior to taking the ice.
2. The Scorekeeper will do attendance prior to the game starting to ensure accurate rosters. Any player not on a team's roster at warmups will need to check in and be added to the team's roster at the check in table.
3. If a player shows up late, after Roll Call, they must see the referee so the scorekeeper can be added to the official game sheet.
4. Should a referee or scorekeeper have a question about a player's identity, that player must show a valid photo ID.
5. Any team playing Illegal Players will forfeit the game. The Team Captain and the Illegal Player will be suspended. Any further offenses will result in suspensions, forfeits, and possible removal from the league.

B. GAME TIME

3-minute warmup

1. All games can start up to 10 minutes earlier than the listed start time.
2. Ice Warmups will be 3 minutes in length. The warmup starts once the first player steps on the ice.

3 periods of 13-minute stop time

1. In the event where the time remaining in the ice slot and the time remaining in the 3rd period is equal, the game will revert to running time; once the game has gone to running time under this rule, the only time it would revert to stop time would be if the game has a 1 goal differential with 1 minute or less remaining.
2. At any time during the 3rd period, if a team is ahead by 5 goals or more, the game will revert to running time and time-outs will not be permitted. If the score differential returns to 2 goals or less, the game returns to stop time.

C. RESCHEDULING & CANCELLATION

1. Games will not be rescheduled due to the lack of players, missing goalies, or officials.
 - a. In the event a game does not have referees, the game will be considered a "tie".
2. Games will only be rescheduled due to unforeseen problems at the facility which would cause ice events to be canceled. The season may be extended by up to 1 week to accommodate rescheduling.
 - a. A refund will be given to players if canceled games are not able to be rescheduled. Community First Igloo Management reserves the right to prorate the season how they see fit.
3. All cancellations notices will be communicated via email.

D. OVERTIME

1. During Regular Season and Consolation games there will be NO overtime. Games can end in a tie.
2. Playoff Overtime Format: OT will be 3v3 with the 1st Goal scored wins in a 5-minute stop time, if the game is still tied the game goes to a 3-player shootout.
3. Shootout Rules: Home Team decides if they go 1st or 2nd.
4. Teams must select 3 different shooters in the original 3 player shootout.
5. Most goals after 3 shooters each will win the game. If the game is still tied after 3 shooters each, the game will go to a sudden death shootout.
6. In a sudden death shootout, teams can repeat the same shooter as many times as they want or pick new shooters.
7. In a sudden death shootout, if the first shooting team scores, and the second shooting team misses. The game is over, the first team wins.
8. In a sudden death shootout, if the first shooting team misses, and the second shooting team scores. The game is over and, second team wins.
9. If a player has time remaining on a penalty in overtime they are not allowed to participate in a shootout.
10. If both teams miss or both teams score, the shootout continues until one of the above scenarios occurs.

E. GAME STATISTICS

1. 2 points for a win
2. 1 point for a tie
3. 0 points for a loss
4. Forfeiting is a 1-0 win for the team that showed up.
5. Double forfeit - both teams don't show, 0 - 0 score, with NO points awarded to either team

F. LEAGUE STANDINGS

1. League Standings/Schedule/Scores - <https://community-first-igloo.kreezee-sports.com/>
 - a. Any correction requests must be initiated by the Team Captain in writing to adulthockey@communityfirstigloo.com
2. In the event of a tie in the League Standings, the tie breaker will go as follows:
 - a. Most Total Points
 - b. Most Wins
 - c. Head-to-Head Record
 - d. Goals Differential (Goals For minus Goals Against) (All Games) **Maximum of 7 goals per game differential
 - e. Most Goals For
 - f. Least Goals Against
 - g. Least Total Team Penalty Minutes

G. PLAYOFF FORMAT

Not all teams from each division will make the playoffs.

