

# Buffalo Wild Wings Arena TAHL Rules and Regulations



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## ● Clock and Game Format

- Games will be 3 periods featuring a running clock following a 3-minute warmup that will begin after the zam doors close
- 15:00 will be on the clock to begin P1
- At conclusion of P1; 15:45 will be put up on the scoreboard and the clock will run; officials will drop puck at 15:00 of P2
- Same process repeated for P3
- If the game is tied at the end of 3 periods; a sudden death 3v3 OT period will be played for 3 minutes
- If game is still tied after OT; the game ends in a draw (regular season only; playoff rule changes sent out before playoffs)
- Teams do not have timeouts but officials have 1 timeout they may elect to use (or not use) per game
- ***Playoffs will have other rules/formats that will be sent out later***

## ● Team Rosters

- Team rosters are to be emailed to Adult Hockey Director ASAP (please try to eliminate “old players” if applicable)
- **Maximum Roster Size Limit Coming Fall 2024!!!**
- Roster freeze takes place at the mid-way point of the season
- Teams and/or captains caught illegally dressing players not on their roster may be subject to suspension or dismissal from league depending on severity of situation
- Ensure all main rostered players have accurate jersey numbers
- When rostered subs are skating, ensure to write down their number for the night next to their name on scoresheet

## ● 24 Hour Rule

- This is a non-negotiable aspect of the TAHL
- Should a situation arise, the first priority should be to inform the rink in a productive and calm fashion
- Hockey is an emotional game and it is imperative that the initial conversation is productive
- If you play at 9:00 on Sunday and something occurs that doesn't sit right with you, you should be emailing the Adult Hockey Director at 9:00 Monday with your issue
- At this point, now that 24 hours have passed, the door is open to have a productive conversation about what occurred.

- *At no point in time should any BWWA office staff other than the Adult Hockey Director be receiving verbal complaints from players (and even the AHD shouldn't until 24H has passed)*
- **ALL COMMUNICATION IS DONE BETWEEN ADULT HOCKEY DIRECTOR AND TEAM CAPTAIN**
- *Players/Captains disrespecting the 24H Rule by complaining in person during or right after their game will be calmly reminded of this policy. If the player continues to be aggressive and/or disrespectful law enforcement may be contacted.*
- *Know that if any situation occurs on the ice, I am going to review it and handle it. Violating this 24H rule, being rude/disrespectful to me or my colleagues is a very poor strategy. Let's be productive.*

## ● Fighting

- "Two Strikes and You're Out"
- **First Fighting Major: 5 Game Suspension**
- **Second Fighting Major: League Ejection**
- We are done with the fighting, period
- The league will review all fighting majors, but fighting is fighting
- If you are instigated to fight and don't want to; a very clear and obvious effort to skate away from the altercation must be seen on tape and/or by the officials to not receive a fighting major. They have been notified.

## ● Game Misconducts

- First GM: 1 Week Suspension
- Second GM: 3 Week Suspension
- Third GM: 5 Week Suspension
- Fourth GM: League Ejection
  - Two GM in the same contest is automatic 5 Weeks
- **Officials will be on the lookout for any racist, homophobic, or extreme hateful language. Any players caught using this type of speech will be given 2 Game Misconducts for USL Conduct.**
- **ALL GM SITUATIONS ARE REVIEWED BY DIRECTOR**
- *LiveBarn is looked at and officials are talked to before a final decision. The league director reserves the right to adjust any GM suspension situations accordingly, but the framework is above for all to see.*
- *Players caught playing while suspended will receive an indefinite suspension from the league.*

## ● Alcohol Policy

- Absolutely ZERO drinking on bench during games
- Absolutely ZERO drinking in the rinks and on the glass
- Absolutely ZERO drinking in the locker rooms
- You may drink in the lobby of the BWWA with your team
- You may drink up in one of the corner bars at the BWWA
- **Players caught drinking where they know they are not supposed to will have a \$50 fine issued to their team captain that must be paid in full before their next game or they will forfeit that game**
- **This is a non-negotiable rule. The stakes are too high for the facility.**