1. 4 team division: teams will play a semifinal #1 seed vs #4 seed, #2 seed vs #3 seed, winning teams play in the championship.
2. 5 team division: teams will play a semifinal #1 seed vs #4 seed, #2 seed vs #3 seed, winning teams play in the championship. # 5 is eliminated.
3. 6 team division: teams will play a semifinal #1 seed vs #4 seed, #2 seed vs #3 seed, winning teams play in the championship. Teams #5 and #6 will play in a consolation game the week of the semifinals.
4. 7 team division: teams will play a semifinal #1 seed vs #4 seed, #2 seed vs #3 seed, winning teams play in the championship. Teams #5 and #6 will play in a consolation game the week of the semifinals.
5. 8 team division: teams will play a semifinal #1 seed vs #4 seed, #2 seed vs #3 seed, winning teams play in the championship. Team #5 will play #6 and team #7 will play #8 in consolation games the week of the semifinals.

6. 9 team division: teams will play a semifinal #1 seed vs #4 seed, #2 seed vs #3 seed, winning teams play in the championship. Team #5 will play #6 and team #7 will play #8 in consolation games the week of the semifinals. Team 9 will be eliminated.
7. 10 team division: teams will play a semifinal #1 seed vs #4 seed, #2 seed vs #3 seed, winning teams play in the championship. Team #5 will play #6, team #7 will play #8 and team #9 will play team #10 in consolation games the week of the semifinals.
8. 12 Team division: Top 8 teams make the playoffs. Teams play quarterfinals #1 vs # 8 , #2 vs #7, #3 vs #6, #4 vs #5. The winning teams play in the semifinals. The winner of #1 vs #8 plays the winner of #4 vs #5 in semi-final #1. The winner of #2 vs #7 plays the winner of #3 vs #6 in semifinal #2. Winning teams of semi-finals, play in Championship Game. Losing teams of the quarter finals play in consolation games. Loser of (#1 vs #8) vs Loser of (#4 vs # 5), Loser of (#2 vs #7) vs Loser of (#3 vs #6). Consolation games #9 vs #12 and #10 vs #11. Winners of these consolation games will play, and the losers will play for the final game.

*** 3 Team division Playoffs**

1. After regular season, 1st place team advances to the Championship
2. 2nd place and 3rd place play in the semifinal to see who advanced to the Championship.

VI. PENALTIES

The Community First Igloo reserves the right at its sole discretion to ask any player to leave whose conduct is unfavorable to the conduct of the game. This includes behavior in the Penalty Box and towards staff and officials. Any games missed due to ejections, misconduct, or suspensions are not eligible for refunds.

A. GAME RULES

The Community First Igloo Adult hockey program follows the USA Hockey guidance and rulebook. Fair Play and Respect Fair play and respect are the backbone of any successful amateur sports program. For a positive environment to be created, it is imperative that all participants and spectators have respect for all players, coaches, officials, administrators, spectators, and the sport of hockey.

Hockey is a game demanding high levels of concentration and skill. Taunting or unsportsmanlike conduct directed at opponents or officials will not be tolerated. USA Hockey does not tolerate any abusive behavior, including racial and other derogatory slurs directed at players, coaches, and officials. All participants are reminded that any language that is hateful or discriminatory in nature will be penalized with an automatic Match Penalty.

Abuse of officials is a continuing problem at all levels of play, and in all youth sports, and as a result the retention of officials has become a significant issue that affects the quality and number of available

officials. USA Hockey is committed to taking a leadership role in this area and has in place a Zero Tolerance Policy towards unsportsmanlike behavior. Officials are required to strictly enforce all actions that are deemed to be abusive in nature in an effort to change the culture of what is deemed to be acceptable behavior when it comes to respect for officials.

1. All [USA Hockey Rules](#) will be followed.
2. The Zero Tolerance Rules indicated in USA Hockey Rulebook will always be enforced.
3. All Adult Leagues are non-checking.
4. Minor penalties-all minor penalties will be 2:00 in length for all divisions. If it is a running clock, the penalty will be 1:30.
5. Major penalties- all major penalties will be 5:00 in length for all divisions.
6. Misconduct penalties - will be 10:00 in length for all divisions.
7. The 5 Second Puck Drop Rule
 - a. Once the referee is in position at a faceoff circle and is in possession of the puck, the official will blow his/her whistle and count 5 seconds.
 - b. He will then drop the puck to commence the next shift. It is the players' responsibility to line up and be prepared to play within this time frame.
8. Players are to remain off the ice until the Zamboni doors are closed. The Zamboni will leave the ice if any player enters the ice surface prior to the doors being closed and the game will be played on unfinished ice.
9. Once the Zamboni Doors close, the official time slot of 60 minutes begins from that moment. All games should receive 60 minutes of game time if needed. If the facility is 15 minutes or more behind schedule they must go to running time to makeup time.
10. All players must wear full equipment during the game.
 - a. Referees will ask any player to leave the ice if equipment is missing and or not properly attached (i.e., chin straps).
 - b. All gear is to be worn anytime on the ice including during warm-up or returning to the bench during play. Failure to do so will cause players to receive a Delay of Game Penalty.

Summary of Penalties

The following summary of penalties is intended for general application of the rules. Specific situations may require different applications. All referenced rules should be consulted for exact language.

Minor Penalty

Personal Fouls

601(a) Unsportsmanlike Conduct

601(a.4) Shooting puck after whistle

613(e) Face-off interference

615(a) Instigator of fighting

615(e) Players not going to bench after warning during altercation.

622(a) Holding

625(a) Interference

625(a.8) Interfering with goalkeeper in crease

625(a.9) Interference by player on bench

629(b) Leaving penalty bench prematurely.

634(d) Stick contact with goalkeeper

Delay of Game, Player, or Goalkeeper

304(e) Deliberately removing helmet/facemask.

309(a,c) Adjusting clothing/equipment

610(a) Freezing puck along boards or net

610(b) Goalkeeper intentionally stops play.

610(c,d) Batting/shooting puck out of rink

610(e) Deliberate goal displacement

610(h) Continued improper line change during stoppages

613(d) Second face-off violation, same team

614(a,c) Falling on puck

618(a) Picking up puck from ice

632(b) Freezing puck along boards

Goalkeeper Infractions

303(g) Wearing illegal equipment.

406(c) Thrown stick during penalty shot.

407(c) Participating in play across center line.

605(c) Going to bench for stick at stoppage.

610(g) Piling up obstacles in front of goal.

610(g) Dropping puck onto goal netting

615(e) Leaving crease area during altercation.

618(c) Holding puck more than three second.

Stick and Equipment Violations

301(c) Playing with an illegal stick

301(c) Player playing with goalkeeper stick

301(e) Playing with more than one stick.

304(a) Playing without helmet/facemask.

304(b) Equipment not worn under uniform.

605(a) Playing with a broken stick.

605(b) Receiving an illegal stick.

615(a) Dropping glove(s)/stick in altercation

637(a) Throwing a stick (non-Penalty Shot)

Bench Minor Penalty

203(a) Roster addition during game

204(b) Too many players on the ice

204(c) Illegal entry from penalty bench

205(b) Improper goalkeeper substitution

205(c) Goalkeeper to bench at stoppage.

206(d) Injured/penalized player returns prematurely.

301(c) Stick measurement legal

307(c) Equipment measurement (legal)

308(c) Use of electronic devices

601(b) Abuse of officials and other misconduct

610(h) Continued incorrect players on ice

633(a) Refusing to start play.

633(b) Refusing to go on ice.

Minor or Double Minor Penalty

640(a) Unnecessary roughness

Minor or Major (plus Game Misconduct Penalty)

604(c,d) Body checking in Competitive Contact category

609(a,b) Cross-checking

611(a,b) Elbowing

621(a,b) High-sticking

623(a,b) Hooking

628(a,b) Kneeing

634(a,b) Slashing

639(a,b) Tripping/Clipping/Leg Checking

640(b,g) Avoidable check (Late Hit)

640(c,g) Avoidable contact after whistle

640(d,g) Body check with no effort to gain possession of puck

640(e,g) Body check delivered to opponent who is physically engaged

640(f,g) Goalkeeper delivering body check

Minor plus Misconduct or Major plus Game Misconduct

603(a,b) Boarding

607(a,b,c) Charging

608(a,b) Checking from behind

620(a,b) Head Contact

Major plus Game Misconduct

606(a) Butt-ending

608(b) Checking From Behind (head first)

615(a,b) Fighting

619(a) Head-butting

622(b) Holding/grabbing facemask.