## ● Forfeits

- If your team has to forfeit a game due to low numbers, the team captain must email the Adult Hockey Director at least three hours prior to your game time
- The team that forfeited will be recorded as losing 5-0 online
- **Teams that do not let the BWWA know about their intentions to forfeit at least three hours prior to game time will have a \$50 fine issued to their team captain that must be paid in full before their next game or they will forfeit that game**

## ● Delay of Game Penalties

- Players who do not close the penalty box door as they exit will be assessed a two-minute minor penalty for Delay of Game
- Teams with pucks on the ice while the zamboni is in use will be assessed a two-minute minor penalty for Delay of Game
- Teams caught using non-rostered players will be assessed a two-minute minor penalty for Delay of Game, the team captain will be assessed a 10-minute misconduct penalty, and the non-rostered player will be assessed a game-misconduct penalty for Ineligible Player.

## ● Communication w/ League Director

- Effective communication both ways is crucial to the success and well being of the league, it is important that Team Captains and the League Director understand this.
- DO NOT SEND EMAILS WITH IMPORTANT INFORMATION OR ASKING QUESTIONS IN A MASS COMMUNICATION THREAD! They get lost and unintentionally disregarded.

- Send a new, separate email every time you have an inquiry...please be clear in your subject line (ex. "Snap Shows Sub Question" or "Med Wings Sunday D Question")
- This allows inquiries and concerns to be sent in, with each message as its own thread, and is easily navigated.
- This will improve response time and limit confusion on both ends when trying to communicate about league matters.

## ● Scoresheets

- The accuracy of scoresheets is vital to game counts and playoff eligibility. This responsibility falls on the captain (or second captain if main is missing) to ensure the correct players are marked in attendance.
- If you have a sub player playing you **MUST** write down a number designation for that player. You can do this in the blank space next to the player's name on the roster.
- If captains are doing this accurately, there will be no issues about game counts or playoff eligibility. This is ***your*** responsibility.
- Below is a good example and a bad example of a marked scoresheet:

#	NAME	Loc
0	Joel No	
2	✓ Aaron Przystas	
3	Kyle King	
4	— Kregg Richardson	
5	Matt Tebenske	
7	✓ Kyle Lucia	
9	Daniel Glick	
10	✓ Tyler King	
13	✓ Justin Rohlicek	1
14	Andrew Craig	2
17	✓ Euan Bryans	3
18	✓ Derek Jerzak	4
20	Steve Jelsch	5
20	Mike Walkowski	6
21	Mike Ryan	7
24	✓ Aaron Wierszewski	8
25	✓ Ryan Odgers	9
26	Chris Sable	10
40	Nick Foren	11
55	Jake Tresnak	12
77	Elijah Richardson	13
84G	✓ Andrew Bleecker	14
91	John Fotopoulos	
	Derek Chin	
	Dom Debiasi	
	Kyle Doan	
	Travis Drewry	
19	Brian Holappa	
	Adam Kendzulk	
	Chris Marinkovich	
	John Murfey	
	Dave Rabel	
	Jacob Rohlicek	

Clear and very easy to follow; no confusion

This is what they all should look like

#	NAME	Location: R
0G	John Burnham	✓
4	Brandon Tucker	X ✓
5	Bob Martz	✓
6	Joe Nowak	X ✓
8	Nick Reiter	X ✓
10	Pierre Lessard	✓
11	Rob Martin	✓
12	Jeff Dowd	X ✓
15	Shane Bissonette	X ✓
16	Chris Reed	X ✓
17	Nathan Kobaner	X ✓
18	Bryan Halthcoat	X ✓
19	Anthony Casali	X ✓
26	Josh Wozniak	X ✓
27	Chris Doll	✓
29	Bob Coburn	✓
51	Steve Zebula	X ✓
57	Ed Everhard	✓
69	Larry Nowak	X ✓
71	Joe Cote	✓
85	Mark Peshlutta	✓
91	Grant Krywolt	✓
97	Andrew Rood	X ✓
99	Connor Doll	✓

Unnecessarily sloppy and confusing

If they look like this you're going to have inaccuracies