627(a) Push off opponent with skate

629(a) Leaving Bench in Altercation

635(a) Spearing

639(b) Slew Footing

Minor, Double Minor or Major plus Game Misconduct

615(a) Fighting (retaliation)

Minor plus Misconduct Penalty

301(d) Not surrendering stick for measurement.

Minor plus Game Misconduct Penalty

615(a) Drop glove(s)/stick, instigate altercation.

Bench Minor or Game Misconduct or both.

629(d) Team Official on ice without permission

Match Penalty Option

603(c) Boarding

604(e) Body checking in Competitive Contact category

606(b) Butt-ending

607(e) Charging

608(c) Checking from behind

609(c) Cross-checking

611(c) Elbowing

615(c) Deliberately removing helmet during altercation.

619(b) Head-butting

620(c) Head Contact

621(c) High-sticking

622(c) Holding/grabbing facemask.

623(c) Hooking

628(c) Kneeing

634(c) Slashing

635(b) Spearing

639(c) Tripping/Clipping/Leg Checking/Slew Footing

640(h) Avoidable check (Late Hit)

640(h) Avoidable contact after whistle

640(h) Body check with no effort to gain possession of puck.

640(h) Body check delivered to opponent who is physically engaged.

640(h) Goalkeeper delivering body check.

Match Penalty (only)

305(b) Taped hand, cutting opponent.

601(e.1) Applies physical force or attempts to inflict physical harm to a game official

601(e.2) Conduct critically detrimental to the game

601(e.3) Hateful/Discriminatory Language

602(a) Attempt to injure or recklessly endanger an opponent or team official.

615(c) Removing helmet prior to or during an altercation.

627(b) Kicking opponent

633(a,b) Suspended game—refusal to start play

Misconduct Penalty

304(c) Failure to wear helmet facemask in bench area.

304(f) Mouthguard violation

304(g) Equipment violation (after warning)

305(b) Playing with cut palm on glove.

406(d) Distraction during penalty shot.

601(a) Persisting in unsportsmanlike conduct

601(c) Abuse of officials and other misconduct

B. SUSPENSIONS

1. Players receiving three or more penalties in a game will be ejected from the game.
2. If all three penalties are from (interference, tripping, holding etc.). No future game suspension would be added.
3. If all three penalties are severe in nature (Slashing, Roughing, Boarding) then a 1 game suspension would be implemented.
4. All Majors and Misconducts are subject for review by the discipline committee.
5. Any player removed from a game due to misconduct must leave the ice immediately without incident and go to the locker room, remove your gear and leave the facility in a timely manner.
6. All players that receive a suspension will be notified immediately by their Team Captain.
7. Players playing in multiple divisions will be ineligible to play any games until their suspension is served in the division in which they received the suspension.
8. Any team allowing a suspended player to play in a game will forfeit the current game, the suspended player will also incur a longer suspension, and the Team Captain will be subject to suspension as well.

9. A team must have at least 6 players to officially start the game: 5 players plus a goalie, or 6 players and no goalie. A team starting with less than 6 roster players will forfeit the game. In the event of a forfeit, the game officials will not officiate the ice slot.
10. The Adult League manager has the right to suspend any player at any time based on on-ice or off-ice behavior.

C. FIGHTING

USA Hockey defines fighting as “a punch, or an attempted punch, thrown by any player in the direction of an opponent, regardless as to whether contact is made.” -usahockeyrulebook.com, Rule 615

1. Fighting before, during, or after a game will not be tolerated in any league games and will result in an automatic dismissal from the game and an automatic 3 game suspension.
 - a. If a player is involved in a second or more incidents, they are subject to expulsion from the league.

D. CONDUCT TOWARDS REFEREES

“In an effort to make ice hockey a more desirable and rewarding experience for all participants, USA Hockey instituted a zero-tolerance policy [in 1992]. This policy requires all players, coaches, officials, team officials, and administrators and parents/spectators to maintain a sportsmanlike and educational atmosphere before, during, and after all USA Hockey-sanctioned games.” -usahockeyrulebook.com, *Zero Tolerance Policy*

1. Any unfavorable aggressive, intimidating physical contact, or threats to do physical harm to a referee will result in immediate 3 game suspension and further discipline by league administration.
 - a. Referees will enforce [Rule 601 \(Abuse of Officials and Other Misconduct\)](#) from the USA Hockey Rulebook.

E. CAPTAIN CHALLENGES

To challenge a call or suspension, the Team Captain should reach out to the Adult League manager by emailing adulthockey@communityfirstigloo.com

The discipline committee that consists of the Adult Hockey manager, and Head of Referees and Director of Hockey Operations have up to 30 days to review game video and any testimony before making a final decision regarding the challenged call or suspension.

VII. REGISTRATION INFORMATION

A. TEAM FEE

1. Every team has the option to pay a Team Fee.
2. Team pay Fees must be paid upon the deadline for early bird signup. Any team electing for team pay and not making the early bird deadline will be treated as an individual pay team with additional charges being adjusted.
3. Captains must have their roster approved by the Adult Hockey Manager.

B. INDIVIDUAL PLAYER FEES

1. If a team chooses not to pay the Team Fee, players must register with an individual fee prior to the start of the season.

C. PAYMENT PLAN

1. All Full-Time players are eligible for a Payment Plan.
2. Any player whose payment defaults (i.e., insufficient funds, credit card declined, etc.) will be subject to late fees to be determined by the Hockey Department.
3. All players must have accounts in good standing to be eligible to play.
4. Players with outstanding funds from previous season(s) will be ineligible to play until all balances are paid in full.
5. Payment Plans are subject to additional admin fees.

D. REFUND POLICY

The Community First Igloo has a No Refund Policy. Should a player have a sudden or unexpected change in life (e.g., injury or deployment), they should contact the Adult League manager for consideration.

E. LATE REGISTRATIONS

Late registrations will be accepted if there is room in the league and on a roster in the player's division. The registration fee will be a prorated amount based on the number of remaining games, plus any additional administrative fees.

VIII. FOOD & BEVERAGE

The Community First Igloo has a full-service restaurant and bar. To provide this service to our customers, we are required to follow strict rules set by the State Department of Business & Professional Regulation. If abused, the service can be withdrawn.

1. No outside food or beverage, alcoholic or otherwise, will be permitted in the facility.
 - a. Individuals who fail to comply with these rules will be issued warnings and suspensions based on the number of times the failure occurs.
 - i. 1st Offense: Verbal/written warning
 - ii. 2nd Offense: \$100.00 individual fine & team game forfeit
 - iii. 3rd Offense: Individual will be suspended for the remainder of the season.
 - b. If it is found that a team is not adhering to this policy and the individual who provided the alcohol is not identified, then the entire team will receive the suspension and forfeit the remainder of the season.
 - c. No fees will be refunded for any suspensions or forfeits because of a failure to comply with facility rules and regulations.
 - d. Individuals who bring beer or alcohol onto the benches that individual will receive a game suspension.
 - e. Any player that arrives intoxicated or gets on ice intoxicated will be removed and not allowed to play. If a player does not leave the ice, the game will be called a forfeit, and the player will be suspended from further play.

Step 1 - 24 hour cooling off period before contacting the Adult Hockey staff, unless an emergency of immediate danger to the player.

Step 2 - Send a message to the adulthockey@communityfirstigloo.com

Step 3 - Captain/player will communicate a solution with the Adult Hockey staff. If there is no solution, go to step 4.

Step 4 - Issue will be taken to the discipline committee and or Director of Hockey Operations for a resolution.

All infractions on the ice will be reviewed by video and the discipline committee and suspensions will be communicated to the captains for the players involved.

The Culture of “HOW WE DO THINGS HERE” will drive the success and enjoyment of all our players and families. So, if something seems off, please communicate it to the hockey staff.

If needed, we will defend our culture.

To ensure the development zone culture for developing Better Athletes, Better People we have different levels of intervention to handle misconduct.

Informal Levels

1. Nonverbal Prompt
2. Gentle Verbal Reminder
3. Assertive but non-confrontational

Formal Levels

1. Official Warning
2. Suspension and/ or Removal
3. Publicize

* Note: actions that warrant suspension or removal can happen automatically without official warning.